

ShadowSun



Designed for use with
ShadowDark RPG





May the odds be ever in your favor

ShadowSun

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Introduction



Shadow Sun





ROKKAN

CHIBERRI

SNOWY BAY

ISLAND OF
DARK TERRORS

THE BLACK OBELISK

THE HIGHMOUNTS

DESERT OF
WANDERING
ROCKS

THE
SNOWCREST
PEAKS

VARIS

COBALT
MOUNTAINS

CALOCK

SEA OF LOST SAILS

DEELO

LORNASI

IMICHE

FENNAS

THE BOWL OF
DROWNED MEN

THE DEAD HILLS

THE
SHIMMERING
SEA

SHANTUS

RORIN

TIFHS

THE COLOSSI'S REST

DUR

THE BLACK
DEPTHS

THE SEA OF SALT

WASTELAND OF
THE COLOSSUS

THE WILDSTONES

THE GOLDEN
HORN

WOALD

DARKMOON
HILLS

MULLAK

THE WALL OF SWORDS

THE SEA OF GOLD

HELLARI

THE TEMPLE
OF BLOODSTONE

BONEHAMMER

THE SMOKING REACH

ALVUS

MASRO

BLOOD
SEA

BRIGANTINE BAY

THE CRIMSON FLATS

TOLUS

SABRE
ISLAND

SALZARRI

KOA

THE MOUNTAINS
OF VIGILANCE

THE CAVE OF
SPLENDORS

Ancient History

The Wee Folk

In the beginning, there were only the Wee Folk. They were the first to walk the land. They discovered a world of virgin forests, rivers, and blossoming life. They prospered by living in harmony with nature and spread across the entire continent of Althea.

Over time, the land was filled and the drive of the Wee Folk to explore dwindled. They settled into small villages and began to develop their own unique cultures.

The Shadow Sun

This all came to an end when the ancient moon of Sheera passed in front of the Sun. For a time, the world was lost in darkness. Foul beasts rose up from the shadows and plagued the Wee Folk.

Eventually, Sheera was broken by the sun's power and fell to the land in pieces. When the pieces landed, the Wee Folk stole Sheera's magic and it changed their nature.

Some grew tall and slender, growing into what we now call **Humans** and **Elves**. Others grew stronger and tougher, becoming the **Dwarves**.

The most adventurous of Wee Folk used their magic to grow wings and became the first **Hawkfolk**. Others melded with the great lizards to swim beneath the waves as **Lizardfolk**.

One piece of Sheera landed in a nest of great mantis and they rose up with intelligence and vigor as **Mantisfolk**.

From this shattering, the elevated races were formed. Those Wee Folk that failed to transform became angry and bitter. They retreated into isolated enclaves and were denigrated by the other races as **Halflings**, those not fully formed.

Burning Vengeance

After the destruction of Sheera, the Sun became angry and vengeful. His skin turned dark crimson and his heat grew strong.

He twisted the gift of Sheera's magic so that it defiled the land and destroyed the life-giving nature of the world. As these new races fought wars over territory, they scorched the land and left it bleak and burnt. These wars raged on for years, turning most of Althea into a desert wasteland. In this destroyed land, a new day dawns.

The Barren Land

What remains of the burnt world of Althea is mostly desert. Sand, rocks, and heat are in abundance. Water, food, shade, and happiness are in short supply.

Most of the surface-dwellers live in one of twenty city-states, ruled by a powerful Mage-King. There were only a few victors of the magic wars. These city-states are strategically located at the sites of deep wells, vital springs, the occasional oasis, and the few rare tributaries that remain. They use this water to cultivate crops on the tiny patches of fertile soil that are still available.

Every day, the bravest go out into the wasteland to search for prey. Violent raiders are numerous and sometimes the hunter becomes the hunted.

In the small patches of grassland that remain, nomadic herders wander about with flocks of sheep and goats. They are heavily armed and prepared to defend themselves. The grass itself is a commodity beyond measure.

In these dark times, those who bring life to the people are beloved. Those who take it are hunted down and slain. It is an age of upheaval.

The Melding

When the Shadow Sun burnt the world, the metals in the rocks turned to liquid and flowed down into the deep. The **Dwarves** have been chasing it for years, deeper and deeper into the darkness.

The people have had to adjust their lives to accommodate this retreat. An entire tribe might be able to get enough iron together to forge a single blade. To survive, they have turned to the stone and bone tools of the ancient Wee Folk.

The few bits of forest that remain are carefully maintained by the **Elves** and harvested for wood. The bones and hides of animals are used for clothing and weapons.

Because of its rarity, the few bits of metal that exist are used for trade and commerce. Even still, most trades are done with barter or gemstones, if available.

Those that do acquire a supply of metal often become the next wave of conquerors. It is easy to use their military advantage to seize power from those armed only with stone and bone.

Under the brutal Shadow Sun, only the strong survive.

Using the Setting

What to keep

Character generation in Althea is similar in the structure of the core ShadowDark ruleset. The character generation chapter provides guidance on choosing a **Background**, **Ancestry**, **Class**, **Alignment**, known **Languages**, and **Equipment** for a character. Titles and Deities are not used.

If you choose a spellcasting class, the ShadowDark rules prevail. **Sorcerers** follow the same rules as Wizards in core ShadowDark. This means that they must use the Wizard Mishap tables when they critically fail. **Shamans** use their WIS mod when casting, but otherwise follow the same pattern.

If you choose the **Mentalist** class, psionic powers work similar to spellcasting checks, but using the CHA modifier. Critical failures use the **Psionic Mishap Chart**.

On the next page, there are rules to use for **Survival** in the harsh and unforgiving world of Althea.

Aside from these exceptions, the ShadowDark adjudication rules are untouched. As always, the Game Master should use their judgment and knowledge of the setting to decide on a fair resolution.



ShadowSun Mindset

The setting presented in this book is intentionally harsh. The people of Althea live in a post-apocalyptic hellscape. They are struggling every day to find water, food, and shelter. Most don't have time for philosophical discussions.

In this world, the strong rule. There is no time for petty squabbles. Force is the only language that most people understand. You will notice that alignment works a little differently as a result.

Don't expect to find friendly towns with wholesome barkeeps serving up ale for a copper piece. This isn't a happy medieval fantasy where everyone makes it home with a smile. Death is the norm. There are whole geographic regions littered with the bones of the fallen.

Welcome to Hardcore Mode.

Survival Rules

Food and Drink

In Althea, rations only contain food. Water must be tracked as a separate resource: a drink. A waterskin holds 2 drinks. A clay jug holds 4 drinks. Rations and liquid containers are fully described in the **Adventuring Gear** section.

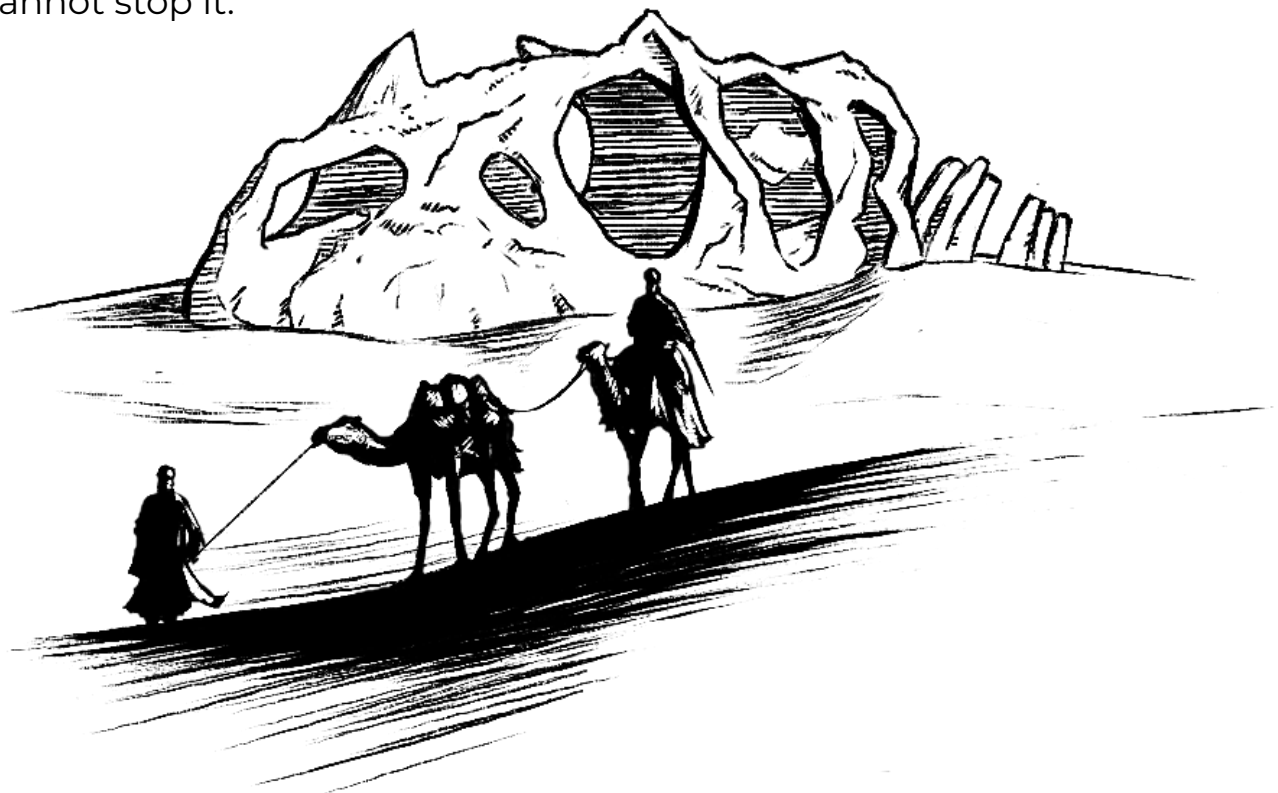
To recover hit points during a rest, you must consume one drink of water (or alcohol) and one ration.

If you go 3 days without a ration, you lose 1 hit point. If you go 1 day without a drink, you lose 1 hit point. This damage cannot be healed by magical means and will eventually kill you (with no *death roll*) if you cannot stop it.

Heatstroke

You must also consume 1 drink per day of overland travel. You can avoid this requirement by traveling at night, but you will need to rest during the day to compensate.

If you force yourself into daytime travel without taking a drink, you will enter **heatstroke**. This imposes *disadvantage* to all rolls until you take a drink. If you suffer heatstroke a second time, you must make a CON check vs DC 15 or die of thirst.



Character Creation



Backgrounds

Backgrounds represent your life before you developed class abilities. They reflect your upbringing and education (often very little).

Tell the Game Master if you feel that your background would affect a particular check and they may grant you *advantage* on the roll.

Backgrounds

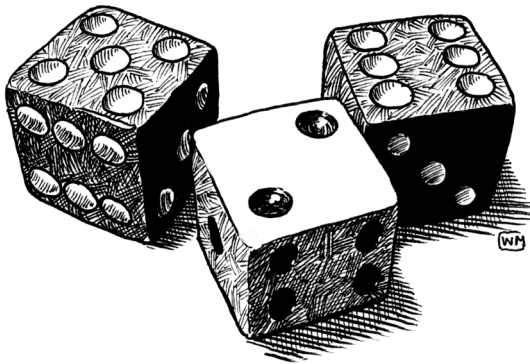
d20 Details

- | | |
|----|--|
| 1 | Bonesmith: You have learned to work bone into tools and weapons. |
| 2 | Caravanner: You have traveled the wastes with a desert caravan. |
| 3 | Exile: You were expelled from your home for a terrible transgression. |
| 4 | Gladiator: You fought in the grand arenas for fame and fortune. |
| 5 | Hermit: You have spent years in solitude in the deep wilderness. |
| 6 | Hunter: You have stalked prey through the desert to feed yourself. |
| 7 | Mariner: You have spent time on a sailing vessel crossing the seas. |
| 8 | Mercenary: You have fought in a mercenary company for coin. |
| 9 | Minstrel: You have traveled far and wide performing for the people. |
| 10 | Noble: You were born to a noble family and raised with honor. |
| 11 | Nomad: You came from a tribe of people that moved frequently. |
| 12 | Potter: You have learned to work clay into pots and useful items. |
| 13 | Preserver: You tend to the plants and animals that remain alive. |
| 14 | Raider: You have survived by taking what you need from others. |
| 15 | Rain Dancer: You have participated in tribal spiritual ceremonies. |
| 16 | Reader: You have a weak psionic talent to read others' emotions. |
| 17 | Savage: You came from a violent barbarian tribal group. |
| 18 | Stonesmith: You have learned to work stone into weapons and tools. |
| 19 | Trader: You have bargained and traded with merchants for a living. |
| 20 | Villager: You came from a small village outside of a city-state. |

Stats

Stats determine your natural aptitude for certain types of tasks.

Roll 3d6 six times and record them in the order rolled on your character sheet, along with the appropriate modifier from the chart shown on the right.



Strength. Measures your physical prowess, lifting and pushing ability, your aptitude for melee combat, ability to swim, and so on. It is vital for **Warriors**.

Dexterity. Measures your ability to aim a ranged weapon, your sense of balance, the lightness of your step, and hand-eye coordination. It is vital for **Explorers**.

Constitution. Measures your general health, ability to hold your breath, endure poison or disease, and sustain injuries but keep fighting. It is vital for all classes.

Stats	
Stat	Modifier
1-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18+	+4

Intelligence. Measures your logic and reasoning ability, memory, ability to decipher ancient symbols and glyphs, and cast arcane spells. It is vital for **Sorcerers**.

Wisdom. Measures your common sense, perception, ability to find hidden objects, and interpret social behavior. It is vital for **Shamans**.

Charisma. Measures your social presence, empathy, leadership, conversational skills, and used to defend your mind from psionic attacks. It is vital for **Mentalists**.

Ancestry

Ancestry at a Glance

d6	Ancestry	Languages	Details
1	Dwarf	Common & Dwarvish	+3 gear slots
2	Elf	Common & Elvish	+2 to initiative checks
3	Hawkfolk	Common + Avian	Float to <i>near</i> distance
4	Human	Common + Bonus	Extra talent at 1st level
5	Lizardfolk	Common & Reptilian	Sand Breathing
6	Mantisfolk	Common & Insectoid	Venomous Bite

Dwarf

Dwarves live deep underground in large clans. Most of them are obsessed with mining and convinced that they will be the prospector that strikes it rich and becomes the next clan lord.

The dwarven clans grow vast fields of lichen and mushrooms to feed their people. They have much more stable and secure water supplies, leading to material prosperity.

They transform the earth's bounty into vigorous trade with the surface to grow their wealth. Their caravans frequently travel the wastes.

Dwarven characters know the Common and Dwarvish **Language**.

Rugged: Dwarves can carry an extra 3 gear slots.

Elf

Elves live in nomadic camps that move with the seasons from oasis to oasis. They also maintain what few forests remain. Elves are mostly hunter-gatherers but occasionally herd goats for milk and meat.

They are restless by nature, always looking for new horizons and a life of excitement. This gets many killed and their people struggle.

Many of the raiders and thugs that plague the civilized folk are elves that have lost their way. Outside of the city-states, they are feared and sometimes ostracized.

Elven characters know the Common and Elvish **Language**.

Quick: Elves gain a +2 bonus to all *initiative* checks.

Hawkfolk

Hawkfolk were granted feathery wings by Sheera's magic, but they can only fly a short distance. They tend to live on top of buttes and other protrusions for security, using their wings to slow their descent.

Some are convinced that they can eventually find a way to use magic to achieve true flight.

Hawkfolk characters know the Common and Avian **Language**.

Hover: Hawkfolk can float about two feet off the ground and move up to a *near* distance. Once performed, they cannot use this ability again until resting.

Lizardfolk

Lizardfolk are tribal people that live a subsistence existence off the bounty of the **Black**. The majority of their food comes from sand fish, crabs, rock lobsters, and mollusks.

However, lizardfolk are quite adventurous and frequently travel into the interior in search of fame and fortune.

Lizardfolk characters know the Common and Reptilian **Language**.

Diver: Lizardfolk can breathe from the tiny bubbles of air that hide under the sand. However, they must return to the surface at least once per hour to breathe deep.

Human

Humans are the most flexible of the races created by Sheera. They have a natural affinity for change and can adapt to almost any living circumstances. It was humans that first built the great city-states and they are the majority of the remaining Mage-Kings.

Humans are natural traders and can be found in almost any settlement on Althea.

Human characters know the Common **Language** + one free bonus language of their choice.

Ambitious: Humans can make an additional *talent* roll at 1st level.

Mantisfolk

Mantisfolk are an elevated race that come from primordial past. They have difficulty understanding the customs and behaviors of the other races, particularly with respect to violence and conflict.

Mantisfolk characters know the Common and Insectoid **Language**.

Venom: Mantisfolk can make a melee attack with *advantage* to bite an opponent at *close* distance. A hit deals 1d4 damage. They must also make a CON check vs DC 12 or take an additional 1d6 poison damage from mantis venom.

Explorer

Explorers are experienced scouts that are comfortable in the wilderness. They are often paid to lead parties of travelers through rough, dangerous, or unknown terrain. Merchants will employ an explorer to lead their caravans, even through known territories.

Weapons: Club, dagger, mace, shortbow, shortsword, sling

Armor: Leather and hide armors

Hit Points: 1d6 per level

Lucky: You gain a +2 bonus when rolling a *death timer* or using a *luck token*. You can also hold up to 2 luck tokens at one time. Rolls to *stabilize* you are made vs DC 9.

Shadowed: You gain *advantage* on stealth checks. Add an extra +2 to stealth checks if you are motionless. You can move silently at half your normal movement rate.



Thievery: Under the Shadow Sun, you must do whatever is necessary to survive. You have *advantage* on DEX checks to disguise yourself, shadow someone, find and disable traps, pickpocket, or pick locks.

EXPLORER TALENTS

2d6	Effect
2	+1 to Thievery checks (cumulative)
3-6	+1 to Shadowed checks (cumulative)
7-9	+2 to Dexterity, Intelligence, or Wisdom stat
10-11	Learn to wear another type of armor or use a new weapon
12	Pick a talent or improve a stat by 2 points

Mentalist

Mentalists are powerful psionicists that have developed the ability to affect the world with their mind.

Weapons: Club, dagger, longsword, mace, staff, sling

Armor: Shields, leather armor, hide armor, and chainmail

Hit Points: 1d6 per level

Charming: You can fast talk your way through a situation. If the subject is non-hostile, this is a CHA check against DC 12. If the creature is inclined to be hostile to you, this is against DC 18. Success is not a compulsion, but the subject will comply unless there is an obvious negative consequence.

Mentalist Powers: You can make psionic checks using your CHA mod to use **Psionic Powers**. Gain known psionic powers each level based on the chart on next page.



Palm: You can secretly grab an object from *close* distance with a DEX check. Any onlookers must make an opposed WIS check to detect your theft.

MENTALIST TALENTS

2d6	Effect
2	+1 to Charming or Palm checks (cumulative)
3-6	+2 to Constitution, Wisdom, or Charisma stat
7-9	Permanently use a power of your choice with <i>advantage</i>
10-11	Gain an additional known power (doesn't count towards limit)
12	Pick a talent or improve a stat by 2 points

PSIONIC POWERS KNOWN

Powers Known by Tier

Level	1	2	3	4	5
1	4	-	-	-	-
2	4	-	-	-	-
3	5	1	-	-	-
4	5	2	-	-	-
5	5	2	1	-	-
6	6	2	2	-	-
7	6	3	2	1	-
8	6	3	2	2	-
9	6	3	3	2	1
10	6	4	3	2	2

Tier 1 Psionic Powers

- Block
- Distract
- Float
- Grasp
- Ignite
- Improve
- Lift
- Mend
- Sense
- Shape
- Speak
- Weaken



Shaman

Shamans are nature spellcasters that have a bond with the spirit world and draw upon its energy.

Weapons: Club, dagger, javelin, shortbow, spear, staff

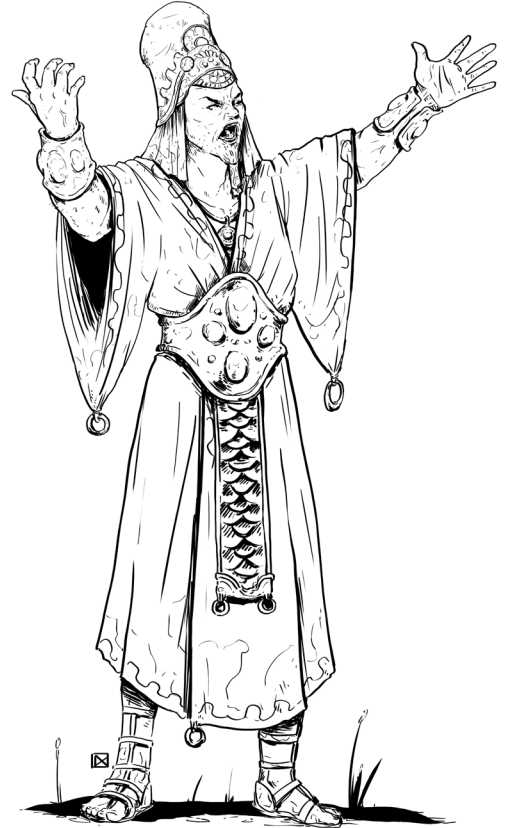
Armor: Shields and all armors

Hit Points: 1d6 per level

Command/Rebuke Undead: You know the *Command/Rebuke* spell (does not count towards your known spell limit).

Nature Spells: You can make spellcasting checks using your WIS mod to cast **Nature Spells**. Gain known spells each level based on the chart on next page.

Spirit Walk: If you are at full HP, you can use resting downtime to enter a trance and take a walk in the spirit world. This will reveal the layout of the map (dungeon or overland) out to *far* distance.



This will not reveal any creatures or people, only the terrain. Once performed, you cannot use this ability again until resting.

SHAMAN TALENTS

2d6	Effect
2	You can Spirit Walk out an additional <i>near</i> distance (cumulative)
3-6	+2 to Intelligence, Wisdom, or Charisma stat
7-9	Permanently cast a spell of your choice with <i>advantage</i>
10-11	Gain an additional known spell (doesn't count towards limit)
12	Pick a talent or improve a stat by 2 points

NATURE SPELLS KNOWN

Spells Known by Tier

Level	1	2	3	4	5
1	2	-	-	-	-
2	3	-	-	-	-
3	3	1	-	-	-
4	3	2	-	-	-
5	4	2	1	-	-
6	4	2	2	-	-
7	4	3	2	1	-
8	5	3	2	2	-
9	5	3	3	2	1
10	5	4	3	2	2

Tier 1 Nature Spells

- Animal Friendship
- Bone Fist
- Charm Creature
- Circle of Protection
- Command/Rebuke
- Cooling Touch
- Cure Wounds
- Detect Opposition
- Guidance
- Raven Spirit
- Shade
- Soul Study



Sorcerer

Sorcerers are magic users adept at combat spellcasting. However, with each failed casting, the world grows that much dimmer.

Weapons: Dagger, sling, staff

Armor: None

Hit Points: 1d4 per level

Arcane Spells: You can make spellcasting checks using your INT mod to cast **Arcane Spells**. Gain known spells each level based on the chart on next page.

Defilement: Any time you fail a spellcasting check, you lose a hit point OR you drain 1d4 hit points from your allies. If you have no allies, this can result in your death.

Scholar: You can choose two additional **Languages** at character creation. You have *advantage* on INT checks to understand ancient symbols or markings.



Scroll Study: You can study a scroll for 1 day to learn it forever (INT check vs DC 15). The scroll is consumed. This doesn't count towards your known spell limit.

SORCERER TALENTS

2d6	Effect
2	+1 to Spellcasting or Scroll Study checks (cumulative)
3-6	+2 to Intelligence, Wisdom, or Charisma stat
7-9	Permanently cast a spell of your choice with <i>advantage</i>
10-11	Gain an additional known spell (doesn't count towards limit)
12	Pick a talent or improve a stat by 2 points

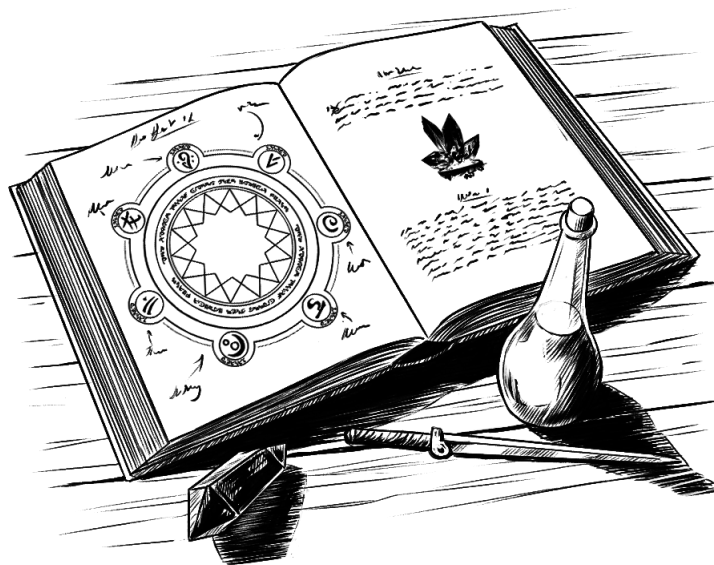
ARCANE SPELLS KNOWN

Spells Known by Tier

Level	1	2	3	4	5
1	3	-	-	-	-
2	4	-	-	-	-
3	4	1	-	-	-
4	4	2	-	-	-
5	4	2	1	-	-
6	4	3	2	-	-
7	4	3	2	1	-
8	4	4	2	2	-
9	4	4	3	2	1
10	4	4	4	2	2

Tier 1 Arcane Spells

- Blight Touch
- Bone Spike
- Bounty
- Charm Person
- Detect Magic
- Dragon's Breath
- Find Familiar
- Lizard Mount
- Sand Armor
- Scorpion Tail
- Sorcerer's Blade
- Veil



Warrior

Warriors are fighters that paint their bodies in the markings of their tribe. They are formidable combatants and the backbone of any adventuring party.

Weapons: Club, composite bow, greataxe, greatsword, javelin, spear

Armor: Shields and all armors

Hit Points: 1d8 per level

Blooded: If you deal 1 point or more of melee damage to an opponent, you gain +2 AC and double your movement rate for 3 rounds. Once performed, you cannot use this ability again until resting.

Dirty Tricks: You can use the environment in unexpected ways (ex. kicking sand in their eyes). Make a DEX check vs a *close* opponent's AC. If successful, the opponent is stunned for 2 rounds.



Shield Mastery: You gain an extra +1 AC when using a shield. You can make an attack roll to bash a *close* opponent with your shield, dealing 1d4 damage and pushing them back to double *close* distance.

WARRIOR TALENTS

2d6	Effect
2	+1 to Dirty Tricks or Shield Mastery checks (cumulative)
3-6	+2 to Strength, Dexterity, or Constitution stat
7-9	+1 to attack and damage with a weapon of your choice
10-11	You can use the Blooded ability an additional time before resting
12	Pick a talent or improve a stat by 2 points

Alignment

Althea is a land on the edge of annihilation. Survival itself is the primary concern of most people living through this terrible age.

Alignment defines your place in this struggle.

Choose one of the three alignments shown below.

Law

Lawful characters think deeply about how they should behave and what is expected of them. They believe that they have a **responsibility** to act a particular way in certain situations and that groups of people should live by a set of common rules.

Law opposes the undead. Lawful shamans drive away and damage the undead with their spells.

Neutral

Neutrality represents the position of most people in Althea. They see the group benefits of lawful activity, but they also see the personal benefits of chaotic behavior. They weigh each moral decision in the **balance** and make their own call.

Neutral shamans can choose (at character creation) whether they rebuke/damage or control/heal the undead. This choice is permanent.

Chaos

Chaos is the belief that there is no answer. The world is full of mystery, magic, and vanity. There is no correct understanding of the cosmos, only a myriad of ideas and conflicting visions about how to achieve them. Chaotic characters focus on **their own desires and needs**. If that hurts others, so be it.

Chaos cultivates the undead. Chaotic shamans control and heal the undead with their spells.



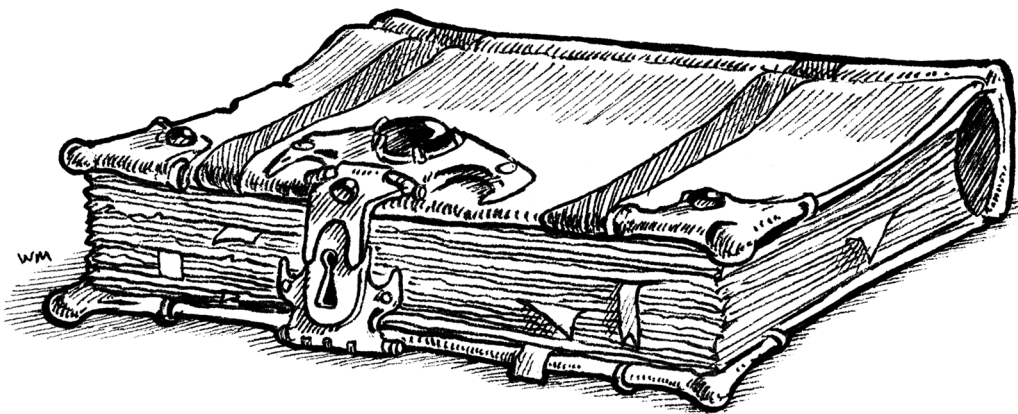
Languages

COMMON LANGUAGES

Language	Who Speaks It
Avian	Hawkfolk
Common	Most humanoids
Dwarvish	Dwarves and other underground races
Elvish	Elves, Half-Elves, and Dryads
Giant	Giants, Giantkin, Trolls, and Ogres
Insectoid	Mantisfolk, Giant Insects
Merran	Seafolk
Orcish	Orcs and Half-Orcs
Reptilian	Lizardfolk and Kobolds

RARE LANGUAGES

Language	Who Speaks It
Aberrant	Aberrations, beastfolk, and hybrids
Ancient	Halflings and the ancient writings of the Wee Folk
Draconic	Dragons and dragonkin
Primordial	Ancient evils, elementals, intelligent oozes
Solar	Divine agents of the Shadow Sun
Spiritual	Nature spirits and the incorporeal



Adventuring Gear

With metal in short supply, the city-states and dwarven clans issue their own ceramic currency.

The standard unit used by the masses is the **Bit**. This is a round ceramic ball with a unique shade, the creation of which is known only to the authorities issuing it.

Merchants transact in **Chits**, a ceramic coin worth 10 bits.

Starting characters get 2d6 x 5 Chits to buy their equipment.

Acid. Glass bottle of volatile acid. It can be thrown in combat (DEX check vs enemy AC), dealing 1d4 damage to anyone struck and 1 point of splash damage to anyone at *close* distance. It can also be carefully poured onto a locked object to burn away the structure and give *advantage* on STR rolls to smash through it with brute force.

Air Bladder. Soft waterproof bladder that can be used to store liquid (about 8 ounces) when carried or a pocket of air for breathing submerged (5 minutes). It is often made from an actual animal bladder. It can also be filled with powders and squeezed to attack in combat (*close* distance).

Alcohol. Brewed drink that can be made from a variety of inputs: rice, corn, honey, barley, wheat, etc. It is sold in bottles that contain three (3) doses. Once you begin drinking, you must roll 1d4 to resist taking an additional dose (and again for the third dose). If you get a 2-4, you will keep drinking until the bottle is completely empty.

The first dose improves your CHA mod by 2 points for 1d6 hours. The second dose has an 80% chance of improving your CHA mod by another point. It has a 20% chance of making the user agitated and removing the original bonus.

For users in the 80%, a third dose will cause you to remain friendly but lose control of your actions. You will wake up with a hangover (-2 INT mod, -2 WIS mod, -2 CHA mod) in 1d4+6 hours.

For agitated users, a third dose will cause you to remain agitated and lose control of your actions. You will wake up with a hangover as well (same penalties) in 1d4+6 hours. However, you will have likely done a few regrettable things and perhaps damaged some relationships. You may want to inquire about this with others who were present during your drinking.

Apron, Heavy. Heavy cooking or blacksmithing apron that provides some protection from heat and spills. It will reduce any fire or acid damage dealt from the front by 1 point per combat round. If it reduces three (3) points of damage in this way, it must be replaced.

Arrows (20). Ammunition used by shortbows and composite bows. Held in a quiver.

Aspergillum. Mace-like object with a spherical perforated bone head. It can be filled with holy water and then used as a melee weapon to deliver the effect directly to a specific undead. It is also used as a part of church prayers and last rites. A hit with a filled aspergillum in combat deals no physical injuries but will increase the damage from the holy water by 2 extra points.

Astrolabe. Complex astronomical instrument used by sea captains to determine their latitude. It cannot be used by an untrained person. In the hands of an expert, it allows accurate naval navigation without remaining in sight of the shore.

Backpack. Burlap backpack that grants an extra gear slot if worn. It can be dropped at any time to lighten your load. However, you must specify what is going into the backpack ahead of time. Note that a carried (e.g., not worn) backpack consumes a gear slot.

Bandages. Thick cloth or leather wrappings to bind a wound and prevent further blood loss. Using them in an attempt to *stabilize* someone with zero hit points grants *advantage* on the check and lowers the DC to 12.

Barding. Set of bone plate armor designed to be placed on a camel. It affords the camel the same protection as bone plate armor in melee. Due to its high cost, barding is typically only fielded by the wealthiest riders. It is possible to adapt barding to a more exotic mount: such as a giant insect or giant lizard. However, this will increase the cost dramatically.

Bedroll. Bundle of thick linens that can allow you to sleep comfortably, even on a stone floor. Sleeping on a bedroll grants *advantage* on any *interruption* test.

Basket. Woven basket used to carry a few small items around town or on a short journey. It is commonly used by children and peasants. You can place up to 2 free gear slots worth of equipment in the basket, but you must dedicate one hand to carrying it. Consumes a gear slot if stored.

Belt Pouch. Leather pouch worn at the waist, often used to carry loose coins. Using the belt pouch raises the number of weightless coins you can carry by 100.

Birdcage. Small cage made of thin bones designed to contain one small bird (canary, finch, bunting, sparrow, etc.). It can also be used to contain other small creatures, such as vermin, faeries, and so on.

Blindfold. Simple strip of cloth designed to be worn around the face to prevent the wearer from seeing anything. This can be useful in preventing captives from seeing what you don't want them to see, but it can also be useful in making sure that you don't accidentally lock eyes with a nearby medusa. The wearer is considered to be in *total darkness*.

Block and Tackle. System of carved stone pulleys that can be used to make it much easier to lift a very heavy object. It allows an individual to lift an object weighing up to 100 times their strength score in pounds. Multiple characters can assist in the lifting process, each adding their strength score to the mix. Thus, two characters with 10 and 15 strength scores could work together to lift a 2,500 lb. statue.

Body Paint. Vials of earth tone body paint that can be used to decorate the skin of a humanoid. Using them to camouflage yourself with grant *advantage* to stealth checks made in natural environments (caves, forests, etc.).

Box, Large. Large wooden box or crate used to store or ship trade goods. You can place up to 5 free gear slots worth of equipment in the box, but you must dedicate both hands to carrying it. Consumes 2 gear slots if stored.

Box, Small. Small carved wooden box used to store personal items. You can place up to 2 free gear slots worth of equipment in the box, but you must dedicate one hand to carrying it. Unlike a basket, the items are protected from the elements (wind, snow, rain, etc.). Consumes a gear slot if stored.

Brand. Stone implement shaped to burn a particular emblem into the flesh of livestock. It is used by herders to mark their animals as their property and (hopefully) discourage rustlers and thieves.

Bullets (20). Ammunition used by slings. Held in a pouch.

Caltrops. Sharp bone spikes shaped to land with a point facing up when dropped upon the ground. Each bag can be scattered to cover a *near* area and deal 1 damage to living creatures passing through it. Anyone taking the damage can only move at half-speed for 10 rounds afterwards.

Camel Tack. Standard set of tack for a camel. If you attempt to ride the animal bareback for more than a few miles, you may injure it.



Campfire Bundle. Bundle of sticks bound with cord or twine. Can be used to start a campfire without using up 3 torches.

Candles (5). Sticks of tallow (animal fat) burned to provide light within a *close* distance. Candles must be placed in a fixed location to burn. When lit they are unsuitable for use as a carried object.

Chain (2 ft). Thin interlocking links of carved bone, intended for use as a necklace. Wearers can attach keys, pendants, and similar objects to the chain for easy storage.

Chalk (10 pieces). Small sticks of chalk can be used to write letters or draw pictograms on stone surfaces. Children can be given chalk to distract them for a period of time.

Chalk (powder). Powdered chalk stored in a small pouch. It can be spread out on a surface to reveal hidden items or catch the footprints of passersby. It will reveal invisible creatures at *near* distance when expelled from an air bladder. Creative adventurers can think of many other uses.

Chest, Potion. Wooden chest for storing potions, vials, and other sensitive glass objects. From the outside, it appears to be a standard chest. The contents are protected from damage due to impact or falling. You must purchase your own lock and install it separately. Must be carried with both hands.

Chest, Reinforced. Wooden chest with stone strips to reinforce the structure. You must purchase your own lock and install it separately. Imposes *disadvantage* on anyone that tries to force their way into it. Must be carried with both hands.

Chest, Standard. Wooden chest for storing dry goods and treasure. You must purchase your own lock and install it separately. Must be carried with both hands.

Chisel. Small stone tool designed to carefully chip away at rocks. It is used to create statues and carve out fine stonework. Using this tool takes a long time.

Circlet. Thin bone or woven headpiece designed to be worn by a magic user, psionicist, or minor noble. It is a powerful item that conveys status and wealth. It grants a +1 CHA mod when worn during interactions with common folk.

Clay Jug. Clay pottery that holds up to seven bottles worth of liquid or 4 **Drinks**. There is no lid, but you can seal the top with wax or cork if you have those materials on hand.

Cloak. Simple linen cloak that provides minor protection from the elements. Effective at camouflage in darkened areas where it can conceal glints of metal carried by the wearer. Using it will grant *advantage* to stealth checks made in the dark.

Crampons. Spiked bone fittings that attach to your boot for traction while ice/rock climbing. Crampons can make an inaccessible area open for exploration. When worn, the climber gains a +2 bonus and *advantage* on all climbing tests. However, while wearing crampons you can only walk at half-speed.

Crowbar. A carved-ivory tool that provides additional leverage to force open a variety of objects: doors, crates, etc. Using it grants *advantage* on checks to pry open containers and doors.

Disguise Kit. Kit containing a variety of false facial features: nose extensions, eyebrows, mustaches, etc. With a successful CHA check vs DC 12, the user can change their appearance to the point that they become unrecognizable.

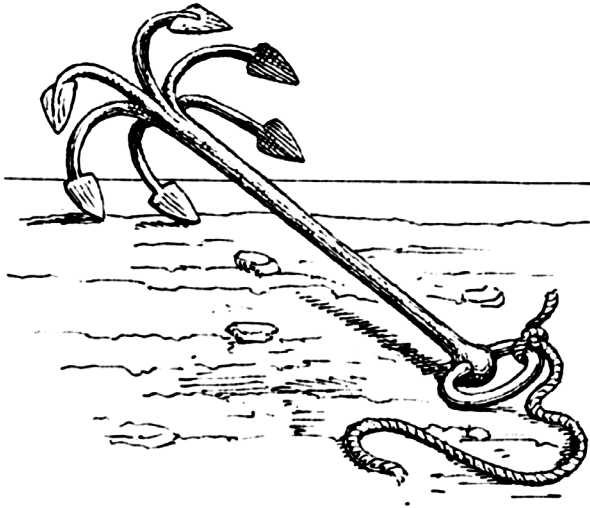
Ear Plugs. Set of soft wax earplugs that can be used to protect your ears. Wearing ear plugs will halve all sonic damage and completely prevent any kind of siren calls or similar vocal compulsions.

Fishing Rod & Hook. Standard set of fishing equipment. It is very useful when living off the land. Additionally, you may find it useful in reaching out to grab or pull on distant objects in a dungeon environment. Clever players can find many uses for a small hook that can be used to tug at items from a distance.

Fishing Net. Large net that is cast out over a shallow area to catch fish. It is too heavy and unwieldy to use in combat. A clever adventurer can think of many alternative ways to use this item to their advantage, particularly as a trap component.

Flask/Bottle/Vial. Glass flask holds about 4 ounces of liquid. It can be useful for holding magical potions. A bottle is larger and can hold about 8 ounces of liquid, suitable for drinks like alcohol or water. The vial is a little smaller than a flask, holding about 2 ounces of liquid. It may be smaller but requires more delicate work.

Flint & Pyrite Kit. Small pieces of flint and pyrite. By striking them together, the kit can be used to start a fire, light a torch, or ignite the oil in a lantern.



Grappling Hook. Heavy carved bone hook used to secure a tether in an unstable location without an easy tie down spot. It can be thrown up to three times your strength in feet, vertically or horizontally. Be sure to also purchase rope to attach to it.

Hammer. Useful tool designed to be used for assembling and/or disassembling wooden furniture. Clever players will think of many other potential uses.

Handsaw. One-handed obsidian saw designed for cutting small pieces of wood. It can also be used to cut through other materials.

Holy Water. Flask of water blessed by someone chosen by the spirits. It can be thrown in combat (DEX check vs Enemy AC), dealing 1d8+1 damage to any undead struck and 1 point of splash damage to any undead at *close* distance.

Hourglass. The best method of tracking the passage of time at this technology level. However, very few people need to keep track of time to this degree of precision and building an hourglass takes a lot of time and craftsmanship. The listed price reflects these factors. If you are carrying an hourglass, you can always check the Game Master's timer for light sources.

Ladder. Standard 10-foot wooden ladder. It is much more easily climbed than a simple rope (no check required) but carrying a ladder around underground can be quite cumbersome. Each rung can support 500 lbs. before breaking.

Lantern, Beacon. Lantern that provides a directional beam of light that extends out to *far* distance but is only about 5 feet wide. It requires lantern oil to function. Each flask provides one real hour of light.

Lantern, Standard. Lantern that provides light that extends to *near* distance in all directions. It requires lantern oil to function. Each flask provides one real hour of light.

Lanyard. Short rope made of hand-braided leather that you can use to secure your weapon to your wrist. While wearing the lanyard, you cannot be disarmed. However, if you are wearing a lanyard then you cannot switch weapons without removing the lanyard, which is a full round action on its own.

Leather Gloves. Nice set of leather gloves that prevents your hands from getting dirty, burned by ropes, and so on. If you are wearing gloves, you get a +1 CHA mod when interacting with nobility.

Lock, Basic. Standard lock for a door or chest, carved from thick bone or heavy stone. It can be picked normally (DEX check vs DC 12). The list price is for a brand-new lock. Don't be fooled into ripping the locks out of dungeon doors so you can take them back to town for a big score.

Lock, Exceptional. Exceptional lock for a door or chest. It can be picked with great difficulty (DEX check vs DC 18).

Lockpicks. Thin bone tools used to pick locks. Using them grants *advantage* on checks to pick locks. If you fail the check by more than 5, they are broken in the attempt.

Lodestone. Magnetic rock, small enough to conceal within your fist. It can be used to detect magnetic activity, create a primitive compass, and so on.

Manacles. Heavy twisted-leather bindings used to restrain a prisoner. They can be attached to a wall or floor anchor with a rope. Wriggling out of a set of manacles is very challenging (DEX check vs DC 18).

Mirror. Polished quartz mirror that can be used for both personal hygiene and taking a peek around corners. If you are not surprised, you can use the mirror to reflect a gaze attack back on a monster (DEX check vs DC 15).

Mortar and Pestle. Ceramic tools used to crush raw components into a powder or paste. Those components can then be turned into a usable toxin, drug, or alchemical compound by a skilled practitioner.

Musical Instrument. Range of handheld wind and string instruments: the lyre, the mandolin, the flute, etc. It can be used to entertain a tired party at the end of a rough day on the trail. This cuts rest time in half but raises your *danger level*. It could also be used to distract a crowd of party goers (CHA check vs DC 12). Success means that the crowd responds as you intended. Failure can range from displeasure to throwing rotten fruit.

Oil, Jellied. Glass bottle containing flammable oil blended with a soft medium like sawdust. It can be thrown in combat (DEX check vs Enemy AC), dealing 1d4 damage to anyone at *close* distance, sticking to the opponent, and continuing to burn for 3 more rounds.

Oil, Lantern (2). A flask of oil used to keep a lantern burning for an hour of real time. It does not burn strong enough to be a weapon in combat. It can also be used with a single torch to create a campfire during a rest period.

Paper/Parchment. Single sheet of paper or parchment used to create magical scrolls or writing correspondence.

Perfume. Vial of potent perfume. It is appropriate for interacting with high society or covering up very bad smells on your body (+2 CHA mod). Perfume can be detected by a human nose up to *near* distance away if there is no wind. The effect fades after 3d6 hours.

Pickaxe. Axe with a narrow, pointed head. It allows you to dig through rock barriers at double the normal pace. It can also be used to pry gems and metals out of statues or cave walls.



Pipe. Carved wooden pipe. It is used to smoke to relax.

Playing Cards. Standard deck of playing cards. They are used by gamblers everywhere for games of chance (opposed INT check).

Pole (10 ft). Simple 10-foot wooden or bone pole about one inch in circumference. It is useful for pushing objects at a distance, triggering traps, and so on.

Pot, Ceramic. Standard ceramic cooking pot. It is useful for both preparing food and bashing the heads of people who attack you while you are preparing food (1d3 as improvised melee weapon). You can place up to 4 free gear slots worth of equipment (or liquids) in the pot, but you must dedicate both hands to carrying it.

Pot, Tar. A clay pot filled with thick black tar. Used to harden a roof and reflect light for cooling.

Quill Pen. Standard writing implement. It must be used with writing ink. The quill is required to write anything: from composing a letter to a friend to creating a magical spell scroll.

Rations (3). Single days' worth of light-weight dried food.

Reed, Hollow. Long hollow reed used to breathe while hiding underwater. Using a hollow reed grants *advantage* to stealth tests made while moving through water.

Rockworms. Set of 4 rockworms. They are typically sold in a small bone cage to prevent injury. Rockworms are about three inches long and slightly thicker than an earthworm. They consume approximately their own weight in rock per day. This makes them very useful to eat through stone doors and similar obstacles, if you have the time to wait for them to do their work. Always exercise caution when using rockworms, as they may cause a cave-in.

Rope (60 ft). Thin climbing rope used to climb up vertical surfaces. It grants *advantage* on climbing checks. Breaking the chain is a STR check vs DC 15 at *disadvantage*. It can also be cut through with a sharp tool or weapon in 1 round.

Sachet. Small lace pouch of fragrant herbs that is strapped to the wrist. It is less potent than perfume (+1 CHA mod), but it lasts roughly a week. A sachet is appropriate to add to your apparel when meeting with high society.

Sack, Large. Large cloth sack made from burlap. You can place up to 3 free gear slots worth of equipment in the sack, but you must dedicate one hand to carrying it over your shoulder. The items are protected from the elements (wind, snow, rain, etc.). Consumes a gear slot if stored.

Sack, Small. Small cloth sack made from burlap. It can be tied to the waist raise the number of weightless coins you can carry by 50. Only two small sacks can be used in this manner.

Scroll Case. Small ivory tube used to safely store up to 10 scrolls. It can be sealed with wax at one end to protect the scrolls from a short submersion in water.

Sewing Kit. Small cloth pouch that contains three sewing needles, four spools of white thread, and six buttons of carved bone. It grants *advantage* on checks to repair clothing, linen, or similar material.

Shovel. Wooden shaft with a carved bone head. It allows you to dig through dirt, debris, or rubble at double the normal pace. It can also be used to crack heads (1d3 as improvised melee weapon). It can also be used to dig graves.

Signet Ring. Ring bearing a unique insignia that can be used to seal written correspondence with wax in a way that confirms the identity of the sender. This is a guarantee to the recipient of the letter that the contents are secure.

Sledge. Heavy hammer used to smash a lock or plant a bone spike. It grants a +2 bonus and *advantage* when knocking down a door or smashing a chest.

Smelling Salts. Oil of hartshorn is a crude animal oil obtained from the destruction of male russet elk bones or horns. Smelling salts are obtained by dry distillation of oil of hartshorn. These salts are exceptionally pungent due to their high ammonia content. When placed under the nose of someone who is unconscious, it will shock them awake most of the time (80% chance). They will still be incapacitated. However, they may be able to communicate important information even in that state.

Note: if someone is sleeping due to magical effects, then smelling salts will have no effect.

Snowshoes. Large wooden-framed cloth-webbed shoes that help traverse ground in heavy snow or soft sand. They give the user the ability to ignore all movement penalties due to heavy snow or sandy desert. They do not grant protection against the elements or heavy wind. They cannot be used to cross the **Black**.

Songbird. Cheerful songbird that has been captured. You will need a birdcage to contain it. The songbird can serve as a sort of clock. As miners have discovered, it can also serve as an early warning system against toxic gases. If the bird falls silent, you should probably leave the area.

Spikes, Bone (5). Thick bone spike with a hole through the grip. These can be hammered into a soft surface or a crack in a rock wall to attach a rope. They can also be used on a door frame to prevent the door from opening (imposes *disadvantage* on anyone trying to open it).

Spyglass. Long optical device to see objects at a distance. It can be used to see up to 5 miles, provided there are no obstructions. It is an excellent tool when engaged in scouting expeditions. A spyglass is also a very useful item to give to a retainer who is out scouting ahead or standing on guard. Spellcasters can use the spyglass to cast spells on opponents at great distances.

Tent, Large. Canvas tent that provides basic protection from the wind and rain for up to six people. It can hold up to a low or moderate amount of snow or windblown sand, but it will collapse in extreme circumstances. However, the tent's large size makes it more vulnerable to high wind.

Tent, Small. Canvas tent that provides basic protection from the wind and rain for up to two people. It is much lower to the ground than a large tent and can endure higher wind speeds. However, it is more vulnerable to snow or sandstorms due to the weaker supports.

Tongs. Broad bone grips that can be used to pick up molten metal in a blacksmith forge. You can also use them in a dungeon to handle hazardous materials or open doors from a distance.

Torch. Wooden shaft wrapped in linens and oil that can be lit to provide light out to a *near* distance. It lasts for one real hour.

Two-man Saw. Large two-man saw used for cutting heavy timber. It can be used to safely cut down a mature tree in about 4 hours or a scrub tree in about an hour.

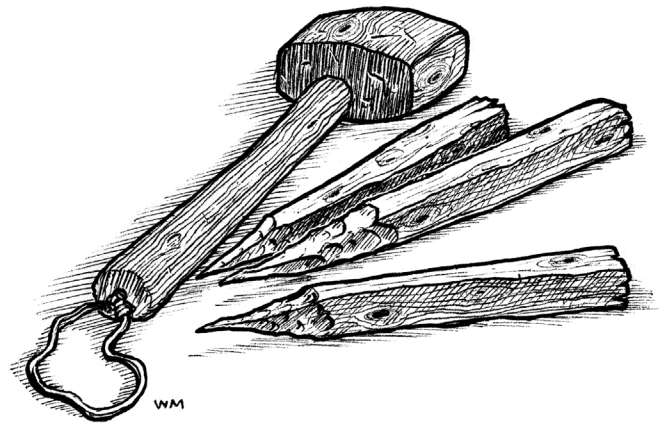
Waterskin. Cured leather sack used to store up to 4 bottles worth of liquids or 2 **Drinks**. Consumes no gear slots when empty.

Wax (3 lbs.). Lump of tallow (animal fat) used to seal correspondence with a signet ring. It can also be used for a wide variety of improvised uses by a clever player. You can use wax to seal containers against water.

Whetstone. Small stone that helps sharpen tools. If you begin a rest period at full hit points, you can use your time instead to sharpen a bladed weapon (+1 bonus to the next 5 hits). It can also be used to restore old, rusted blades back into fighting shape in about 4 hours.

Whistle. Carved ivory object that can be used to signal others from up to a mile away. Of course, it does not just alert your friends. Each blow on the whistle triggers a check for *random encounter* by the Game Master. You may be calling down an avalanche of pain and suffering with a whistle. Think carefully before you blow it.

Wooden Stakes. Sharpened shaft of wood used to secure a tent. It is believed that stabbing a wooden stake into the heart of a vampire will kill or paralyze it. Maybe that is true. Then again, it may just make the vampire angry.



Writing Ink. This is a vial of carbon ink, made of charcoal or lamp-black mixed with a gum. It is necessary to write scrolls, spells, or normal written correspondence. Each vial has enough ink for 20 pages of text.

Adventuring Gear

d100	Item	Properties	Gear Slots	Cost
01	Acid	Burns thru objects	1	1 chit
02	Air Bladder	Breathe underwater	-	5 bits
03	Alcohol	Improves CHA	1	3 bits
04	Apron, Heavy	Absorbs splashes	-	1 bit
05	Arrows (20)	Bow ammo	1	1 chit
06	Aspergillum	Delivers holy water	1	8 chits
07	Astrolabe	Navigation tool	1	400 chits
08	Backpack	Stores items	-1	2 chits
09	Bandages	Stabilizes wounded	1	6 bits
10	Barding	Armor for mounts	4	240 chits
11	Bedroll	Improves resting	1	3 bits
12	Basket	Stores items	-	1 bit
13	Belt Pouch	Stores 100 coins	-	2 chits
14	Birdcage	Stores creatures	1	4 chits
15	Blindfold	Blocks light/gazes	-	3 bits
16	Block and Tackle	Lifts heavy objects	1	12 chits
17	Body Paint	Camouflages user	-	8 bits
18	Box, Large	Stores items	-	7 bits
19	Box, Small	Stores items	-	2 bits
20	Brand	Burns a sigil	1	3 chits
21	Bullets (20)	Sling ammo	1	5 bits
22	Caltrops	Damages pursuers	-	5 bits
23	Camel Tack	Used for riding	6	12 chits
24	Campfire Bundle	Creates a campfire	1	5 bits
25	Candles (5)	Creates a small light	1	1 bit

Adventuring Gear

d100	Item	Properties	Gear Slots	Cost
26	Chain (2 ft)	Bone Necklace	-	5 chits
27	Chalk (10 pieces)	Writing implement	-	1 bit
28	Chalk (powder)	White powder	-	1 bit
29	Chest, Potion	Secure storage	3	18 chits
30	Chest, Reinforced	Heavy storage	4	20 chits
31	Chest, Standard	Normal storage	3	10 chits
32	Chisel	Carving tool	-	1 chit
33	Circlet	Sign of nobility	-	40 chits
34	Clay Jug	Liquid storage	1	5 bits
35	Cloak	Camouflage	-	7 bits
36	Crampons	Climbing boots	1	4 chits
37	Crowbar	Forces open doors	1	5 bits
38	Disguise Kit	Change appearance	1	8 chits
39	Ear Plugs	Protect ears	-	1 bit
40	Fishing Rod & Hook	Survival tool	1	8 bits
41	Fishing Net	Survival tool	2	4 bits
42	Flask/Bottle/Vial	Holds liquids	1	3 chits
43	Flint & Steel Kit	Used to start fires	1	5 bits
44	Grappling Hook	Secures ropes	1	1 chit
45	Hammer	Secures spikes	1	2 bits
46	Handsaw	Cuts through	1	4 bits
47	Holy Water	Damages undead	1	5 chits
48	Hourglass	Tracks time	1	90 chits
49	Ladder	Climbing tool	5	3 bits
50	Lantern, Beacon	Creates beam	1	12 chits

Adventuring Gear

d100	Item	Properties	Gear Slots	Cost
51	Lantern, Standard	Provides light	1	5 chits
52	Lanyard	Secures weapon	-	3 bits
53	Leather Gloves	Protects hands	-	1 chit
54	Lock, Basic	Secures objects	-	2 chits
55	Lock, Exceptional	Secures objects	-	14 chits
56	Lockpicks	Opens locks	-	5 chits
57	Lodestone	Magnetic Rock	-	1 chit
58	Manacles	Secures prisoners	1	3 chits
59	Mirror	Reflects gazes	-	10 chits
60	Mortar and Pestle	Used in alchemy	-	5 bits
61	Musical Instrument	Entertains others	1	24 chits
62	Oil, Jellied	Burns your enemies	1	2 chits
63	Oil, Lantern (2)	Used in a lantern	1	5 bits
64	Paper / Parchment	Writing material	-	1 chit
65	Perfume	Improves odor	-	16 chits
66	Pickaxe	Digs through rock	1	4 chits
67	Pipe	Used to smoke	-	8 bits
68	Playing Cards	Used to gamble	-	2 bits
69	Pole (10 ft)	Reaches objects	1	5 bits
70	Pot, Ceramic	Stores items	1	5 bits
71	Pot, Tar	Sticky substance	2	3 chits
72	Quill Pen	Used to write	-	7 bits
73	Rations (3)	Used during rest	1	5 bits
74	Reed, Hollow	Breathe underwater	-	5 bits
75	Rockworms	Eats thru rock	2	18 chits

Adventuring Gear

d100	Item	Properties	Gear Slots	Cost
76	Rope (60 ft)	Used for climbing	1	1 chit
77	Sachet	Improves odor	-	8 chits
78	Sack, Large	Stores items	1	2 bits
79	Sack, Small	Stores items	-	1 bit
80	Scroll Case	Stores papers	1	1 chit
81	Sewing Kit	Repairs cloth items	-	4 bits
82	Shovel	Digs through dirt	1	7 bits
83	Signet Ring	Makes wax seal	-	4 chits
84	Sledge	Smashes things	1	8 bits
85	Smelling Salts	Wakes unconscious	-	3 chits
86	Snowshoes	Cross snow/sand	1	3 bits
87	Songbird	Makes noise	-	3 bits
88	Spikes, Iron (5)	Secures ropes	1	1 chit
89	Spyglass	See at a distance	1	800 chits
90	Tent, Large	Shelter for six	2	6 chits
91	Tent, Small	Shelter for two	1	1 chit
92	Tongs	Picks up items	1	8 bits
93	Torch	Provides light	1	5 bit
94	Two-Man Saw	Cuts down trees	3	1 chit
95	Waterskin	Holds liquids	-	1 bit
96	Wax (3 lbs.)	Various uses	-	1 bit
97	Whetstone	Sharpens weapons	-	1 chit
98	Whistle	Makes noise	-	5 bit
99	Wooden Stakes	Kills vampires (?)	1	1 bit
100	Writing Ink	Used to write	-	2 chits

Weapons

Club. The most simple and basic weapon available, essentially a large bone or wooden stick. It breaks in half on a Natural 1.

Composite Bow. A laminated bow made from horn, wood, and sinew. Stronger than a shortbow. Fires *arrows* at the enemy.

Dagger. A basic weapon as well as an all-purpose tool and utensil. It is typically made of bone or cut obsidian. This weapon can be used in melee or thrown. Use the first damage value if thrown. If used in melee, you can choose to use your STR or DEX with this weapon, whichever is greater.

Greataxe. A large stone or bone axe designed specifically for combat. This weapon can be used one or two-handed. Use the higher damage value if using both hands.

Greatsword. A larger version of a longsword. It is a symbol of martial prowess. This weapon must be used two-handed.

Javelin. A short stone-tipped spear balanced for throwing. This weapon can be used in melee or thrown. Use the first damage value if thrown.

Longsword. The classic heroic weapon and sometimes a symbol of noble status. It has a polished bone or wooden grip, wrapped in leather, with a 3' long sharpened bone or obsidian blade.

Mace. A heavier version of the club, reinforced with leather and studs of hard rock or bone. The extra weight and studs give it much better striking power.

Shortbow. A three-foot long bow with a light draw. Attacks made at a *near* distance are made with advantage. This weapon must be used two-handed.

Shortsword. A basic weapon of proven reliability. It is nimble with great thrusting ability.

Sling. A cheap ranged weapon. It uses the centrifugal effect to throw a small stone called a bullet. The sling requires a clear *close* radius around your body to use. Anyone standing within *close* distance when you use this will be hit by the swinging arc of the straps (no damage but stunned for 1 round) and render your shot useless. This weapon must be used two-handed.

Spear. A classic weapon with great thrusting power that has a variety of uses in combat. This weapon can be used in melee or thrown. Use the first damage value if thrown.

Staff. A thick wooden or bone staff, often reinforced with leather or sinew strips, used to block and strike in combat. It +2 AC against an opponent in melee due to its excellent parrying abilities. You can choose to use your STR or DEX to use this weapon, whichever is greater. This weapon must be used two-handed.

Whip. A livestock management weapon that can also be used in combat. It can strike out to *near* distance. If you roll a critical hit against an opponent, they are wracked with pain and have *disadvantage* on tasks for 2 rounds. You will also deal critical damage. You can choose to use your STR or DEX to use this weapon, whichever is greater.

Weapons

d20	Weapon	Cost	Type	Range	Damage	Gear Slots
1-2	Club	1 bit	M	C	1d4	1
3	Composite Bow	8 chits	R	F	1d6	2
4-5	Dagger	1 chit	M/R	C/N	1d3/1d4	-
6	Greataxe	10 chits	M	C	1d8/1d10	2
7	Greatsword	12 chits	M	C	1d12	2
8	Javelin	2 chits	M/R	C/F	1d4/1d6	1
9	Longsword	9 chits	M	C	1d8	1
10-11	Mace	5 chits	M	C	1d6	1
12-13	Shortbow	6 chits	R	F	1d4	1
14	Shortsword	7 chits	M	C	1d6	1
15-16	Sling	6 bits	R	F	1d4	-
17-18	Spear	5 bits	M/R	C/N	1d6/1d8	1
18-19	Staff	3 bits	M	C	1d6	1
20	Whip	3 chits	M	N	1d4	1

Armor

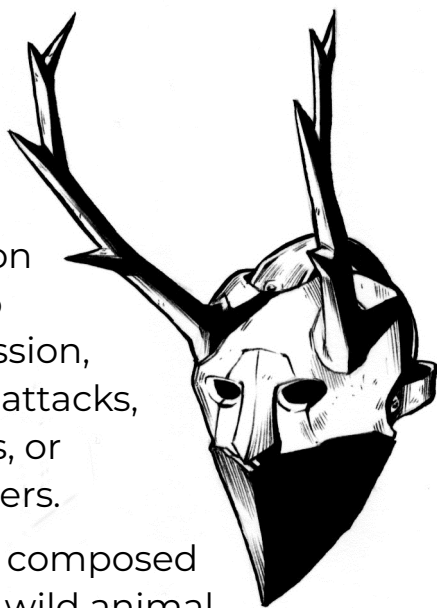
Banded. Armor composed of overlapping horizontal strips of laminated horn sewn over a backing of soft leather.

Bone Plate. Armor composed of heavy bone plates sewn together with sinew and leather. It can be put on or taken off in 5 rounds (or 2 rounds with assistance).

Brigandine. Armor composed of hardened animal skins or cloth that is covered with a network of riveted oblong stone plates.

Helmet.

Armor for the head. Gives the wearer an *advantage* on any check to resist concussion, blasts, sonic attacks, falling debris, or similar dangers.



Hide. Armor composed of hardened wild animal skins sewn to a leather or cloth backing.

Leather. Armor composed of boiled and hardened leather. This is the standard armor for adventurers everywhere.

Padded / Linen. Armor made of thick cloth layers that provides minimal protection. It is common among the peasantry and light infantry. If submerged in water or exposed to heavy rain, the cloth layers will soak up a lot of water.

Scale Mail. Armor composed of thick giant lizard scales woven into a network of small overlapping armor plates.

Shield, Buckler. A small two-foot diameter shield. It is held in the off hand and moved into the path of attacks to block them.

Shield, Kite. A large, almond-shaped shield rounded at the top and curving down to a point or rounded point at the bottom. It was designed for use by cavalry and grants an additional +1 AC when mounted.

Shield, Round. A round wooden shield with a bone boss in the center. It protects half of the body in combat and is carried in the wearer's off hand.

Studded Leather. Armor composed of hardened animal skins or cloth that is covered with a network of riveted bone studs.

Armor

d12	Armor	Cost	Gear Slots	AC	Properties
1	Banded	90 chits	2	13 + DEX Mod	Disadv on swim/stealth
2	Bone Plate	130 chits	3	15	No swim, disadvantage stealth
3	Brigandine	50 chits	2	13	Disadv on swim/stealth
4	Helmet	3 chits	1	+0	Advantage to resist
5	Hide	8 chits	1	11 + DEX Mod	-1 CHA mod
6	Leather	10 chits	1	11 + DEX Mod	-
7	Padded / Linen	4 chits	1	11 + DEX Mod	No swim
8	Scale Mail	45 chits	2	12 + DEX Mod	Disadv stealth
9	Shield, Buckler	3 chits	1	+1	Occupies one hand
10	Shield, Kite	15 chits	2	+3	Occupies one hand
11	Shield, Round	10 chits	1	+2	Occupies one hand
12	Studded Leather	25 chits	1	12 + DEX Mod	-



Traps

Trap (Flashing). Trap that uses magnesium to cause temporary blindness. It can be set up with an INT check vs DC 12 and it is triggered by a tripwire. Anyone caught within *near* distance of the trap when it is triggered will be blinded for 2d4 rounds. A WIS check vs DC 15 reduces the duration by half.

Trap (Noxious Gas). Trap that uses a noxious gas to cause choking and nausea. It can be set up with an INT check vs DC 12 and it is triggered by a pressure plate. Anyone caught within *close* distance of the trap when it is triggered will be overcome by the gas for 2d8 rounds (treat as stunned). A CON check vs DC 15 reduces the duration by half. The gas will disperse in 3 rounds (or 1 round if there is a strong wind).

Trap (Oil Spray). Trap that sprays a slippery oil to hinder your adversaries. It can be set up with an INT check vs DC 12 and it is triggered by a pressure plate. The area within *close* distance of the trap will be doused with slick oil when it is triggered. For 2d4 rounds, anyone moving through the slicked area must make a DEX check vs DC 18 to avoid slipping and falling down. When placed in an unsafe area (ex. near a cliff edge), users of this trap can cause people to slide to their doom.

Trap (Poison Dart). Trap that uses a small poison dart to injure your adversaries. It can be set up with an INT check vs DC 12 and it is triggered by a trip wire. The person triggering the trap will be struck by the dart for 1d6 damage. A DEX check vs DC 15 reduces the damage by half.



Trap (Snare). Small twine trap used to catch animals. Using a snare trap will grant advantage on a WIS check vs DC 12 to capture vermin or similarly sized creatures (return after a day to resolve). It will also result in an additional check for encounters by the Game Master as predators might be attracted.



Trap (Sticky). Trap that sprays a sticky substance to hinder your adversaries. It can be set up with an INT check vs DC 12 and it is triggered by a pressure plate. When triggered, the area within *close* distance of the trap will be covered in a thick black tar-like binding substance.

Anyone coated by the substance must make a DEX check vs DC 15 to take any action, including simple movement. This effect endures for 3d8 rounds or until the subject is thoroughly cleaned. Anyone moving through the area for 1d4 hours after the trap is sprung must make a DEX check vs DC 12 to avoid becoming trapped themselves. However, these secondary victims generally do not become coated in the substance and thus avoid the worst effects.

Traps

d100	Item	Properties	Gear Slots	Cost
01-15	Trap (flashing)	Blinding trap	1	30 chits
16-30	Trap (noxious gas)	Debilitating trap	1	24 chits
31-45	Trap (oil spray)	Burning trap	1	28 chits
46-65	Trap (poison dart)	Poison trap	1	34 chits
66-85	Trap (snare)	Capturing trap	1	2 chits
86-00	Trap (sticky)	Hindering trap	1	18 chits

Transportation

Barge. This is a long rectangular craft with a shallow draft that is best suited for calm conditions. Most barges are constructed of hewn logs or tightly bundled reeds in the style of a large raft. It is propelled by long oars that can be used as paddles or punts, depending on the depth of the sand. They are often outfitted with a small sailing rig to benefit from wind power as well.

Barges are vulnerable to capsizing under almost any conditions other than calm and clear weather. They typically move at a speed of 1 to 3 miles per hour.

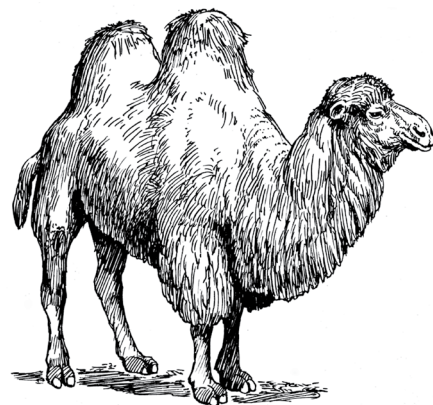
Camel. This is a large even-toed ungulate easily recognized by the distinctive fatty humps on its back. They make excellent draft animals in the desert, but camels often struggle to adapt to highland climates. They prefer to walk on sandy open terrain and can injure themselves in rocky areas.

Using stored water in its humps, a camel can go 10 to 15 days without water. Although capable of significant speed over short distances, camels generally walk at about the same speed of a human on long journeys.

Canoe. This is a small, narrow, highly maneuverable boat designed to be used in narrow portions of the **Black**. It has a very limited cargo capacity but can be easily operated by a single person and is so lightweight that it can be carried overland by two people. The canoe is typically made from lightweight wood wrapped around a ribbed skeleton frame. They typically move at a speed of 1 to 2 miles per hour.

Cart, Large. This is a large cart that is pulled by a draft animal. It is favored by merchants for its storage capacity. It has basic wooden wheels that can be damaged by rocks and are easily stuck in soft terrain.

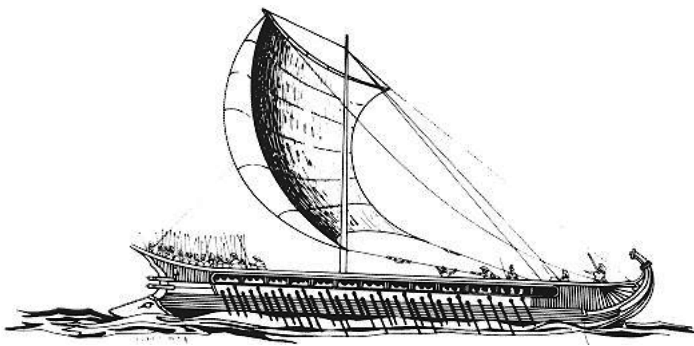
Cart, Small. This is a small cart that is light enough to be pulled by a strong human. It is useful for personal transport or moving small amounts of cargo to market.



Galley, Sailing. This is a long, slender craft with a wide center sail and two banks of oars. The planked hulls are sleek and smooth, allowing the galley to cut through the **Black** at high speeds. They are designed to be used as scout ships that locate the enemy in advance of a naval engagement.

Sailing galleys carry a standard load of 10 marines on the top deck and 60 rowers manning the oars, along with enough supplies to sustain them for several weeks.

They are vulnerable to capsizing when operating far from shore or in violent weather. A sailing galley typically moves at a speed of 6 to 10 miles per hour.



Galley, War. This is a powerful craft with a large center sail and three or four banks of oars. The heavy planked hulls are strong and capable of sustaining quite a bit of damage before breaking. They are designed for direct combat for naval dominance. They ram the enemy craft and either capture or sink them.

War galleys carry a standard load of 50 marines on the top deck and 180 rowers manning the oars, along with enough supplies to sustain them for several weeks. Some carry ballistae or catapults as well.

They are vulnerable to capsizing when operating far from shore or in violent weather. Due to the heavier weight, a war galley is slightly slower than a sailing galley, moving at average speeds of 4 to 8 miles per hour.

Insect, Giant. This is a powerful domesticated giant insect that has been trained to pull heavy carts, plows, and wagons. There are several different species in use, but they share some common traits. Giant insects are stronger than a camel but require more feed and care. They also lack the camel's endurance. Giant insects are plentiful and can be found in most populated areas.

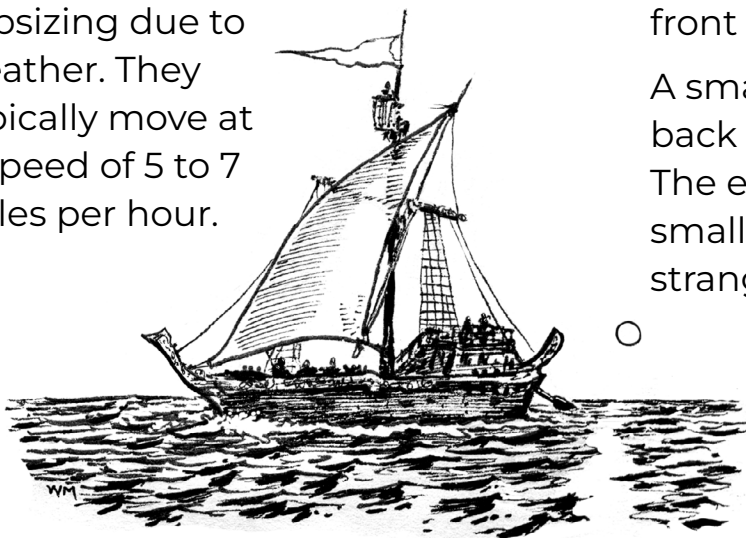
Lizard, Giant. This is a strong and fast giant lizard. It is nimble and quick, making it suitable for carrying a lightly-equipped rider and some provisions. It can be used as a military scout, but it is much more likely to be seen used for personal transport far from battle. A noble will often travel with several giant lizards and switch mounts as they become tired.

Merchant Vessel, Large. This is a large sailing ship with a deep draft designed to carry cargo over long distances. It has a single mast and large broad sailing rig. This ship can be operated with as few as 10 sailors, allowing for substantial cargo transport.

However, it is slow and has poor maneuverability. These qualities make it unsuitable for naval combat. Large merchant vessels are only vulnerable to capsizing in extreme weather conditions. They typically move at a speed of 2 to 4 miles per hour.

Merchant Vessel, Small. This is a small sailing ship with a deep draft designed to carry cargo over long distances. It has a single mast and broad sailing rig. This ship can be operated with as few as 4 sailors. It has poor maneuverability, but a decent speed that allows it to avoid most naval combat.

Small merchant vessels are only vulnerable to capsizing due to weather. They typically move at a speed of 5 to 7 miles per hour.



Rowboat. This is a small boat intended for short trips in calm conditions. It is nimble and agile, suitable for moderate currents provided you are travelling with the flow and have at least two oarsmen. The rowboat is also used as a landing craft by merchant vessels or when travelling short distances between islands.

Due to its imbalanced design, the rowboat is vulnerable to capsizing in rough weather or if poorly crewed. They typically move at a speed of 1 to 2 miles per hour.

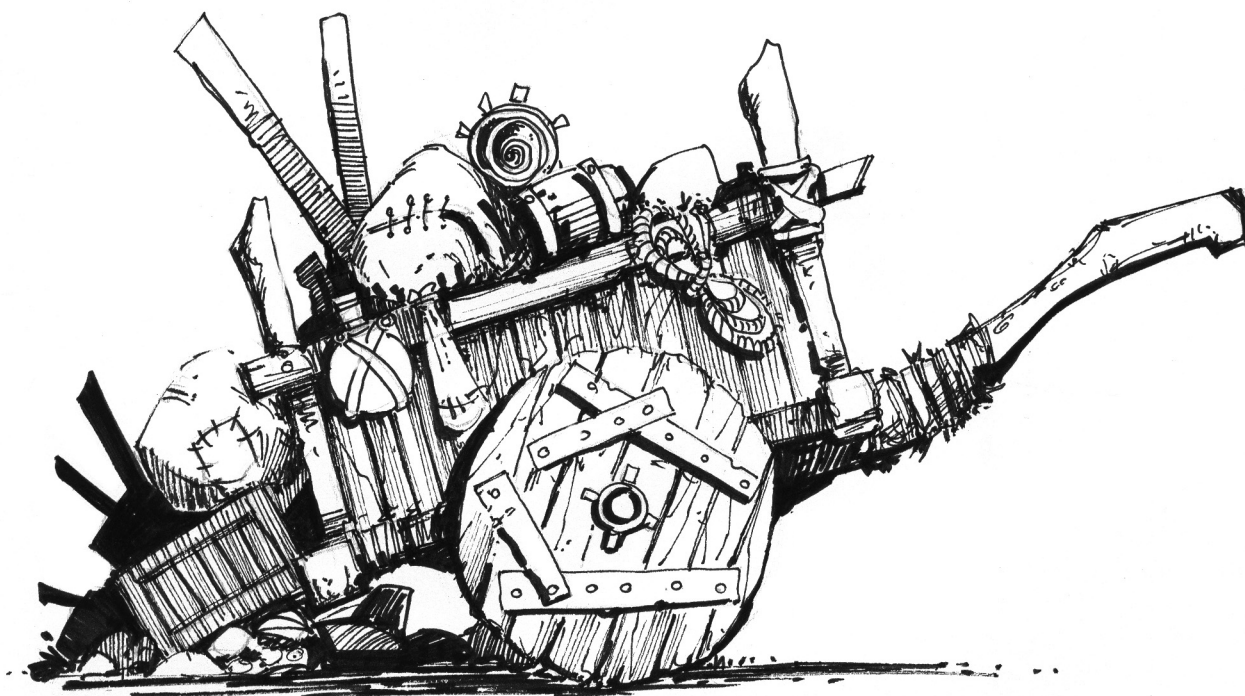
Wagon. This is a heavy reinforced wagon designed for hauling large cargo loads over long distances. The wheels are reinforced with bone and attached to a hardened undercarriage.

The main cargo space is 18' by 4' with an open top that can hold a wide variety of goods. There is a large ledge on the front of the wagon for the driver, with a bone rod brake that runs down to the front axle.

A small ledge protrudes from the back for children and tag-alongs. The exterior is fitted with many small rings and hooks to hang strange pieces of gear upon.

Transportation

Type	Capacity	Cost/Mile	Cost/Own
Barge	20	n/a	600 chits
Camel	2	2 bits	200 chits
Canoe	3	1 bit	50 chits
Cart, Large	8	5 bits	100 chits
Cart, Small	4	3 bits	50 chits
Galley, Sailing	120	8 bits	10,000 chits
Galley, War	450	n/a	40,000 chits
Insect, Giant	2	4 bits	60 chits
Lizard, Giant	4	6 bits	125 chits
Merchant Vessel, Large	180	6 bits	6,000 chits
Merchant Vessel, Small	70	5 bits	2,500 chits
Rowboat	5	2 bits	120 chits
Wagon	12	8 bits	360 chits



Names

You can name your character however you wish. The below chart is provided for the uninspired, if they need a little push.

Names by Ancestry

d20	Dwarf	Elf	Hawkfolk	Human	Lizardfolk	Mantisfolk
1	Teod	Allira	Okini	Merve	Sika	Atlix
2	Jiri	Nongar	Alaula	Sufali	Agruk	Coyaz
3	Oliv	Bindo	Miklo	Betulo	Negak	Nolotl
4	Boran	Yarram	Ulani	Emeti	Luuji	Totoz
5	Lexej	Koeni	Lono	Kayra	Uluv	Latoq
6	Eneki	Diyari	Auli	Cemo	Annaq	Azcaxo
7	Rehor	Jannal	Kalama	Vilcim	Peesa	Zaltic
8	Ambroz	Haraw	Rarah	Urak	Gajuk	Huic
9	Xenie	Ragul	Kane	Upek	Taqquik	Cutzen
10	Rota	Arike	Inari	Elif	Hiti	Tziri
11	Sula	Callag	Keola	Sezgi	Niviat	Sugey
12	Gata	Kurna	Leil	Ayse	Sivuk	Almeca
13	Edrich	Myaree	Heroit	Omlai	Ookpik	Xixoch
14	Tazie	Lowan	Kalino	Cagri	Anjij	Cacih
15	Lenka	Rindah	Anaru	Sanha	Lusa	Meko
16	Remia	Yindi	Noelani	Ruzgar	Paay	Huatl
17	Styna	Omeo	Kailan	Duru	Kuags	Yahuc
18	Vzen	Karri	Vaimoa	Sarpan	Toomak	Zilxo
19	Dreji	Manari	Tane	Eylul	Aaluk	Cichui
20	Motuse	Tidam	Makan	Zeynep	Ikpak	Nenet

Psionics Mishap Chart

Mentalists can use psionic powers by making a CHA check vs DC 10 + the power's tier. If they roll a 1, roll again on this table to determine the result.

Psionic Mishaps

d12	Effect
1	Mind Cascade! Roll twice and use both results.
2	Mind Spike! You take 1d4 damage and fall unconscious for 3 rounds.
3	Reflection! Powers that help you or your allies target your enemies instead. Powers that harm your enemies target you instead.
4	Confusion! You target a random combatant (enemy or ally, subject to Game Master determination) instead of your intended target.
5	Mind Fog! You cannot use this power again until a week has passed.
6	Dissolution! A random piece of your gear is warped and useless.
7	Feedback Loop! Make a CHA check every round vs DC 12. Until you succeed, you cannot use psionic powers.
8	Mind Wipe! You cannot use a random psionic power (determined by the Game Master) until you rest.
9	Energy Drain! You snuff out all torches, lanterns, and fires within double <i>near</i> distance. Magical sources are unaffected.
10	Mind Leak! Your thoughts for the next 5 rounds are broadcast to all minds within double <i>near</i> distance. This will reveal your location to anyone hostile within that radius.
11	Mind Sludge! Your reaction time is impaired. Anyone attacking you for the next 4 rounds gains <i>advantage</i> on their roll.
12	Distraction! You have trouble focusing. Your psionics tests are made at <i>disadvantage</i> until your next rest.

The World of Althea



The Black

Althea sits upon a sea of fine-grain black sand called **The Black**. Most believe it is endless, as none that have sailed over the horizon in any direction beyond the known lands has every returned. Some scholars claim that the movement of the stars suggests that Althea is round and therefore other continents must exist if you sail far enough in one direction. Of course, they are not eager to make the trip.

The sands of the Black are light and easy to move through. Anyone trying to walk across it falls right through as if it was water and quickly drowns. On a calm day, the black is flat and navigable by boat.

When the winds kick up, visibility falls dramatically as this placid ocean of sand is transformed by long waves of accumulating sand that lift and toss vessels around like toys. Of course, these swells are mostly hidden by the massive clouds of particulate that is lifted from the surface and thrown into the air by each gust.

These great moving sand dunes are a grave danger and much of life in Althea is connected to the fickle behavior of the winds. Even when a storm dies down, the lifted sand hangs in the air like a heavy fog.

Black Depths

The Black Depths is a portion of the Black that sits atop an almost endlessly deep rift. The sand is extremely dark. Most believe it is a path directly to the **Sunderworld**, the cursed land of the wicked.

The shamans teach that the body is conceptualized as two parts: the flesh and the bone. The bone represents the resources of this world. It is your gift. The flesh is your life. It represents what you have built with your talents, your mind, and your soul.

If the dead are buried beneath the sand, their flesh will decay and return to Althea. They remain with their people, looking upon them through all living things. They remain in this world.

If the dead are burned, their flesh is destroyed. Their soul leaves this world and travels up into the **Aethir**. They are far from their people and must look down upon Althea from above. They can just barely hear the laughter of the children, taunting them for eternity. This is a fate reserved for those who have done a few bad things in their life that people feel must be held to account.

To throw the dead into the Black is considered a fair burial. The sand fish can feed upon the body and the soul will remain in this world.

However, if they are thrown into the Black Depths (or the deep sea beyond the horizon), they will fall through to the Sunderworld. This is a fate saved for those guilty of the most egregious crimes. The suffering of the Aethir is too good for these foul creatures. They will forever sink into the blackness of eternity. They will be forgotten. This is the worst fate that a person can ever face. It is the highest sanction and reserved for those truly evil.

Captains tend to sail only around the edges of the Black Depths, as to cross it directly is seen as too great a temptation of fate.

Blood Sea

The Blood Sea is a portion of the Black that is contaminated by a river of wine-dark mud flowing down an estuary from the **Temple of the Bloodstone**. The reddish mud leeches out into the Black sand and over time it acquires the look of blood from a deep wound.

The unique nutrients in the mud attract **Sand Rays**, **Blood Crabs**, and **Dune Runners**.

Brigantine Bay

Brigantine Bay is a shallow portion of the Black and local navigators struggle for years to learn its true features hidden beneath the sand. It was also the site of an ancient naval battle between two great armadas. In the chaos, numerous ships ran aground and/or sank into the shallow sea. Their remains make it even harder to chart a safe course through, with sunken masts puncturing the hulls of ignorant boat captains sailing over them.

Each wreck only adds to the chaos and attracts **Giant Scorpions**.

The people of nearby **Tolis** are not eager to clean up the debris field, as it keeps them safe from invasion.

Chalice Bay

Chalice Bay is named after the King of Cups, the ruler of **Chiffal**. The northern portion of the bay is trapped in the eternal night of the **Plain of Shadow**. However, the risk is worth the prize and the city conducts lively overseas trade.

At dawn, the **Shade Rays** of the Plain of Shadow emerge onto Chalice Bay to hunt for their prey.

Coldwind Bay

Coldwind Bay is frequently blasted by frosty winds channeled between the **Island of the Fire Giants** and the mountains of the **Highfolk** as they move south. It is one of the few places in Althea where you need to bundle up to stay warm.

Of course, the temperature is the least of your worries. The nearly constant high winds ensure that visibility is poor, and the dunes are pushed high.

Only a seasoned mariner would dream of sailing this sea. There are no settlements here to trade with and the conditions are dire.

Graveline Sea

The Graveline Sea surrounds the **Twisted Shard** and **Coral Island**. Ancient battles fought on these lands have left behind hordes of undead that plague travelers. There is a reason no one sails west from **Wikker** and instead braves the overland route.

Swarms of **Bonemen** and the **Parched** will climb right out of the Black and onto passing vessels, brutally killing the crews, and leaving the ships adrift until they crash on the rocky shores. Their shattered remains often pose an additional threat to navigation.

Sea of Gold

The Sea of Gold is a long narrow strip where windblown sand from the **Golden Horn** accumulates atop the Black. It gives the sea a yellow speckled look, as if it was covered in archaic gold coins.

The sea is fairly safe, barring the occasional pirate vessel that slips by the fleets of the four bordering city-states.

Sea of Lost Sails

The Sea of Lost Sails is a dangerous expanse that mariners avoid at all costs. It is inhabited by tiny sand worms that dig through the hulls of sailing vessels with ease and consume their crews whole as they slip into the Black.

If that wasn't bad enough, the worms themselves are prey for the **Giant Eagles** and **Shade Rays** that frequently skim over the sea looking for an easy meal.



Sea of Sharp Rocks

The Sea of Sharp Rocks gets its name from blade-like obsidian shards that spike up from beneath the Black and rip through the hulls of unsuspecting ships. Great expanses of the sea are completely impassible because of the shards.

The navigators of **Carust** know the sea well and each has his own proven path through the east. No one sails west unless they are looking for a quick and brutal end.

As if this wasn't enough, hidden beneath the dunes are swarms of **Stone Mites** and schools of **Nordfish** feeding on the obsidian.

Shimmering Sea

At dusk, as the Shadow Sun falls below the rim of **Bowl of Drowned Men**, it casts narrow beams of golden light across the Shimmering Sea. The beams reflect off the sand and come close to blinding travelers that are crossing it. Captains are careful to time their journeys to avoid this effect.

Otherwise, the sea is safe for most vessels and trade between the four nearby city-states is vigorous. Merchants will occasionally lash their ships together and form a floating bazaar to conduct trade outside of the watchful eye of the Mage-Kings.

Snowy Bay

Cold northern winds whip across the Snowy Bay before colliding with the **Snowcrest Peaks**. They leave a thin layer of ice and frost on top of the Black, giving the bay its name. This does little to hinder crossing vessels, but it does attract **Rift Spiders** and **Sand Moles**. It also provides life-sustaining water to the frost-fishers of nearby **Varis**.

Tempest

The Tempest is a nearly impassible portion of the Black that is torn asunder by the cold northern winds crashing into heat blooms blowing off the **Caern Highlands**. Even the **Fire Giants** avoid the area. Attempting to cross this passage will lead to certain doom.



Geographic Regions

Althea is a cruel land. Travelers must take great care. Immense heat and windblown dust are common to almost all regions. Surface water is essentially non-existent, and everyone must carry their own water or they will perish within a day.

To make matters worse, the land is plagued by dangerous creatures.

Sand Octopi lurk beneath the surface, grabbing unsuspecting passersby with their long tentacles.

Predatory **Blade Wings** migrate across the skies, looking down in search of an easy target.

When the Shadow Sun falls, the land turns bitter and cold. Night travelers seeking to avoid the heat of the day often find themselves attacked by flocks of flesh-eating **Skin Bats**.

Nowhere is safe.

Alabaster Waste

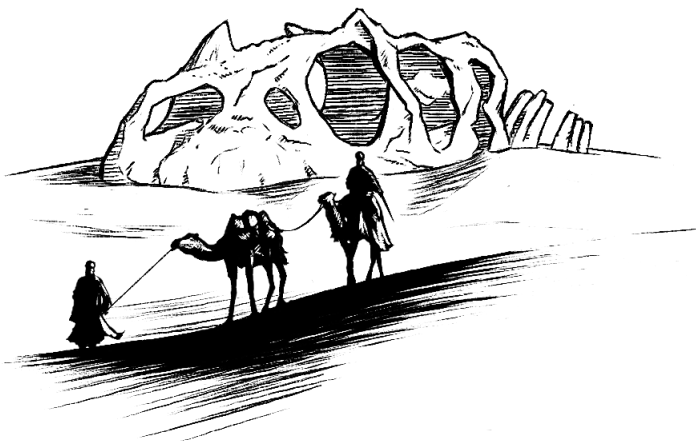
The Alabaster Waste is a sand sea of brilliant white powder. The reflected light is blinding to most humanoids. Nomadic tribes of Mantisfolk wander the land, moving from oasis to oasis in search of **Stone Mites** and **Rock Lizards** to feast upon.

Boiling Desert

The Boiling Desert is a rough stony barren of exposed reddish-brown sandstone tables and boulders. The wind and stone have broken these down and filled the gaps with vast numbers of tiny pebbles. Reddish clay dirt is also blown around with the vigorous winds.

There are few established paths and venturing off of them is inviting death. It is frighteningly easy to slip through the loose stones and drown before your friends can pull you out. The terrain is impassible to wagons and most mounts will simply refuse to move forward, even with a beating.

Occasional vegetation emerges from the rocky soil in the form of squat spherical cacti with dark yellow needles.



Bowl of Drowned Men

The Bowl of Drowned Men is a dust bowl that has formed in a broad depression surrounded on all sides by prominent rocky ridges. The dust is six feet deep in most areas and the land is home only to tribes of **Hill Giants** tall enough to safely travel through it.

Caern Highlands

The Caern Highlands is a high plain covered in scrub forest. The thin twisted trees are cultivated and harvested by tribes of Elves. The plateau is cut by narrow rivulets of rainwater, around which the Elves built their settlements. They make mudbricks from the rich brown clay that forms in their arroyos.

The Elves here are sedentary, unlike their nomadic brethren in the **Windswept Shoals**. They herd goats instead of hunting.

Calock

Calock is a rocky island that juts out of the Black. Its higher elevations support a band of hardy brown firs fed by the cold icy winds coming off the northern seas. This timber is transformed into sailing ships at the vibrant city-state of **Deelo**.

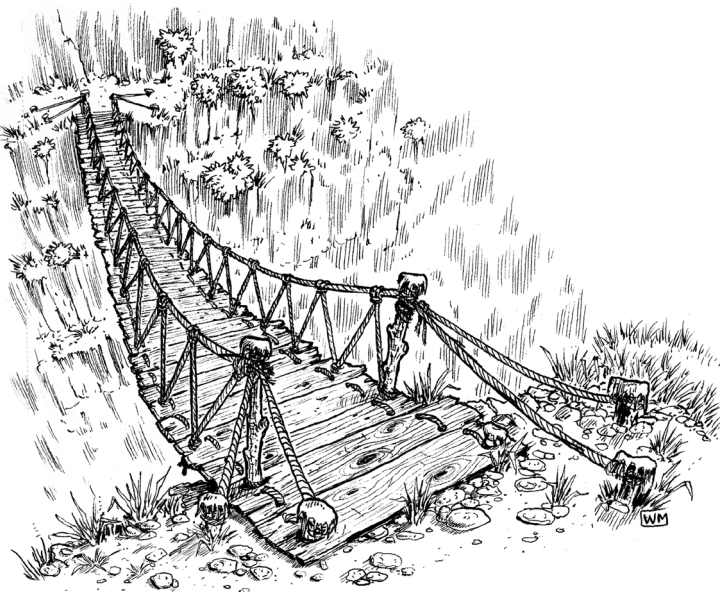
The island is home to the **Russet Elk** and the **Shade Badger**, both of which are hunted for food and pelts by the island's inhabitants.

Above the tree line, the peaks fall into **Frost Giant** territory. Rumors tell of ice palaces and productive mines under their control, but so far no one who enters their territory has returned.

Canyonlands

The Canyonlands were formed by ancient rivers that cut deeply through the soft bedrock. After the Shadow Sun's vengeance, they became filled with rivers of fine sand blowing off the Alabaster Waste. Windstorms can flood these treacherous canyons with flowing white rivers of dust and drown unwary travelers in moments.

The hardy local tribesfolk have constructed a network of twisted leather rope bridges so that they can safely cross over the crevasses. They often charge a toll to anyone they don't recognize.



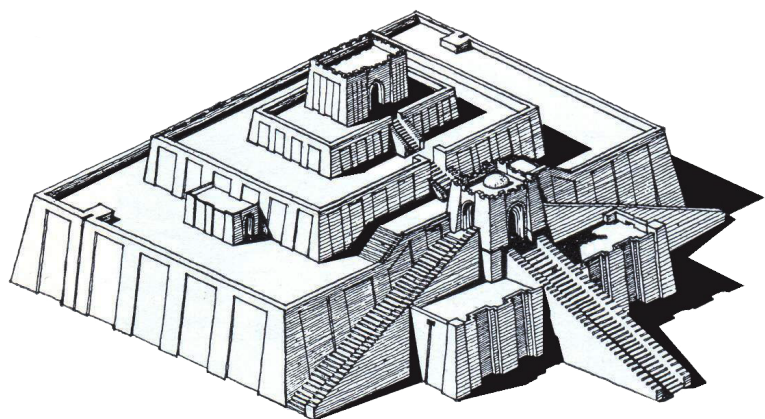
Cathedral Wall

The Cathedral Wall is an enormous ridge of stone that was formed in a duel between Mage-Kings; the Shadow Lord and the God-son.

The Shadow Lord created a powerful shockwave that churned up a tsunami of rock and sand. He directed this wave out of the **Plain of Shadow** towards the **Great Ziggurat**, site of the ancient city-state of the God-son.

As he saw the terrifying wave approaching him, the God-son cast a spell to transform it to stone. His spell was so powerful that it consumed him, turning the people of his city, the forest surrounding it, the great wave, and even his own body into stone.

Depending on the time of day, the light of the Shadow Sun bounces off the **Forest of Stone** and dances across the face of the wall, giving it a stained-glass appearance.



Cobalt Mountains

The Cobalt Mountains are a bluish-gray mountain range in the north of Althea. They contain one of the few metals too heavy to fall below in the **Melding**: Cobalt.

Unfortunately, the land is infested with hordes of **Kobolds**. They mine the cobalt and shape it into metal coinage. However, the toxic metal stains the hands of anyone who trades in it and slowly kills its bearer over time. In a wicked twist of fate, the kobolds are immune to the contamination.

Coral Island

Coral Island is formed from a soft pink sandstone. It is pockmarked with craters that lead down into a vast underground cave network.

The caves are home to a variety of dangerous monsters like the **Cave Fisher**. They are also the refuge of the **Seafolk**, humanoids adapted to life under the Black. They wage a daily war against the undead of the **Graveline Sea**.

The Seafolk tell tales of ancient **Wee Folk** cities deep in the caves filled with archaic metal tools. These legends seem suspicious since the Seafolk themselves have little metal of their own. Perhaps they are merely the tall tales of inebriated braggarts.

Crimson Flats

The Crimson Flats are stained red from windblown sands carried off the **Blood Sea**. The vast expansive dust basin is almost lifeless. Anyone trying to cross it must contend with deceptive pools of dust that drown those who step into them. Even giants use caution when crossing this forsaken land.

Darkmoon Hills

The Darkmoon Hills are the broken remains of ancient volcanoes. Their obsidian dust is what gives the Black Depths its sharp hue.

Ponds of brackish pitch-black water form in the low points between the hills. Their water is toxic to most, but nourishes the **Blood Ravens** and **Stone Giants** that live in the region. Rumors persist of a lost city-state hidden in these lands, but so far none have been able to produce any evidence of it.

Dead Hills

The Dead Hills are the site of a great war between Mage-Kings. The entire area is swarming with undead. It is generally avoided by everyone except shamans on a mission to slay undead.

Desert of Wandering Rocks

The Desert of Wandering Rocks is a smooth salt flat subjected to high winds from all directions. These winds push the land's boulders around, creating an ever-changing matrix of landmarks. Several varieties of **Sand Octopus** prey upon disoriented wanderers.

Dragon's Backbone

The Dragon's Backbone is a craggy mountain range that divides the mainland in half. In places, it rises to a staggering height of over ten thousand feet.

The peaks are home to numerous dwarven clans that have cut deep mines into the rock searching for drops of iron, copper, and silver.

Dur

Dur is an island off the **Black Depths** that is sanctuary for half-dwarves (also called Dur) that can't find a home in either dwarven or human cultures. Their condition leaves them infertile, so they are always open to those seeking refuge. They have developed a unique culture of sand fishing and diving for shellfish. This is one of the rare peaceful places in Althea.

Fennas

Fennas is a rocky island off the **Sea of Lost Sails**. It is home to a violent race of crabfolk that roast their captives alive and preserve them with salt in underground smoking caves. Few are brave enough to even beach their ship here and the nearby city-state of **Imiche** has a dedicated squadron of ships that patrol for any crabfolk that venture out looking for prey.

Forest of Stone

The Forest of Stone used to consist of living trees. However, they were petrified by a powerful magic spell cast by the God-son, the deceased Mage-King of the **Great Ziggurat**.

The spell also deformed the former sylvan protectors of the wood into vicious **Rock Dryads**. They live in peace with the varieties of **Drakes** that hide in the shade of the stone trees. So far they have successfully protected the wood from being harvested as petrified timber.

The forest is used as an overland route to avoid the **Graveline Sea**. There are several well worn paths headed north, but foul monsters still often prey upon unsuspecting caravanners headed through the wood from **Wikker** on their way to the **Caern Highlands**.

Golden Horn

The Golden Horn is a prominent peak of golden-brown sandstone that serves as one of the most reliable navigation landmarks for sea traders. The dust off the horn gives the **Sea of Gold** its distinctive speckled hue.

The surrounding lowlands have some of the richest soil left in Althea and are the home to many prosperous villages that feed the residents of surrounding city-states. Unfortunately, this value attracts conflict and control over the horn's slopes has triggered more than a few wars.

Graven Moor

The Graven Moor is a muddy scrub grassland fed by moisture dropped by westerly winds rising over the **Dragon's Backbone**. It used to be home to a tribe of Elves. However, a foul Mage-King cursed the Elves to rise as magic-wielding undead when they die. Now the land is infested with wandering **Skeletal Magi**. Most of the living know to stay away, but the possibility of drinkable water still attracts a few desperate fools from time to time.



Highmounts

The Highmounts are an untamed highland infested with apex predators like **Frost Giants**, **Trolls**, and other terrible monsters.

The frosty winds from the north nourish a rather large forest of spruce and fir at the higher elevations. Unfortunately, the act of harvesting it would be so dangerous that it grows unimpeded. The timber is used only by Frost Giants for their sprawling homesteads.

Island of Dark Terrors

The Island of Dark Terrors was once a prosperous home to an isolated halfling clan. At some point they became dominated by a Lich-Queen and their society descended into cannibalistic barbarism.

A handful of survivors from landing parties sent inland have returned with nightmarish tales of brutal torture and horrific sadism.

Despite the stories, a few brave souls venture here in search of the Lich-Queen's treasures. Of course, they never return.

It is said that the Lich-Queen has been sending out war bands of halflings to learn more about the outside world. Several such parties have been sighted in the wastes.

Island of the Fire Giants

The Island of the Fire Giants is what the name entails. The lesser humanoids have been driven from the land. **Fire Giants** have been spotted with iron breastplates and axe heads, leading to rumors that the land is rich in metal ores. Tales tell that the Fire Giants bury their dead in a vast underground crypt, protected by traps and filled with metal burial goods. Of course, they could just be lies.

Land of the Highfolk

The Land of the Highfolk is a tough rocky high desert. The Highfolk are a tribal group that lives in small freehold throughout the region. They live without magic and without Mage-Kings. Of course, this leads to derision and insults from the civilized folk. To many, they are considered a barbarous fringe people of little note.

Long March

The Long March is a mountainous peninsula that is home to several **Black Dragons** that are believed to be related. They fly high over the Black looking for prey before swooping down to grab it with their razor-sharp talons.

Merea

Merea is a distant island beyond the Twisting Shard. It is infested with **Mud Fiends** that were left behind by a Mage-King eons ago. They brutally attack anyone that lands on the island, but rumors persist of the Mage-King's hidden palace and wondrous collection of magical items.

Mountains of Vigilance

The Mountains of Vigilance are home to numerous dwarven clans. Dwarven fortresses dot the landscape with cisterns to save what little rainfall they receive.

Unfortunately, the region is also home to a number of **Giant Lizard** species and clans of **Grimlocks**. The dwarves prefer to travel between clans by long underground tunnels rather than brave the surface.



Plain of Shadow

The Plain of Shadow was created by the ancient Mage-King, the Shadow Lord. At one time, he ruled the city-state of **Tiverius**. The plain surrounding the city was a rough but workable savannah.

However, his war with the God-son, a neighboring Mage-King, led him to drain the life force of the entire region. In a failed effort to prevent invasion by the God-son's army, he plunged the plain into permanent magical darkness. Even though he is long dead, the darkness remains.

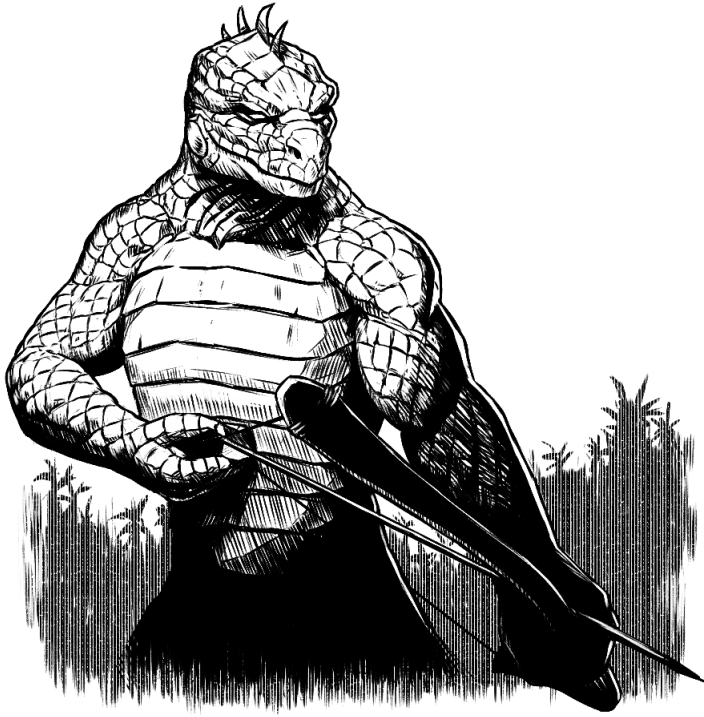
The city of Tiverius is now a lost ruin and the entire plain lives under the cover of eternal night.

Rorin

Rorin is a prosperous island of scrub forest. It is maintained by the city-state of **Tiffis**, ruled by an Elven High Council charged with preserving the life on the island. Spellcasting is prohibited by law and any traveling sorcerers are watched with caution.

Wild animals are flourishing under elven rule. They appoint wardens to cull the weak and feed the people. The island is also home to a strong sand fishing community due to its strategic location.

A small tribe of **Cyclops** live deep inland, but they are left alone.



Sabre Island

Sabre Island is considered the heartland of the Lizardfolk. Their villages dot the coastline and the population of the city-state of **Salzarri** is majority lizardfolk.

The inland regions are fairly wild with large tribes of kobolds fighting for territory.

Shadowreach

The Shadowreach fell under the Shadow Lord's spell just like the **Plain of Shadow**. It is now plagued by vast hordes of **Gibberlings** that were freed when the Shadow Lord was slain. They roam the land searching for food and eat everything they can catch.

Sea of Salt

The Sea of Salt is a seemingly endless expanse of white salt flats. It is generally level and formed into hardened sheets. However, the land is lifeless aside from the occasional cactus or weed.

Some consider the overland crossing to **Mullak** as safer than the sea routes. Long caravans can sometimes be seen here. However, even these caravans need solid guards. The great flats are home to roving warbands of **Jackalweres**.

There is a rumor that a **Blue Dragon** hides beneath the sand, but no one has ever presented a scale as proof.

Smoking Reach

The Smoking Reach is a volcanic mountain range rising up from a peninsula covered in savannah. When one of the volcanoes erupts and spews forth nutrient rich lava, entire villages relocate to farm the newly fertile lands. When their crops fail, they move on to the next lava field.

The rich soil nourishes a vibrant savannah. However, the predators it attracts make life very dangerous.

Monsters thrive within the volcano's molten caves. The savannah is home to numerous warring tribes of mantisfolk.

Snowcrest Peaks

The Snowcrest Peaks are the only remaining mountains in Althea with glaciers. Fed by the frozen winds of the north, the ice and snow settles at high altitude.

Unfortunately, the land is far too dangerous for settlements. **White Dragons, Dragonnes, Manticores**, and other powerful monsters have migrated here to drink from the glacial run-off before it evaporates as it descends to the foothills.

Swallowed Moors

The Swallowed Moors is a mud flat that is home to a variety of necrophages (including **Giant Fungi**) and **Giant Frogs**. Both prey upon the many birds and small mammals attracted to the area.

Thrallen

Thrallen is a rocky island blasted by northern winds. The shores are covered in large mollusks that soak in the inflow of nutrients. This in turn feeds the growth of **Giant Crabs** and **Giant Centipedes**.

There are several ruins on the island; villages with squat stone huts surrounding a central plaza. However, no civilized folk are believed to remain in this cold windy place.

Twisted Shard

The Twisted Shard is a long craggy island in the **Graveline Sea**. It is lifeless due to hordes of undead left over from ancient wars that wander the shores. The majority are simple **Skeletons** or **Zombies**.

Rumors persist of ancient palaces and fortresses on the island left by the Mage-Kings of yore, but no one has ever found one.



Wall of Swords

The Wall of Swords is a crashing wave of sand that was turned into thin obsidian glass by an ancient Mage-King. Erosion has cut down through it, creating a bladed spine of obsidian shards that rise from the rocky foothills.

The region is home to numerous tribes of barbarian **Ogres** that break the obsidian into weapons and conduct violent raids on **Mullak**, a nearby city-state. These raids were the prompt for Mullak to build its outer wall.

Wasteland of the Colossus

The Wasteland of the Colossus was once the territory of a massive stone golem that was charged with defending the area before its master was assassinated. It took years of concerted work to bring the golem down. Its corpse lies at the **Colossi's Rest**.

Plans to divide the land peacefully fell apart around the time the golem hit the ground. Wars raged and never reached a decisive conclusion. The land is now home to vast swarms of **Giant Ants** that have moved into the vacuum. There is an ongoing war between two powerful ant queens that seek to control both massive colonies.

Wildstones

The Wildstones are a place of great nature magic. Many shamans consider it to be holy ground. Shrines to different nature spirits dot the hillsides and pilgrims come here from many city-states to pay their respects and ask for spirit blessings. It is fairly safe here, aside from an occasional **Giant Spider** attack. They spin webs at higher elevations to catch birds.

Windswept Shoals

The Windswept Shoals is an expansive mudflat that is home to several large tribes of elven nomads. They live in clay brick villages and live off the thick reeds of the shoals that provide a bland but nutritious seed sheath.

The elves have carefully laid stone roads through the mud to guide caravans from **Chiffal** and **Wikker** across the shoals to the **Caern Highlands**. The sea routes are too dangerous for commerce.

Straying from the road is a path directly into the grave. The horizon is flat with no landmarks. The winds are almost always strong enough to fill the air with rolling waves of choking clouds of sand. It is easy to become disoriented and become easy prey for a wandering **Gnoll** war party.

The Caste System

The majority of people in Althea live under brutal oppression. There are six generally recognized social castes; Royalty, Nobility, Enforcers, Merchants, Citizens, and Slaves. This creates a hierarchy of status. When conflicts emerge, they are almost always resolved in favor of the individual with higher status.

Submission

When someone of superior status is met, a sign of submission must be performed. The degree to which your status differs determines this submission. When there is just one difference in rank (ex. Nobility to Royalty), a simple nod is sufficient. Two ranks require a partial bow. Three ranks require a full bow with a hand on the ground. Four ranks require a bow with both hands on the ground. Five ranks require kneeling prostration and six ranks (ex. Slave before Royalty) requires prone prostration.

Failure to perform this act may result in violent rebuke from the superior caste member.



Slavery and oppression are the norm in Althea. They were also the norm of human existence. Every living person today is the descendant of someone that experienced horrible servitude.

The purpose of this inclusion is to force players to actually grapple with its moral issues. If you aren't allowed to make evil choices, you aren't good. You are a bystander.

The players must see evil, so that they can choose to face it. Being good is having the capacity to do evil and choosing NOT to do so.

If you are angry about this, read actual history texts OR just play the game without these elements. The Game Master has the power to run the game they want to run.

Royalty

Royalty is a family group centered around a monarch, typically one of the Mage-Kings. Members of these families are treated as above the law and virtually untouchable.

Royalty are the only people likely to have metal armor or weapons.

Nobility

The nobility is an elite landed class that handles the majority of actual governing responsibility. Their power is based on control of the remaining farmland.

Each noble family is charged with fielding a number of soldiers for the military. Most of these soldiers are drawn from the slave caste, but officers are typically citizens or the children of nobles that have little chance to inherit the land.

Enforcers

Controlling a population by force requires an elite enforcement caste to keep people in line. Each of the city-states has their own company of city guards (ex. the Red Banners of **Chiffal**). These companies are charged with maintaining the peace and bringing major disputes to the nobility for adjudication.

Enforcers are often drawn from the slave caste and trained in combat for several years in a corporate academy. Joining their ranks is seen as a good opportunity for children of the slave caste.

Merchants

The nobility considers mercantile activity beneath them. They find the transport of goods over great distances to be distasteful labor that is beneath them.

However, there is great profit to be made in trade. The merchant caste is formed into merchant houses, each with their own sigil.

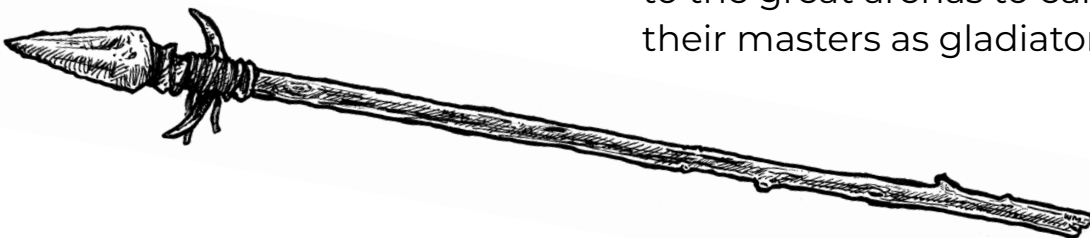
Citizens

A citizen is typically a child of an enforcer or a slave that has bought their freedom. They bear the burden of making their own living and make up the majority of artisans and skilled laborers.

Citizens typically own a few slaves themselves, which they brag about to others as a symbol of their own financial success.

Slaves

Slaves are given a variety of tasks; domestic work, farming, herding, transportation of goods, and so on. Some specialized slaves perform tasks like accounting and scribe work. Combat slaves can be sent to the great arenas to earn coin for their masters as gladiators.



The City States

Alvus

Alvus is a sprawling city-state with no outer walls. Surrounded by lush savannah, it is wealthy in food and textiles. However, it lacks a good source of nearby stone and must trade for many vital goods. This has resulted in an open diplomatic stance with nearby cities.

Alvus is the home of six different merchant families, each with extensive holdings and fleets that sail the **Sea of Gold** with regularity.

It is ruled by an Overlord Council of nine noble houses. Though it lacks true royalty, the immediate family members of the nine noble patriarchs are treated as such.

Together, these houses generate enough grain to support almost double the city's population of roughly 20,000 souls. This surplus forms the basis of the city's wealth. In addition to grain, the savannah provides some wild fruits, nuts, and a healthy supply of bone.

The city is teeming with animals, both livestock and domesticated mounts. It has a powerful odor that reflects these circumstances. After a few days in the city, most become nose-blind to it.

Carust

Carust is a gleaming city of orange bricks formed from the mud of the **Swallowed Moors**. This mud is also used to make ceramic tiles used by Althea's elites for flooring.

It is ruled by the Mage-King Taryn Gorris. He has fought numerous inconclusive wars against the nearby **High Folk** and the **Black Dragons** of the **Long March**. The city is currently fatigued, spending much of its productive strength on repairing damaged city walls and raising children to replace the many casualties. Dissent is rising in the 14,000 people remaining and Gorris has been taking some steps to loosen his grip in the hopes of preventing a rebellion.

As the western endpoint of most northern trade routes, Carust lacks access to high quality goods. They have a strong cottage economy, with many goods being produced by independent artisans.

The city sits on a twisted rocky peninsula with many small farms just above the subsistence level. Herders move goats and sheep from valley to valley in search of scrub grasses, occasionally leading to small-scale land use conflicts.

Chiffal

Chiffal lies at the edge of the Shadow Plain and is shrouded in eternal night. Using the oil from the Shade Trees that dot the plain, the city glows with lamplight. The lamplighters are respected and untouched. Otherwise, the city is mostly ruled by gang violence. The population barely numbers 5,000 souls but they are heavily armed.

The official ruler of Chiffal is a vampire called the King of Cups. His name is derived from a practice of pouring his blood into a bone chalice and forcing the rulers of the seven gangs to drink from it. Once his blood has touched their lips, they cannot plot against him. This compulsion cannot even be broken by *Dispel Magic*.

When the gang violence gets out of hand, order is restored by the Red Banners, an enforcer company that doubles as a military unit in times of conflict.



Cliberri

Cliberri is one of the few cities in Althea with cool temperatures. Frosty northern winds collide with warm drafts from the south to create heavy mists that shroud the hilly country in fog. The city itself is protected by 20' thick black granite walls that can withstand heavy siege bombardment. On the coldest days, the icy walls seem to glow in the sun.

The city is surrounded by sharp cliffs dotted with hardy scrub trees that provide fruit, nuts, and tough wood. They have set up a series of long ropes with suspended wood and bone platforms. Most of the city's 22,000 souls work here.

These cliffs are unique in their ability to support rice cultivation. Skilled farmers cut small terraces into the cliffside to form viable pools to grow it.

However, the city's main export is wood. The highlands surrounding the city are covered in scrub trees that are cut, cured, and used to support a large fleet of fishing and transport vessels. Cliberri reserves the best wood for war galleys to protect against **Deelo**.

The Mage-King Hadri Mollaris rules from a large cave palace beneath the city itself. He is rumored to have vast stores to withstand almost any attempt at siege.

Deelo

Deelo sits on a small lowland plain that connects the northern and southern mountains of the rocky island of **Calock**. Several villages farm grain on this narrow strip of arable land. The rest of the island is home to a variety of wild game, providing a surplus of hides and bone that are sent abroad for trade.

During the day, the city is shrouded in a cloud of sawdust from its numerous sawmills. Cut timber is the city's primary export. Logs are dropped down long flumes from the mountains that rise above it.

The city of 22,000 is subjected to frequent raids from juvenile **Frost Giants**. Attempts were made by Janus Orind, the local Mage-King, to build walls to stop them, but this was abandoned in favor of employing bands of archers to shoot from covered positions.

Deelo has the most formidable navy of any city-state, with thick heavy timber galleys that are difficult to match.

Most of the northern cities catch large quantities of **Nordfish**, a small almost boneless fish that lives in the Black. It eats bits of obsidian found in the cool layer of sand just beneath the surface. Nordfish is lightly seared and then eaten whole.

Hellari

Hellari is the most powerful trading city-state in Althea. Sitting at the tip of the **Golden Horn**, the city is perfectly situated for commerce. It is the largest city-state with just under 50,000 souls.

It is ruled by the Mage-King Orus Cantares. The city controls the narrow Western strait that connects the **Black Depths** with the **Sea of Gold**. A fortified keep on the far side is connected to the city by a long, twisted leather cable. If pulled taut, it prevents ships from passing through. Cantares charges a reasonable fee to pass through.

The Eastern Strait is too rocky and shallow for anything except a canoe or barge. Every few years, a cheapskate merchant attempts to make the passage instead of paying Cantares' toll. This usually ends in disaster.

The city's thirty-foot high walls are made of thick golden-brown sandstone. The four landward gatehouses are widely considered to be impenetrable. No rival has ever attempted to lay siege.

The city enforcers are known as the Scepters, so named for the bone rods that they carry to break up fights in the street. They are both numerous and loyal. Attempting to bribe them is a well-known path straight to the gaol.

Imiche

Imiche is the city-state leader of a coalition of island peoples as an informal trade empire. The people of the coalition live off the Blackfish and herds of goats that are fed on the hardy island reeds. Cheese and milk from these herds are traded throughout Althea.

Imiche itself is home to just over 12,000 souls. It is ruled by a chief magistrate elected from the noble classes for a term of 7 years. During that time, the magistrate's family is treated as de facto royalty.

The magistrate resides in a floating palace that glides above the Black. This palace is rumored to contain the city-state's vast treasury.

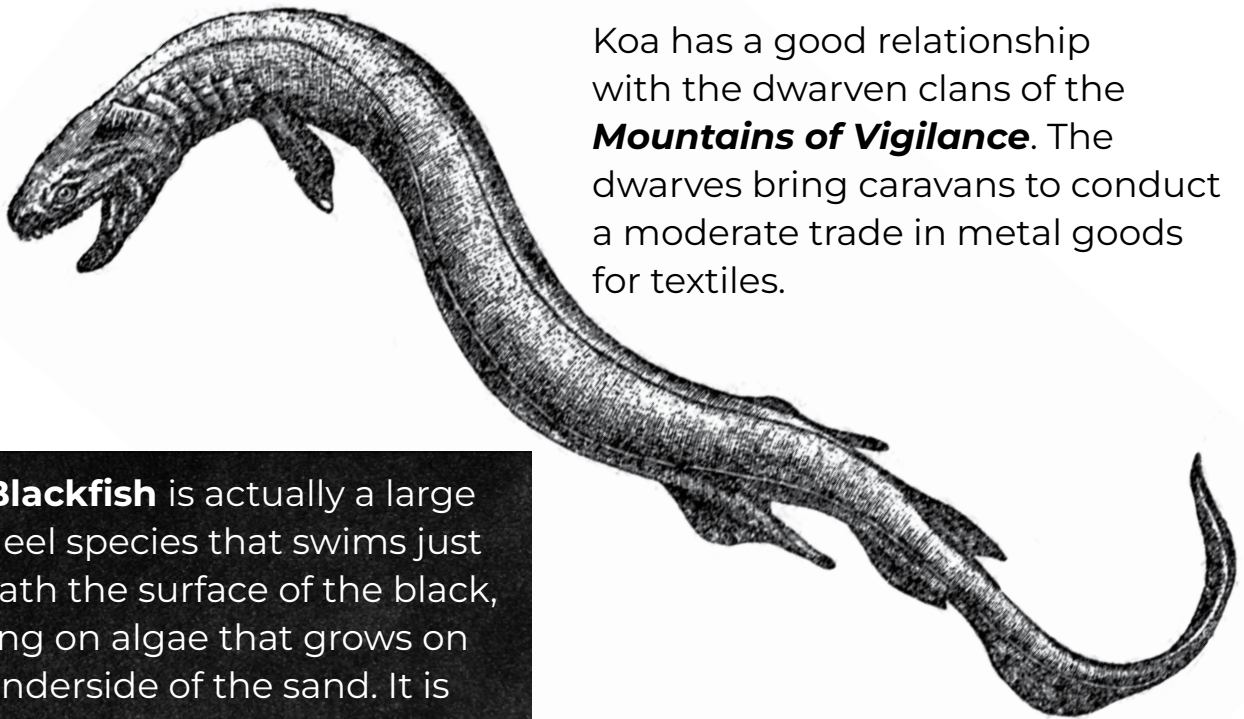
Koa

The city-state of Koa is built into an abandoned dwarven mine and clan fortress. It has huge common rooms that serve as public plazas where both trade and politics are openly conducted.

Koa is ruled by the vain and distant Mage-King Delfin Frindut who spends the majority of his time at leisure, leaving the nobility to bicker and fight among themselves for dominance and wealth.

Herds of sheep are used to fuel the looms of the city, resulting in several merchant houses devoted to the creation of fine fabrics. The 14,000 souls contained within the city walls are the best-dressed people in Althea.

Koa has a good relationship with the dwarven clans of the ***Mountains of Vigilance***. The dwarves bring caravans to conduct a moderate trade in metal goods for textiles.



The **Blackfish** is actually a large sand eel species that swims just beneath the surface of the black, feeding on algae that grows on the underside of the sand. It is tough and wiry meat, but it will keep you alive. It is found almost everywhere in Althea.

Lornasi

Lornasi "the Choking City" is covered in a thick layer of smog during most of the year. The strong autumn winds are the only thing that can clear the air. The smog comes from open air ore smelting, necessary to separate copper from the rich cobalt veins in the nearby **Cobalt Mountains**. Separating the ore is difficult labor requiring lots of coal and the lower classes of the city go through hell every day to make it possible.

The city of 18,000 souls is ruled by Texej Remula, a tyrannical dwarven Mage-King. He dreams of crafting a large bronze statue in his image. He has brought in a vast number of **Kobold** slaves, taken from the tribes north of the city, to assist in the process. The locals are resentful and violence between kobolds and Lornasi natives is frequent. Some suspect that Texej intended for that outcome all along.

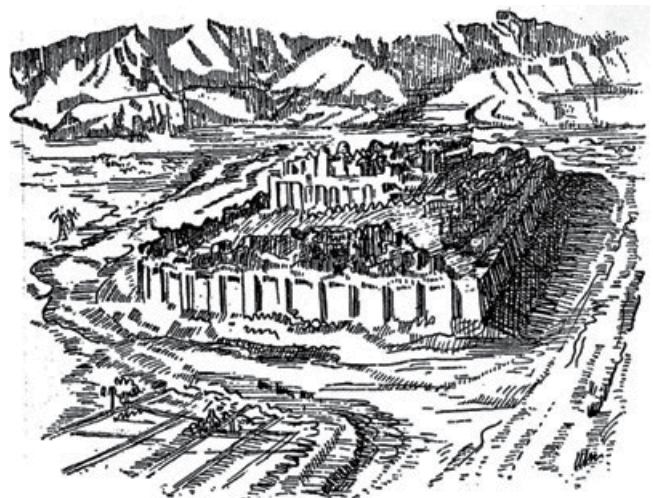
Lornasi is a coastal city but has one of the weakest navies due to lack of available timber. It gives favorable trade terms to **Deelo** to discourage conflict across the Black. However, its land power is significant and Lornasi soldiers often serve as mercenaries after their time in the military is over.

Masro

Masro is a citadel city-state, ruled from an elevated castle that looms overhead. It was built by the city's Mage-King, Kirrus Horand. Kirrus' rule is harsh with public executions for criminals conducted almost every week. Of course, as the city's deprivation increases, the criminal ranks continue to swell.

The citadel protects a deep and productive silver mine that cut down several miles below the city. Portions of the mine abandoned due to low yield are now inhabited by an impoverished underclass called "the Craven" that prefers darkness to tyranny. There are rumors of a leader emerging from the Craven with a plan to topple the Mage-King.

Even with the loss of the Craven, the city has over 35,000 souls. It sits at the tip of the **Smoking Reach** and is surrounded by relatively fertile plains dotted with numerous small villages that feed its people.



Mitarro

Mitarro is the most isolated of the twenty city-states, protected from the others by the undead that plague the **Graveline Sea**. It is built from the vast scrub woods of the surrounding uplands, with surplus exported overland to **Wikker** and **Chiffal**.

The 17,000 souls that call Mitarro home are devoted followers of the **Russet Elk** cult. Many of their warriors wear prominent antler helms to show their faith. The more fanatical members go on long spirit quests as desert hermits to deepen their commitment and find enlightenment.



Mullak

Mullak is a distant city-state known for the grand wall surrounding the city and beautiful aquamarine tiles used to color their domed public buildings. These domes are visible for miles around and shine brightly in the midday sun.

One of these domes covers the city's grand library where hundreds of scholar-slaves translate ancient texts for the Mage-King Lovari Al'Dassan. Lovari has compiled the largest collection of arcane texts in Althea, to the chagrin of his rivals.

The city of 34,000 souls is defended by a vast army of soldier-slaves raised from birth for pitched battle. They are reknowned throughout the land for their strength and skill.

The enforcers of Mullak are a group of zealous fanatics clothed in pure white robes called the Purifiers. They will immediately and violently expel anyone that speaks ill of the Mage-King. Most crimes carry sentences so heavy that they intimidate the populace into a sort of gentle complacency.

Mullak is a weak naval power, but this has had little impact due to their distance from major conflict zones. They field a collection of quick lightweight skiffs with a crew of marines that surround, disable, and board the much larger vessels fielded by their enemies.

Rokkan

Rokkan is a highland city-state with a tough martial history. Their soldiers are reknowned for their sense of honor and personal dignity. The enforcers of the city are also honor-bound to serve their lords. Failure is seen as a terrible mark on their family legacy.

The city of 25,000 souls is made of rich reddish-brown wood and dark grey stone drawn from the Highmounts. Each major noble family in the city has their own grand hall with lofty ceilings supported by intricately carved wooden columns. These are used to hold elaborate parties to celebrate their feast days.

The city is ruled by the Mage-King Gein Novaris. He has preserved a small forest near the city to provide the fuel for his magic.



Salzarri

Salzarri is one of the only cities with a vibrant trade in metals. The iron mines of **Sabre Island** are still mildly productive, although the majority is retained by the city.

Its 23,000 souls are ruled by a Council of Advisors, drawn from the nobility. The Mage-King is distant and withdrawn, obsessed with magical research. He hasn't been seen in so long, his name is forgotten by most residents.

The city-state is now a de facto aristocratic oligopoly. The hilly lands surrounding it are divided up between the major noble families (mostly lizardfolk and human). They work together to maintain the political balance.

The enforcers of Salzarri are known as the Razors. They get this name from the criminal punishments they often hand out, such as the loss of an ear, eye, hand, or foot. The Council of Advisors is highly intolerant of crime and fears that the population will one day rise up to depose them.

Salzarri is the only city state to field war galleys with iron prows and raven's beaks for attaching to adjacent ships and boarding them. This has made their small navy much more effective than one might expect based on numbers.

Shantus

Shantus is a peaceful city of domed spirit temples and contemplations. It is the only city-state ruled by a Spirit-King, the unliving shaman Yullu Karde. Yullu is revered as a kind of deity and lives within a massive domed temple in the city center. Shamans come from all over Althea to see the city and venture out to the **Wildstones** as a devoted pilgrim.

The influx of religious donations has financed the construction of several monastic communities within the city walls, each with their own rigorous controls on personal behavior.

The city of 16,000 souls benefits from goodwill with most other city-states. It is in an informal naval alliance with **Imiche** and recently brokered a peace between **Deelo** and **Cliberri**. No one wants to be known as the city that opposes the Spirit-King.

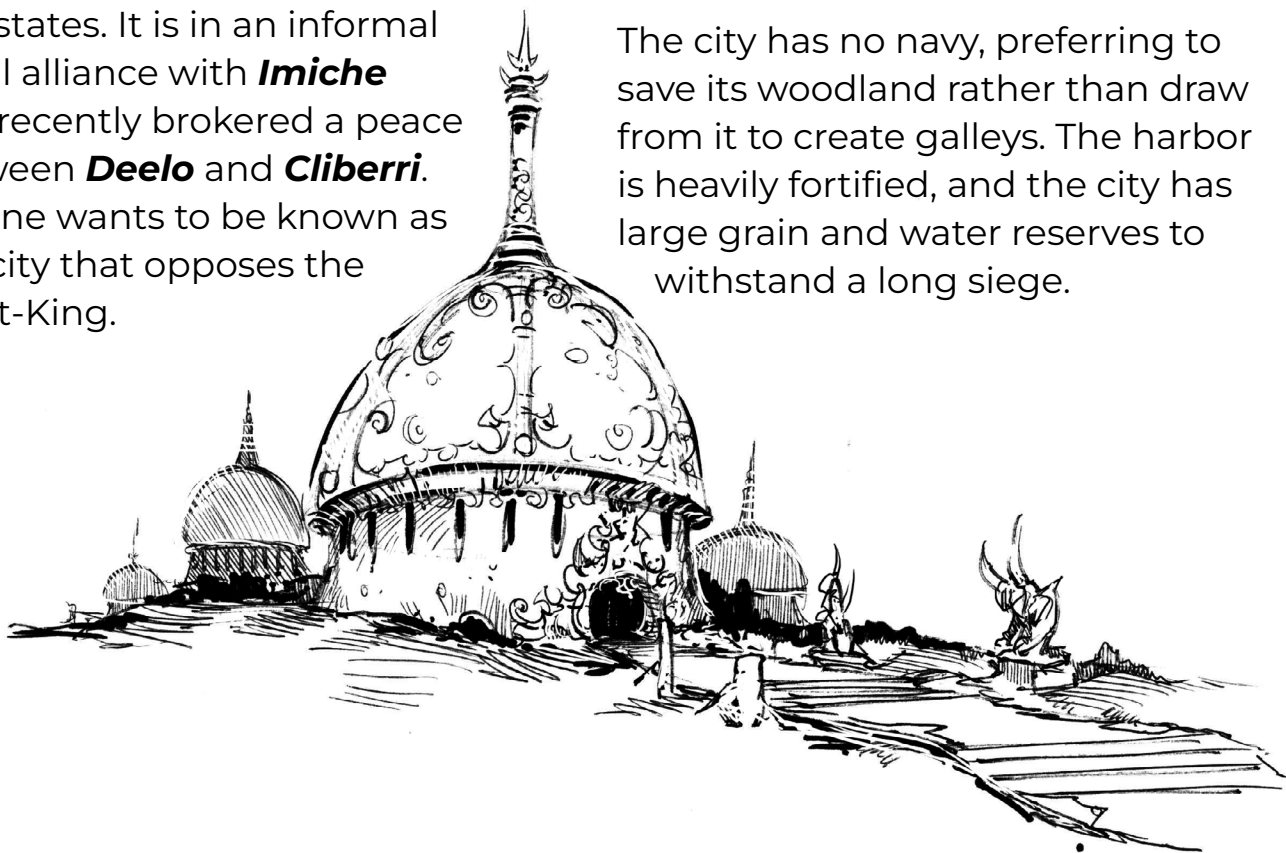
Tiffis

Tiffis is an elven city on the island of Rorin. The island is covered in wild scrub forest, maintained by elven wardens as a source of food for the people of the city. Poachers are killed on sight. There is also a sand fishing community due to the island's strategic location.

The city of 25,000 souls is ruled by an Elven High Council charged with preserving the life on the island. Spellcasting is prohibited by law and any traveling sorcerers are watched with caution.

Tiffis is the only city with natural public parks within the city walls. These places are used for quiet contemplation and the study of nature magic.

The city has no navy, preferring to save its woodland rather than draw from it to create galleys. The harbor is heavily fortified, and the city has large grain and water reserves to withstand a long siege.

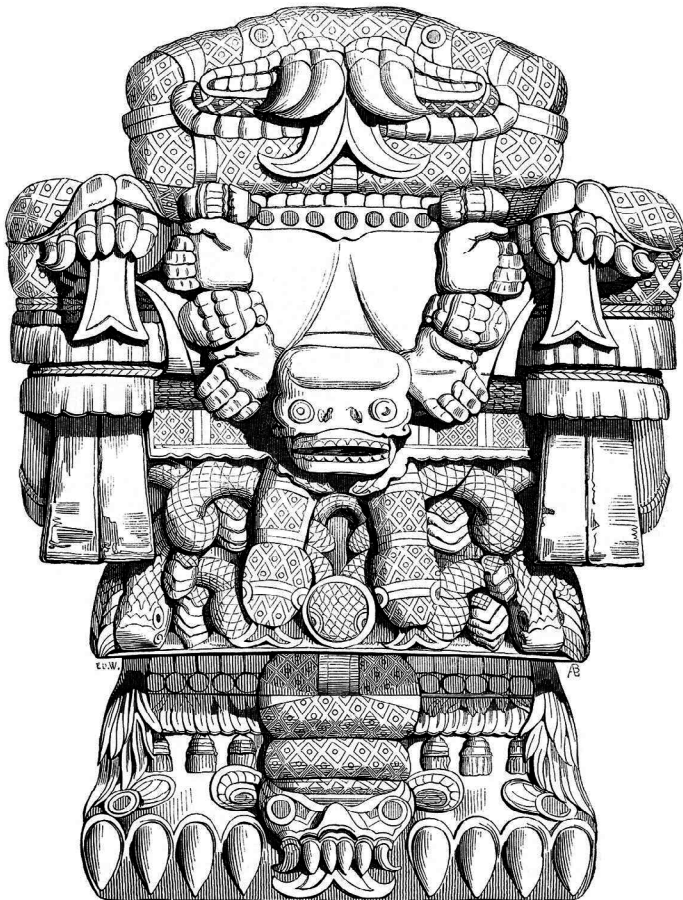


Tolis

Tolis is a city-state in the shadow of a volcano. It has productive wheat fields on the volcanic slopes and engages in substantial production of cut obsidian and glass.

The city of 36,000 souls is adorned in carved stone statues and dotted with tall step pyramids. Most of the stone used is pitch black obsidian, giving the city an ominous look.

It is the home of a powerful serpent cult that sacrifices captives and unruly slaves to a giant snake that is kept in their grand arena. The high priest lives in a grand palace on top of a step pyramid overlooking the arena.



Varis

Varis is located on a broad coastal plain between the **Snowcrest Peaks** and the **Cobalt Mountains**.

The snowmelt dissipates long before reaching the lower elevations, so the city relies on frost-fishers that capture water from the **Snowy Bay** to supplement the city wells.

The city of 21,000 souls is ruled by the Mage-King Ator Juliac. He is also jokingly known as the Spy-King. He maintains order with a vast secret enforcer group called the Spiders. Some speculate nearly half the city is providing them with information in some way.

The Spiders are rumored to have agents in most other city-states feeding them information as well. Ator is probably the most well-informed person in all of Althea.

Ator trains military units in secret and then returns them to the general population to perform their normal jobs. Some believe the entire city is secretly trained for war, should it arise. No one knows his true military strength. The other city-states are hesitant to attack him because of this uncertainty.

The city has a substantial **Kobold** quarter that trades in cobalt coins. They are treated well by the city government, but often insulted in the streets by the populace.

Wikker

Wikker is a vast tent city, using the stone trees of the **Forest of Stone** to support a sea of burlap and rigging. It serves as a major trade center with numerous bazaars for merchants to sell their wares.

Wikker is a transit point for traders going to the **Windswept Shoals** to trade with the elves. It also has an elven quarter to shelter those who make the journey here. The city is also home to the Scavvers, a guild that sends scavenging parties into the former dominions of the **Great Ziggurat** looking for salvage.

This swarming mix of nearly 20,000 souls is almost ungoverned. There is no royal family. Instead, the priests of the Cult of the Niben serve as a governing nobility. Their enforcers are religious zealots that intervene in citizen disputes.

The cult teaches that the former ruler of the Great Ziggurat, known only as the God-son, was a divine agent. The priests draw his image on clay tablets and temple walls. He is worshipped as an icon.

The God-son is believed to have moved on to take his place in the heavens, instead of the traditional story that has him slain by the Shadow King. It is believed that the God-son exited the world through a magical portal called the Niben. The cult searches for its location.

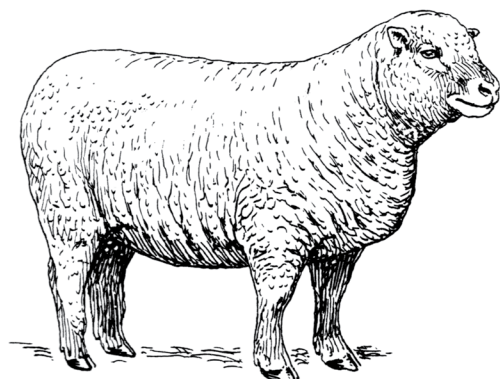
Woald

Woald is a prosperous city-state deep in the Sea of Gold. It is a major textile center that was ruled by a Mage-King until an aristocratic rebellion nearly a century ago. The city of 28,000 is now ruled by a non-magical monarch drawn from the noble family that led the revolt.

The hills surrounding the city are covered in a flowering weed of the same name. The roots of the woald plant are crushed to provide a vibrant indigo dye.

The hills are used to graze large herds of sheep that provide both thin wiry wool and rich tasty cheeses. The wool is dyed in woald and then woven into a variety of linen products. Distinctive indigo brigandine is worn by the city guards: the Bloodsworn.

Hides from the nearby wildlands are tanned outside the city walls, creating a powerful stench for anyone leaving by land. However, the combination of leather and dyed woolen goods has made the city rich. Few would complain.



Adventure Sites

These sites are legendary among the people of Althea and have been the subject of numerous tall tales and minstrel songs. The truth of these stories is up to the Game Master, but this is what has been said. You won't know until you get there if there is a grain of truth.

Black Obelisk

The Black Obelisk was erected by the Lich-Queen on the **Island of Dark Terrors** centuries ago. It rises to a height of over a hundred feet and its minstrel songs describe it covered in strange magical runes and carvings in ancient languages. The true purpose of the obelisk is a matter of speculation, but the prevailing view is that it helps her control the **Halflings** in some way.

The pitch-black stone is believed to be pure obsidian, but a single piece of that size would have to be pulled from the heart of a volcano. Surely it would require more workers than just her halfling slaves.

It is said that the halflings who carved it were slain and entombed in a dungeon below to protect the Lich-Queen's treasure hoard; a collection of metal goods, magical items, and glittering gemstones.

Bonehammer

Bonehammer is an ancient keep from the days of the **Melding**. It was built by a necromancer of great power from the bones of his failed undead. The Melding fused the walls into a single solid bone plate, impenetrable to siege weapons and too smooth to climb.

The identity of the current castellan is unknown, but the walls are supposedly patrolled by skeletal archers and hordes of zombies fill the surrounding hills.

Cave of Splendors

The Cave of Splendors is an old dwarven treasure vault lost to the ages. Its exact location is unknown, but it is believed to be somewhere in the most easterly slopes of the **Mountains of Vigilance**. Dwarven prospectors have spent decades of their lives searching in vain for the entrance and they have left behind numerous "treasure" maps.

The dominant view is that the main entrance was covered up by a rockslide at some point. Rumors of alternate entrances from adjoining caverns filled with monsters are often shared over a pint of ale.

Colossi's Rest

The ***Wasteland of the Colossus*** was once the territory of a massive stone golem. Its fallen remains are now home to hordes of burrowing creatures and used as a shelter by various monsters from the vicious winds of the wasteland.

There are rumors that the sorcerer who created the golem had to place an enormous magically-charged gemstone inside of it to serve as an energy source.

The stone is believed to be in the skull, but some adventurers have told stories of the skull being used as a breeding chamber for a ***Giant Ant*** queen. It is possible that this queen could be able to use magic due to her proximity to the stone, but this is just speculation.



Crypt of the Fire Giants

The Fire Giants have the only society in Althea that has significant quantities of metal weapons and armor. They are believed to bury their dead in a large underground crypt somewhere on their island.

The exact location of the crypt is unknown, but it is said to be underneath a large blood-red stone pyramid capped with a solid gold pyramidion. The entrance to the pyramid is rumored to be defended by undead giants, the creation of unholy giant necromancers. Most find these tales to stretch credulity.

Darkened Castle

The Darkened Castle is a former ***Highfolk*** fortification that was attacked by a powerful trio of ***Black Dragons*** several centuries ago. Its once white stone walls were burnt black by the dragons and residents fled in terror. Now it looks down on the land below as a harsh reminder of their wrath.

It is believed that the residents concealed their valuables deep in the castle before fleeing, but winds have buried many of its collapsed sections in deep sand and few have the courage to investigate.

Dread Keep

The Dread Keep is an old dwarven fortress high in the Dragon's Backbone. It is rumored to be filled with incorporeal undead, oozes, and other disgusting creatures.

There is an old dwarven shanty with lyrics that suggest the dwarves that once lived here were able to preserve a vault of metal from the **Melding**. It is supposedly protected by some kind of dwarven locking mechanism that is almost impossible to disarm. Those who fail lose an arm in the process.

Forlorn Keep

The Forlorn Keep is the farthest western fortification in Althea. It was once inhabited by a mix of humans and elves, but the keep was overrun by a tribe of **Gnolls** several decades ago.

It is still occupied by the gnolls, who use the keep to launch raids on the **Caern Highlands**, coastal Fire Giant homesteads, and any shipping brave enough to sail northwest from **Mitarro**. They are rumored to be amassing a grand treasury to finance the creation of their own city-state.

Their leader is described as an incredible megalomaniac with plans to carve out his own kingdom with a gnoll army.

Fortress of Bone

The Fortress of Bone is a series of underground caverns used by a cabal of powerful **Skeletal Magi**. They are rumored to be building an army of **Skeletons** taken from the **Graven Moor**.

Detachments of this skeleton army make occasional forays into the **Windswept Shoals** and bring their captures back to the fortress. They also hunt for large animals and cut out their bones, leaving behind a rotting formless carcass. These bones are cut and sharpened to create traps and defenses around the cave entrance as well as inside the fortress itself.

The skeletons salvage equipment from those sent against them. They supposedly wear quality armor and wield strong weapons.



Frozen Eyrie

Centuries ago, during a period when the northern winds were less severe, a colony of **Giant Eagles** lived in large cliffside nests here. When the winds cooled, they migrated south. Their untended nests were quickly covered in ice and snow.

There are rumors that the eagles discarded the equipment of their humanoid victims in a rocky midden under the nests. Tales of lost treasures among fish bones and ancient skeletons persist to this day.

Golden Tower

Travelers have seen a glimmering tower that appears to be made of gold on the **Twisted Shard**. Some claim it is just an illusion designed to draw people to their death, as the island is overrun by undead. Other believe it is just some kind of quartz that reflects light in a way that appears to be metallic.

Still others have suggested that the tower was used by the sorcerer who created the undead and that it might be filled with their lost treasures. Boastful strongmen often claim it is possible to knock down the tower like a tree and harvest the gold at your leisure.

Great Ziggurat

The Great Ziggurat was the home of a deceased Mage-King known as the **God-son**. When he was slain, his ziggurat was sealed by foul magicks. None have been able to locate the ancient entrance to the lower levels.

Rumors abound of the God-son's lost treasure horde of metals and magical items concealed within. Several well-organized dwarven excavation teams have tried to find a way inside, so far to no avail.

Highcastle

The Highcastle is a fortification held by a band of fanatical elven cult that believes the world will be restored by an elven messiah. They call themselves the Restored.

They have taken to raiding other elven settlements and stealing children with clear magical gifts. Over several years, they will indoctrinate and train these captives to integrate them into the cult. Eventually, their victims believe it was the right thing to do.

The site itself is rumored to be used for magical experimentation and filled with powerful artifacts and items. The Restored are also suspected of amassing vast material wealth to finance their crusade and kidnapping efforts.

Highfort

Protected by deep mountains and a steep cliff face down to the **Coldwind Bay**, the Highfort is the central refuge of the beleaguered **Highfolk** people.

The fort itself is the home of the tribal people's most revered clan; the Bloody Shield. It is suspected of serving as a secure treasury as well, with deep caves that cut down into the underlying rock.

Lost City of Tiverius

The city-state of Tiverius was ruled by the **Shadow King** until he cast the surrounding plain into deep endless night. It is now a lost ruin and the cobblestone city streets are dark and empty.

Due to the sudden nature of its fall, the residents of the city are believed to have left behind their personal wealth and treasures.



Lost Lighthouse

Before the fall of the **Twisted Shard**, this lighthouse was an active part of coastal trade. When the island fell to the undead, its residents fled here in the hopes of being evacuated. Help never came and the lighthouse is now partially collapsed and overrun by the undead. Some claim to have seen a bright light shining from the lighthouse on stormy nights, but they never got close enough to confirm that anyone was there.

Rumors persist that the treasures of the fallen are still here, waiting to be claimed by a brave party that wades ashore.

Obsidian Cave

The Obsidian Cave is the shattered remains of a dormant volcano that was hit by a falling meteor. The crater is partially collapsed and now an almost impenetrable forest of obsidian shards. They rise out of the ground like palisade spikes and frequently wound people that try to enter the cave.

Scholars speculate that the fallen meteor itself should still be there somewhere. It would be composed of valuable minerals and metals if it could be recovered. Dwarven clans have sent expeditions to find it, but they have so far only returned with carts full of obsidian shards.

Sunken Tower

The Sunken Tower sits on a small sandy island surrounded by the **Coldwind Bay**. The heavy winds have covered the island in thick layers of the Black until it is now almost just a giant sand dune.

Only the top of the tower is visible today, according to those brave enough to sail in the vicinity. No one knows the true nature of the tower or what is contained within it. In a few more decades, it will be buried completely and lost forever.

Temple of the Bloodstone

The Temple of the Bloodstone is an ancient **Halfling** religious site that features a massive bloodstone, a rare crystal used in ancient magical rituals. This particular bloodstone is enchanted to continuously exude thick viscous blood that restores health to those that drink it.

A tribe of aggressive halflings inhabits the site and kills anyone who dares to enter the grounds. They subject their captives to brutal slavery until they die of deprivation. No credible explorers have escaped the temple alive.

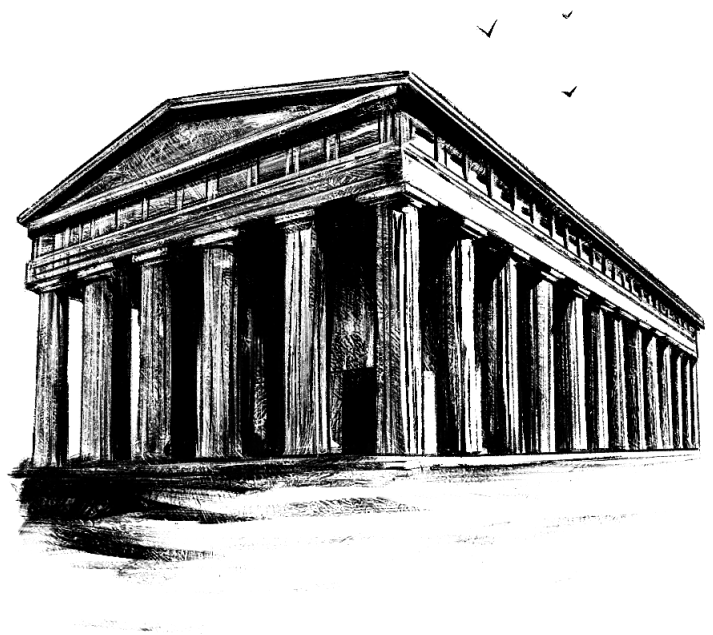
The excess blood exits through a sluice and flows away downhill as a river of wine-dark mud to the **Blood Sea**.

The Witch's Rift

A swirling portion of the **Dragon's Backbone** creates a deep abyss called the Witch's Rift. Just getting down into the rift is a significant challenge due to the mountains surrounding it. Getting down to the bottom of the swirling bowl is an even deadlier endeavor.

At the bottom is a lake of boiling water, pure as the crystal-clear rivers of ancient times. To even reach the water requires powerful magical protection from the heat and scalding geysers.

Anyone able to find a way to tap safely into the lake would be able to support an entire city with its purified water. Dwarven engineers have dreamt up various construction and aqueduct ideas, none of which has yet to bear fruit.



Arcane Spells



Tier 1 Arcane Spells

Arcane Tier 1

- Blight Touch
- Bone Spike
- Bounty
- Charm Person
- Detect Magic
- Dragon's Breath
- Find Familiar
- Lizard Mount
- Sand Armor
- Scorpion Tail
- Sorcerer's Blade
- Veil

Blight Touch

Tier 1, Arcane

Duration: 3 rounds

Range: Self

Casting this spell causes foul green magical energy to form around your hand. You can then touch a living target (make a melee attack, ignore any armor bonus from their AC) to inflict 2d6 damage.

You can make an attack the same round that you cast this spell and it will remain active for an additional 3 rounds (in case you miss or need to maneuver around). Once it deals damage, the magic fades.

Bone Spike

Tier 1, Arcane

Duration: Instant

Range: Far

This spell causes a bone spike to emerge from your index finger, fly through the air to a target, and deal 1d6 damage.

You have *advantage* on spellcasting checks for this spell.



Bounty

Tier 1, Arcane

Duration: 6 hours

Range: Near

This spell covers a living target in glowing arcane runes. Once marked, anyone who reduces the target to zero hit points will receive a *luck token*.

Anyone can claim this token, not just your own allies.

Charm Person

Tier 1, Arcane

Duration: 2d4 days

Range: Near

This spell magically beguiles a humanoid of LV 3 or less within *near* range, who regards you as a friend for the duration.

The spell ends if you or your allies do anything harmful to the target.

The target knows it was magically charmed after the spell ends.

It does not work on Mantisfolk.

You cannot recast this spell until the last casting has worn off, been dispelled, or removed.

Detect Magic

Tier 1, Arcane

Duration: Focus

Range: Near

This spell lets you sense the presence of magic within *near* range for the spell's duration. If you *focus* for 2 rounds, you discern its general properties. Full barriers (ex. stone walls) will block this spell.

Dragon's Breath

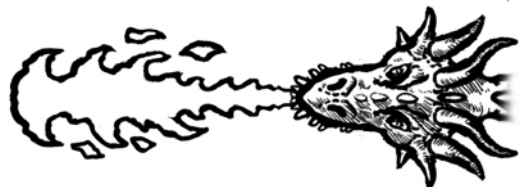
Tier 1, Arcane

Duration: Instant

Range: Close

This spell allows you to spew forth a burst of fire from your mouth like a dragon. The flame manifests as a narrow cone and deals 1d8+1 points of fire damage to a single target.

It will ignite nearby flammable materials and can be useful as a tool to awe the simple-minded. The spell also creates a burst of light that fades with the fire.



Find Familiar

Tier 1, Arcane

Duration: Permanent

Range: Self

This spell summons an intelligent magical creature to serve you. You can always communicate with the familiar telepathically, regardless of distance. It can perform any action possible for an animal of its type.

If a familiar is slain, you suffer 1d4 damage. If a familiar leaves your service (through death or dismissal), you cannot cast the spell again for 2d6 days.

Roll 1d20 and use the chart below to determine the type of familiar.

1d20	Familiar	Enhanced Senses
1-3	Bat	Echolocation
4-5	Beetle, Giant	Vibration
6-8	Cat, Black	Sight/Hearing
9	Pseudodragon	-
10-11	Rat, Giant	Taste/Smell
12-15	Scorpion	Fear
16-20	Snake	Temperature

Lizard Mount

Tier 1, Arcane

Duration: 8 hours

Range: Self

This spell summons a magical giant lizard mount to serve you. It has a cautious nature and will not fight in combat or enter dangerous areas. However, it won't buck you off if such a situation arises.

You can communicate with the lizard telepathically and command it to perform common tasks, such as serving as a mount for travel (but not for combat). It cannot be used as a pack animal.

You cannot cast this spell again until the spell ends, or the creature is dismissed or unsummoned.



Sand Armor

Tier 1, Arcane

Duration: 10 rounds

Range: Self

This spell attracts a layer of sand to your body and transforms it into magical protection. Your armor class becomes 15 (18 on an opposed spellcasting check).

Scorpion Tail

Tier 1, Arcane

Duration: 3 rounds

Range: Self

This spell causes a long, dark red scorpion tail to emerge from your lower back. Beginning the round after casting, in addition to your normal actions, the tail can make independent attacks on enemies at *close* range. It makes these rolls with your melee attack bonuses (or penalties). A hit from the tail causes 1d4 damage.

Any target hit by the tail must also make a CON check vs DC 12 or take an additional 1d4 *poison* damage at the start of their next turn.

Anyone behind you can attempt to cut off the tail, but such an attack must be made at a *disadvantage*.

Sorcerer's Blade

Tier 1, Arcane

Duration: 5 rounds

Range: Self

This spell conjures a blade of focused magical energy. You are proficient with the weapon and attack with *advantage*. It deals 1d8 damage on a hit.

Veil

Tier 1, Arcane

Duration: 1 hour

Range: Self

This spell changes your physical appearance to a generic person of your ancestry group. Each person that views you sees a different appearance and will struggle to even describe your features if asked at a later date. If you leave their presence and return while the spell is active, they have a 50% chance of believing you are a different person the second time.

Anyone who touches your body can make a WIS check vs DC 15 to become aware that magic is in effect, but even then, they will not see your actual true appearance. They will just get a feeling of unease about you.

Tier 2 Arcane Spells

Arcane Tier 2

- Ash Cloud
- Beetle Swarm
- Closed Mind
- Defilement
- Invisibility
- Light Step
- Mirage
- Sand Shape
- Sand Skiff
- Shadow Void
- Terrible Roar
- Wreath of Flame

Ash Cloud

Tier 2, Arcane

Duration: 4 rounds

Range: Near

This spell creates a fist-sized ball of ash up to a *near* distance away. The ball immediately explodes, and a cloud of ash expands out to *near* distance from the ball. Depending on your choices, this may put you in the cloud or at its edge.

Any breathing creatures within the cloud must make a CON check vs DC 12 every round or be incapacitated by choking. Non-magical vision is completely obscured by the ash.

Beetle Swarm

Tier 2, Arcane

Duration: 3 rounds

Range: Near

This spell causes a horde of biting beetles to crawl out of the ground and begin climbing up a humanoid target within *near* distance.

At the start of their turn, the target must choose whether they want to try to act normally or try to fight off the beetles. They must then make a DEX check vs DC 18.

If successful, they can act normally but take 2d4 damage OR knock off the beetles and take no damage (based on their choice). If they fail, they take 2d4 damage and lose their actions.

Closed Mind

Tier 2, Arcane

Duration: 10 rounds

Range: Self

This spell prevents psionic powers from affecting you in any way. While it is active, you suffer -2 INT and cannot *Focus* on any spells.

Defilement

Tier 2, Arcane

Duration: Instant

Range: Self

This spell consumes the life force of all plants within a *near* radius. The terrain that surrounds you determines how many HP you regain, based on the below chart.

Landform	HP Gained
Badland	2
Dust Sink	1
Mountain	2
Mudflat	3
Salt Flat	1
Sand Sea	0
Scrub Forest	4
Scrub Plain	3
Stony Barrens	2
The Black	0

Invisibility

Tier 2, Arcane

Duration: 10 rounds

Range: Close

This spell causes a friendly creature that you touch to become invisible for the spell's duration. The spell ends if they attack or cast a spell.

Light Step

Tier 2, Arcane

Duration: 1 hour

Range: Self

This spell allows you to walk across surfaces weightlessly. You can safely cross the Black, quicksand, dust, silt, and similar substances that might give way beneath your weight. Make sure you get back to solid ground before the spell ends.

While this spell is active, you will not activate pressure plates.



Mirage

Tier 2, Arcane

Duration: 1 hour

Range: Close

This spell creates a compelling visual illusion up to *close* radius in size. It can present as anything the caster has ever seen before.

Anyone that gets within close distance can make a WIS check vs DC 15 to disbelieve the illusion.

Sand Shape

Tier 2, Arcane

Duration: Focus

Range: Near

This spell allows you to reshape all sands within a *near* distance at will. You can spend a round of just *focusing* to attract up to your body weight in sand (assuming it is available nearby).

You can reshape the sand into a weapon or armor in 1 round. As a weapon, it deals 1d6 damage in combat. As an armor, it provides AC 18.

You can create any improvised shape you desire, subject to the Game Master's judgment. Treat shaped sand as stone. The spell will not move it after it is shaped.

Sand Skiff

Tier 2, Arcane

Duration: Focus

Range: Close

This spell creates a flat-bottomed sand skiff out of magical energy for as long as you *focus*. The skiff floats on the Black, sand, dust, or similar surfaces. You can move the skiff telepathically up to *double near* distance per round.

The skiff can support 100 gear slots. Each person counts as 5 gear slots in addition to their carried gear.

For example, a party member with 15 carried gear slots would count as a total of 20.

Shadow Void

Tier 2, Arcane

Duration: Focus

Range: Self

This spell creates a dark void that extends out to a *near* radius around you. If you move, the void will move with you.

Light cannot move through the void; thus, normal vision will not work. However, you can see through the void, along with anyone using magical vision.

Terrible Roar

Tier 2, Arcane

Duration: Instant

Range: Self

This spell creates a terrible roar, as if from a dragon or similar creature. The roar deafens everyone at *close* distance (including your allies) and deals 2d6 sonic damage. You are immune to this effect.

Anyone within *near* distance must make a CON check vs DC 12 or be deafened for 2d4 rounds.

Note: the sound carries normally out to a distance of several miles, assuming no barriers. Underground or in narrow canyons, this will create incredible echoes. The Game Master should make the appropriate rolls for any attracted encounters that this triggers.

Wreath of Flame

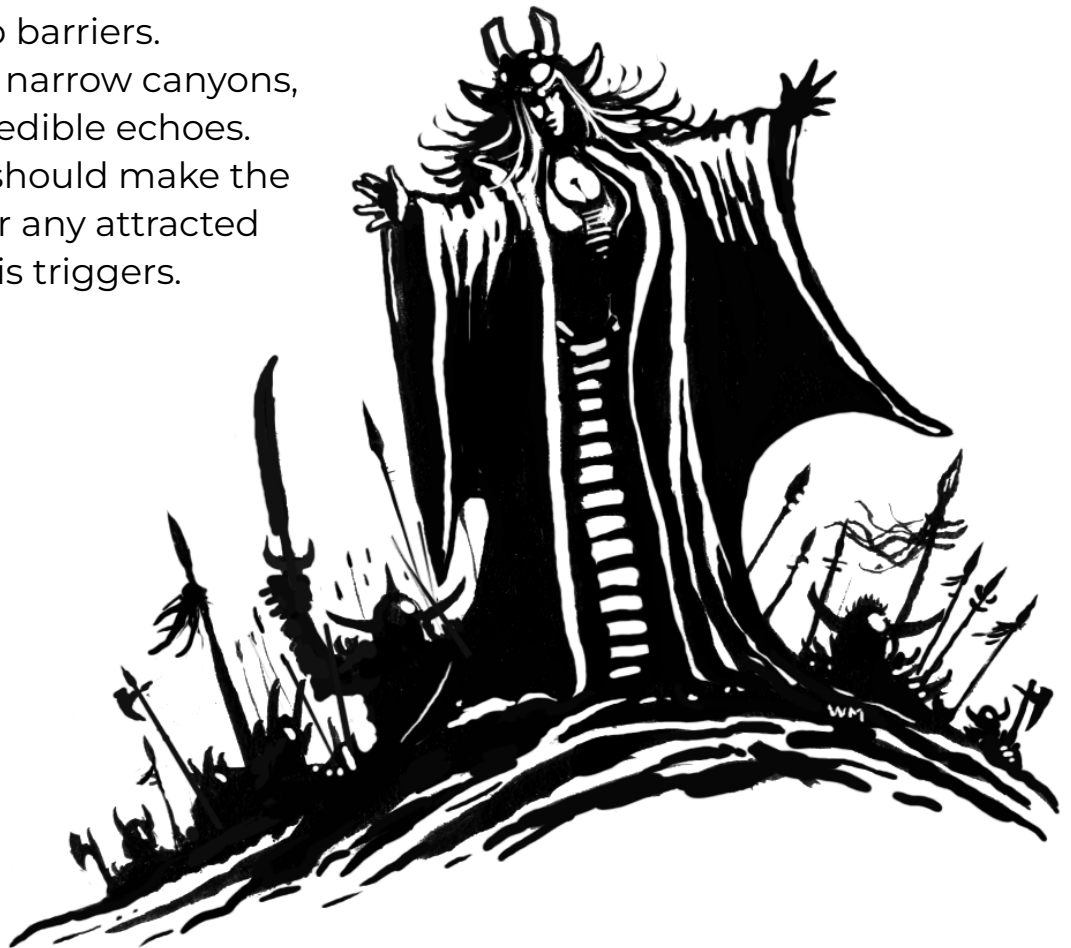
Tier 2, Arcane

Duration: 10 rounds

Range: Self

This spell causes flames to burst forth from your skin. Anyone that touches you (or you touch) takes 2d4 damage. Attacks made against you (including spellcasting) are made at a *disadvantage* because you are hard to see clearly.

This fire will combust materials naturally, including anything you are carrying. Exercise caution.



Tier 3 Arcane Spells

Arcane Tier 3

- Ash Scourge
- Ball of Flames
- Cloud of Fumes
- Detect Psionics
- Dispel Magic
- Hawk Flight
- Quicksand
- Revenant
- Sand Elemental
- Sigil of Death
- Soul Shatter
- Thunder Decree

Ash Scourge

Tier 3, Arcane

Duration: 5 rounds

Range: Self

This spell creates a whip of burning ash in your hand. You can attack targets out to *near* distance with the whip (treat as a ranged attack). A hit deals 2d4 damage and immobilizes the target for 1 round.

You can *focus* to drag the target (opposed STR check, you have +4 and *advantage*) towards you. If you fail this check, the target escapes. One of the target's allies can assist them (removing your *advantage*) but takes 1d4 damage. Each round of dragging deals 1d8 damage and maintains their immobilization.

Ball of Flames

Tier 3, Arcane

Duration: 3 rounds

Range: Self

This spell creates a ball of fire in your hand. You can use the ball as a tool or a weapon. It will burn through any material that is vulnerable to flame, such as a wooden door and deals 2d6 damage as a melee weapon.

In a round following the casting, the ball can be thrown. Treat such a throw as a ranged attack out to *far* distance. The ball explodes on impact, dealing 3d6 damage to everyone within near distance of the impact. A DEX check vs DC 12 will halve the damage (round up).

Cloud of Fumes

Tier 3, Arcane

Duration: 3 rounds

Range: Near

This spell creates a fist-sized ball of sulfur up to a *near* distance away. The ball immediately explodes, and a cloud of sulfuric fumes expands out to *near* distance from the ball. Depending on your choices, this may put you inside the cloud or at its edge.

Everyone in the cloud takes 2d6 damage per round. Any breathing creatures within the cloud must make a CON check vs DC 12 every round or be incapacitated by choking. Non-magical vision is completely obscured by the fumes.

Detect Psionics

Tier 3, Arcane

Duration: Focus

Range: Near

This spell allows you to sense the presence of active psionic powers within *near* range for the duration. If you *focus* for 2 rounds, you discern the exact nature of it.

This effect is not blocked by any kind of physical barrier.

Dispel Magic

Tier 3, Arcane

Duration: Instant

Range: Close

This spell allows you to destroy one active magical effect on a person or object touched while casting. If multiple magical effects are in place, you can choose from any that are known to you.

For example, you have an ally that is under the effect of both *Charm Person* and *Bounty*. If you are aware of either spell, you can choose to specifically remove it. Otherwise, there is an equal chance of removing either magic effect (in this case, 50%).

This spell cannot be used to remove an effect created by a caster of higher level than you or disenchant a magic item.

Hawk Flight

Tier 3, Arcane

Duration: 50 rounds (req. Focus)

Range: Self

You can fly in any direction at will at a speed of up to *near* distance per round. If you collide with a surface, you take falling damage as determined by the Game Master.

Quicksand

Tier 3, Arcane

Duration: Instant

Range: Far

This spell creates a *near* radius patch of quicksand. Anyone within the radius (including allies) will immediately sink to their waist. The sand immediately hardens.

Anyone half-buried in the quicksand makes attacks with *disadvantage*. Movement is impossible. Escaping the quicksand takes 1 round and requires a STR check vs DC 18.

Once the last victim has escaped, the quicksand fades away.

Revenant

Tier 3, Arcane

Duration: Permanent

Range: Close

This spell animates a recently deceased humanoid of LV 3 or less within *close* range. You can give them telepathic commands and they will serve you until slain.

Using this spell causes 1d4 damage to you. It can be healed normally.

Sand Elemental

Tier 3, Arcane

Duration: 10 rounds (req. Focus)

Range: Close

This spell creates an elemental to fight on your behalf in combat. They follow directions that you give telepathically. When the duration ends, they collapse into a puddle of hot sand.

AC 15 (natural), **HP** 26, **ATK** 1: strike (1d8), **MV** *near*, **S** +2, **D** +2, **C** +2, **I** -2, **W** -2, **Ch** -2, **AL** N, **LV** 5

Sigil of Death

Tier 3, Arcane

Duration: Permanent

Range: Close

This spell creates a magical sigil on a surface that you touch. The sigil becomes invisible in 5 rounds. It can be seen with *Detect Magic*. It will remain in place until triggered.

Anyone touching the surface must make a CON check vs DC 10 + your level or die (no *death timer*). You are not immune to this effect!

Once triggered, the sigil fades away. You cannot recast this spell until the active sigil is removed in this way.

Soul Shatter

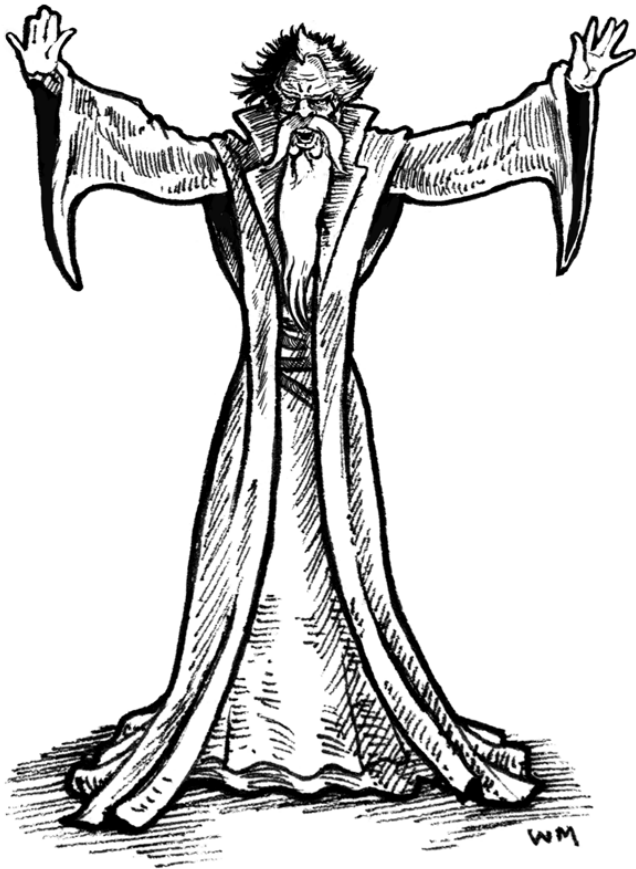
Tier 3, Arcane

Duration: Permanent

Range: Close

This spell causes a subject to lose heart and fall into a catatonic depression. They are allowed to make a WIS check vs DC 10 + your level to resist.

Casting this spell immediately causes 1d4 damage to you. It can be recovered normally or through Nature magic.



Thunder Decree

Tier 3, Arcane

Duration: 7 rounds

Range: Self

This spell allows you to speak a single command that can be heard out to a *far* distance. Everyone hearing this command feels a compulsion to follow it, if they understand the language spoken.

Subjects will obey the command as best they can, assuming it is clear. Any command to die, sleep, or similar will render the target unconscious for the duration. Any suicidal commands will be ignored.

Typical commands: get back, run away, freeze, leave, surrender, sleep.

You, your allies, constructs, and the undead are immune. Everyone else can make a WIS check vs DC 10 + your level to resist the command.

Tier 4 Arcane Spells

Arcane Tier 4

- Abomination
- Consumption
- Dismissal
- Domination
- Dreamscape
- Fabricate
- Petrification
- Sandstorm
- Scrying
- Shadow Form
- Stone Shape
- True Sight

Abomination

Tier 4, Arcane

Duration: 5 rounds

Range: Self

This spell transforms a healthy (full HP) living humanoid into a grotesque, twisted, and dangerous monster. The subject must be incapacitated or restrained.

The spell twists their nature, adding a number of levels equal to half of your own and granting them two natural attacks per round (claws and bite). The new monster is considered an *aberration*.

Note: this spell does not make them into an ally.

Consumption

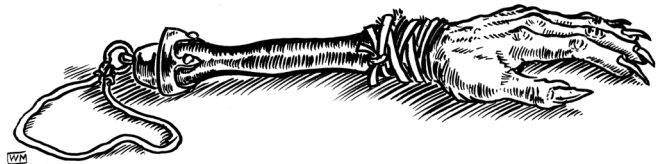
Tier 4, Arcane

Duration: Instant

Range: Close

This spell drains the life force of a incapacitated or restrained target. They suffer damage equal to the difference between your current HP and maximum HP. If this exceeds their total HP, they are slain (no *death timer*).

You immediately gain HP equal to the amount drained.



Dismissal

Tier 4, Arcane

Duration: Instant

Range: Far

This spell causes any magically created or summoned creature to wink out of existence. If the original creator/summoner is present, they can make an INT check vs DC 10 + your level to prevent it.

Domination

Tier 4, Arcane

Duration: Permanent

Range: Close

This spell magically beguiles a humanoid of lower level than you. The creature is compelled to follow your orders (in a language they understand) and cannot take any action that would be detrimental to you (as far as they can tell).

The spell ends if you or your allies do anything harmful to the target (including giving orders that it perceives to be suicidal).

The target knows it was magically charmed after the spell ends.

It does not work on Mantisfolk.

Dreamscape

Tier 4, Arcane

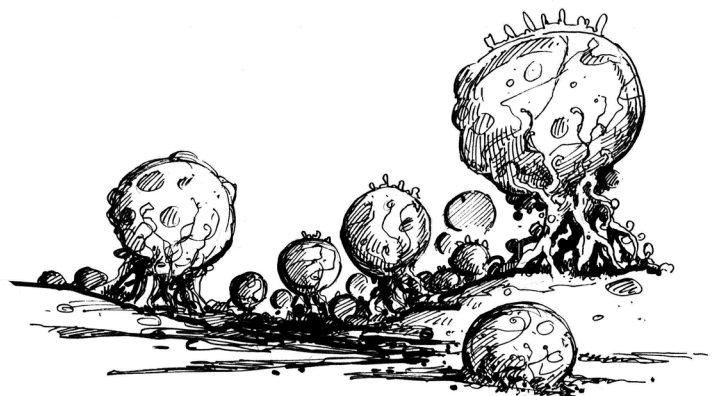
Duration: 2d6 Days

Range: Near

This spell creates a compelling illusion up to *near* radius in size. It can visually present as anything the caster has ever seen before. It can make any sound(s) or exude any smell(s) that the caster has seen before. It can move around within a *double near* radius.

This could be anything from a dragon that paces around to transforming a cave interior into a luxurious palace. It can be touched and interacted with (ex. An illusory chair can be used as a seat).

However, anyone that touches the illusion can make a WIS check vs DC 15 to disbelieve it.





Fabricate

Tier 4, Arcane

Duration: 1 hour

Range: Close

This spell assembles raw materials into a finished item. The finished object can weigh up to 200 lbs. It can be highly complex and have moving parts as long as you have a strong grasp of how it should be designed to function properly. You cannot fabricate objects that you have never seen before.

The only requirement is that the raw material must be available. It does not need to be properly cut, molded, shaped, etc. The spell will form the materials as necessary to create the item. However, it will not create them for you.

Petrification

Tier 4, Arcane

Duration: Permanent

Range: Close

This spell causes a single touched humanoid target to turn to stone. They are frozen in place, they were a statue. The target is allowed to make a CON check vs DC 10 + your level to resist.

This effect can only be reversed by *Dispel Magic* or certain Nature spells. If they were damaged while in stone form, this will persist. For example, an arm that is broken off will not be restored.

Sandstorm

Tier 4, Arcane

Duration: 10 rounds

Range: Self

This spell creates a powerful storm of wind and sand that whips and churns around you. It extends out to a *near* radius. If you move, the storm will move with you.

Normal vision is impossible within the storm. However, you can see through it, along with anyone using magical vision. Enemies and allies caught in the storm take 3d6 damage per round (no check).

Scrying

Tier 4, Arcane

Duration: 20 rounds

Range: Self

This spell allows you to project your senses to a location that you have previously visited. You can view what is happening at that location. You can hear what is being said or done. You can even perceive the odors present at the location. The real trick is knowing when and where to look.

Shadow Form

Tier 4, Arcane

Duration: 15 rounds

Range: Self

This spell transforms your body and everything that you are carrying into incorporeal shadow. You can move around in this form but cannot pass through solid matter. However, you can slip through tiny cracks and holes. You make no noise. Unlike *Invisibility*, you can freely make attacks and cast spells while in shadow form.

However, while shadow walking, you are not truly invisible. You will be nearly invisible in a dark room, but if you move into a brightly lit area, you will be plainly visible.

Stone Shape

Tier 4, Arcane

Duration: Focus

Range: Near

This spell allows you to reshape all stone within a *near* distance at will. You can spend a round of just *focusing* to gather up to your body weight in stone (assuming it is available nearby).

You can reshape the sand into a weapon or armor in 1 round. As a weapon, it deals 2d6 damage in combat. As an armor, it provides AC 20.

You can create any improvised shape you desire, subject to the Game Master's judgment. The spell will not move or animate the stone after it is shaped.

True Sight

Tier 4, Arcane

Duration: 12 rounds

Range: Self

This spell allows you to see all things as they truly exist. You automatically disbelieve illusions and can see any beings that are invisible, incorporeal, or in stealth.

Material less than 6 inches thick (ex. a door) becomes translucent.

Tier 5 Arcane Spells

Arcane Tier 5

- Dead Zone
- Disenchant
- Disintegrate
- Immortality
- Incendiary Cloud
- Permanence
- Portal
- Reanimate
- Servitude
- Soul Trap
- Stone Elemental
- Time Stop

Dead Zone

Tier 5, Arcane

Duration: 24 rounds

Range: Near

This spell creates a *near* radius space in which magic does not function. Magic items function as their mundane equivalent. All spellcasting checks fail. Psionics and any spell-like powers also fail.

If you cast this spell on yourself, it will move with you but you cannot cast magic for the duration.

Disenchant

Tier 5, Arcane

Duration: Instant

Range: Close

This spell destroys all magical effects (active or latent) on a person or object touched while casting. This includes enchanted items (weapons, armor, rings, rods, staves, etc.).

This spell cannot be used to remove an effect created by a caster of higher level than you.



Disintegrate

Tier 5, Arcane

Duration: Instant

Range: Close

This spell causes the touched object or individual to dissolve into dust. As a general rule, up to 10 cubic feet of matter can be destroyed by this spell. If the target is a component of a larger object, (e.g., a load-bearing wall) gravity will have its normal effect on the remaining object(s). Ultimately, the extent of destruction is determined by the Game Master.

If you target a living creature, it can make a WIS check vs DC 10 + your level to resist.

You can always choose a lesser amount than allowed. For example, you could choose to only destroy a suit of armor and not its wearer.

Immortality

Tier 5, Arcane

Duration: Permanent

Range: Self

This spell stops your natural aging process. However, you will lose 1 point of HP per day. This loss cannot be cured by Nature magic. It can only be recovered by using arcane spells (ex. *Defilement*).

Incendiary Cloud

Tier 5, Arcane

Duration: 8 rounds

Range: Near

This spell creates a fist-sized ball of ash up to a *far* distance away. The ball immediately explodes into a pyroclastic cloud that expands out to *near* distance from the ball.

Everyone in the cloud takes 4d6 damage per round (no check).

Any breathing creatures within the cloud must make a CON check vs DC 18 every round or be incapacitated by choking.

Non-magical vision is completely obscured by the cloud.

Permanence

Tier 5, Arcane

Duration: Instant

Range: Close

This spell changes the duration of any active spell that you have cast to be permanent. Be careful about making King Midas style judgment errors with this spell.

If the spell has a radius attached to you (ex. *Shadow Void*) then it will remain fixed in its current location.

Portal

Tier 5, Arcane

Duration: 5 rounds

Range: Close

This spell creates a stable magical gateway between two openings (typically doorways) that you have passed through personally. Entering one opening will instantly teleport someone to the other (and vice versa). You must be *close* to one of the openings when casting.

Reanimate

Tier 5, Arcane

Duration: Permanent

Range: Close

This spell animates the corpse of a humanoid of up to LV 5 + your level within *close* range. You can give them telepathic commands and they will serve you until slain.

Casting this spell immediately causes 1d4 damage to you. It can be recovered normally or through Nature magic.



Servitude

Tier 5, Arcane

Duration: Instant

Range: Far

This spell causes any magically created or summoned creature to serve you. If the original creator/ summoner is present, they can make an INT check vs DC 10 + your level to prevent losing control of it. The duration of the summoning or creation remains unchanged.

Soul Trap

Tier 5, Arcane

Duration: Permanent

Range: Close

This spell traps the soul of a dying body in a gemstone (valued at 100 chits or more). Once captured, the gemstone glows softly and is warm to the touch. If you are holding the gem in your hand, you can choose to dissolve it and recover 2d6 hit points immediately. This does not count as a combat action.

You must cast the spell while their *death timer* is active. If they are healed before dying or you are not touching the body with the gemstone at the exact time of death, the spell fizzles to no effect.

Stone Elemental

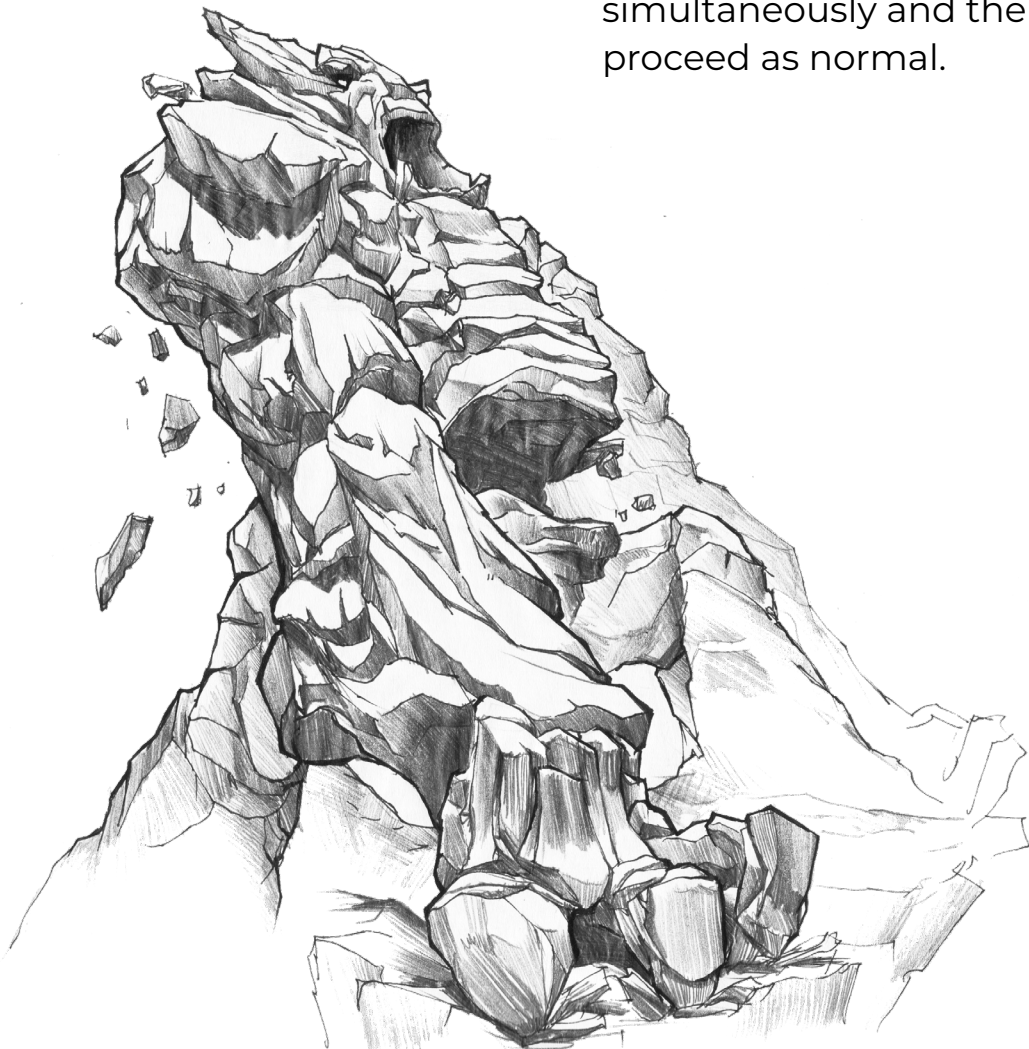
Tier 5, Arcane

Duration: 20 rounds (req. Focus)

Range: Close

This spell creates an elemental to fight on your behalf in combat. They follow directions that you give telepathically. When the duration ends, they collapse into a pile of broken rocks.

AC 18 (natural), **HP** 40, **ATK** 1: strike (2d8), **MV** near, **S** +2, **D** +2, **C** +2, **I** -2, **W** -2, **Ch** -2, **AL** N, **LV** 8



Time Stop

Tier 5, Arcane

Duration: 5 rounds

Range: Self

This spell causes the normal flow of time to stop. This applies to everything in the world. Objects stop falling in mid-air. People appear paralyzed. Everything stops except for you.

You can move and act normally for the duration of the spell. You can cast spells. When time resumes, all your actions will be adjudicated simultaneously and then time will proceed as normal.

Nature Spells



Tier 1 Nature Spells

Tier 1 Nature Spells

- Animal Friendship
- Bone Fist
- Charm Creature
- Circle of Protection
- Command/Rebuke
- Cooling Touch
- Cure Wounds
- Detect Opposition
- Guidance
- Raven Spirit
- Shade
- Soul Study

Animal Friendship

Tier 1, Nature

Duration: Permanent

Range: Self

This spell compels a natural creature of LV 2 or less to serve you (as if a familiar). You can always communicate with it telepathically, regardless of distance. It can perform any action possible for an animal of its type.

If the befriended animal is slain, you suffer 1 damage. If the animal leaves your service (through death or dismissal), you cannot cast the spell again for 2d6 days.

Bone Fist

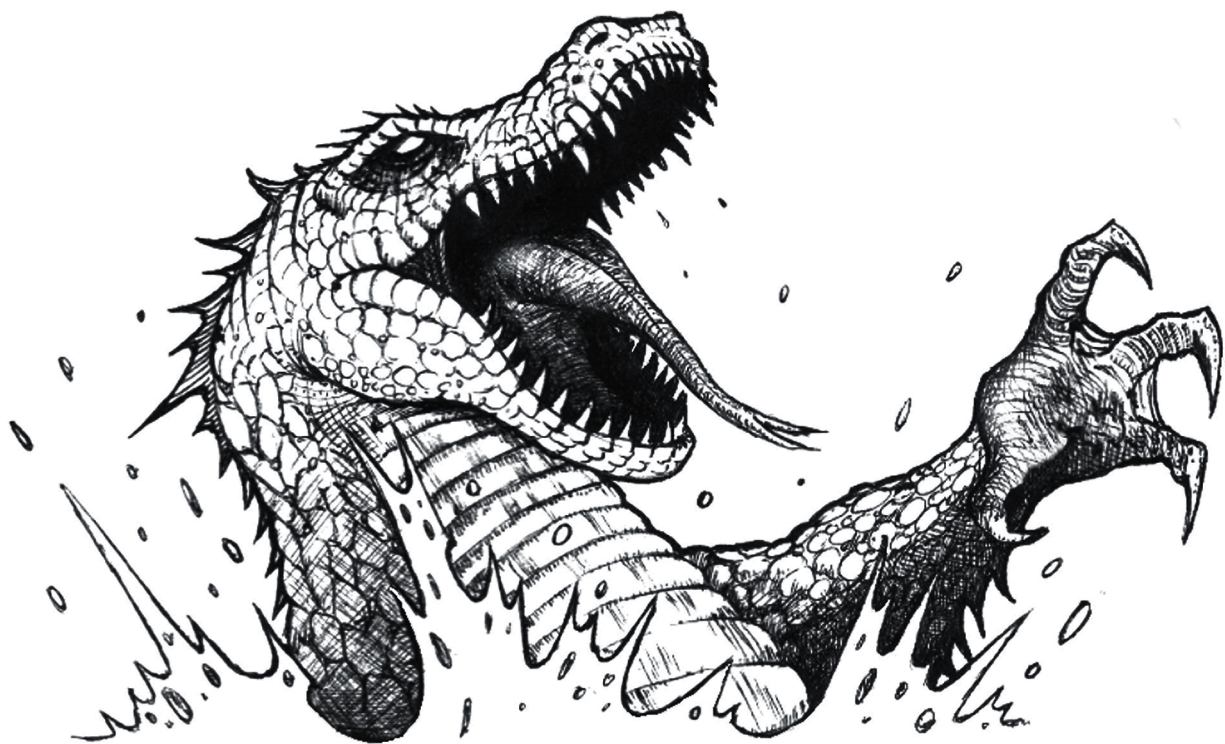
Tier 1, Nature

Duration: 4 rounds

Range: Self

This spell turns the flesh of your forearms and hands into solid bone. Stubby bone spikes grow out of your knuckles.

You can make unarmed melee attacks with *advantage*, dealing 1d8 damage on a hit. You can also use your bone fists to bash down doors, smash chests, or break vulnerable materials with a +4 STR mod and *advantage*.



Charm Creature

Tier 1, Nature

Duration: 2d4 days

Range: Near

This spell magically beguiles a natural creature of LV 3 or less within *near* range, who regards you as a friend for the duration.

The spell ends if you or your allies do anything harmful to the target.

This spell has no effect on magical creatures, *aberrations*, *undead*, and other unnatural beings.

You cannot recast this spell until the last casting has worn off, been dispelled, or removed.

Circle of Protection

Tier 1, Nature

Duration: Focus

Range: Close

This spell causes beings of an opposed alignment (Law vs Chaos) to have *disadvantage* on attack rolls and hostile spellcasting checks against the target. Beings of opposed alignment trying to move within *close* distance of the target will suffer debilitating pain.

These beings also can't possess, compel, or beguile the target. However, targets already under those effects are not protected.

It has no effect if cast upon a being of *Neutral* alignment.

Command / Rebuke

Tier 1, Nature

Duration: 5 rounds

Range: Near

This spell allows the caster to command or rebuke undead. *Lawful* casters can only rebuke (force the undead to flee their presence). *Chaotic* casters can only command (force the undead to follow their instructions).

Neutral casters can choose either form when they learn the spell, but this is a permanent decision.

When cast, undead creatures within *near* of you must make a CHA check opposed by your spellcasting check or be affected.

Cooling Touch

Tier 1, Nature

Duration: 5 rounds

Range: Self

This spell causes your hands to turn frosty and cold. You can touch a creature that is affected by **Heatstroke** to remove the condition immediately.

If you touch a fire creature, such as a **Fire Giant**, it takes 1d8 cold damage.

Cure Wounds

Tier 1, Nature

Duration: Instant

Range: Close

This spell restores ebbing life with a touch. Roll a number of d4s equal to 1 + half your level (rounded down). One target you touch regains that many hit points.

Detect Opposition

Tier 1, Nature

Duration: 8 hours

Range: Near

This spell allows you to sense the presence of anyone with opposed alignment (Law vs Chaos) that is within *near* distance. This effect is not stopped by physical barriers. If you cast this spell before sleeping, it will wake you from slumber if it detects opposition nearby.

Neutral casters cannot know or cast this spell.



Guidance

Tier 1, Nature

Duration: 1 hour

Range: Self

This spell will guide you in the direction of a location that you have previously visited. This works even in zero visibility conditions. For example, you could use this spell to walk through a raging sandstorm and stay on course.

Raven Spirit

Tier 1, Nature

Duration: 6 hours

Range: Close

This spell attracts a ghostly raven spirit that can travel to another location and deliver a verbal message for you. The raven can speak in one language known to you. You can give it a destination where they should travel and a verbal message of up to 2 minutes in length to deliver to anyone at that location.

The raven can only rely upon your directions for navigation as they have no actual knowledge of the area on their own. If it cannot reach the destination before the duration expires, the raven vanishes, and the message will not be delivered.

Shade

Tier 1, Nature

Duration: 8 hours

Range: Self

This spell conjures a thin shadow between you and the sun, creating a shaded area of *near* radius. This protects you from the sun's rays. It moves with you as you travel.

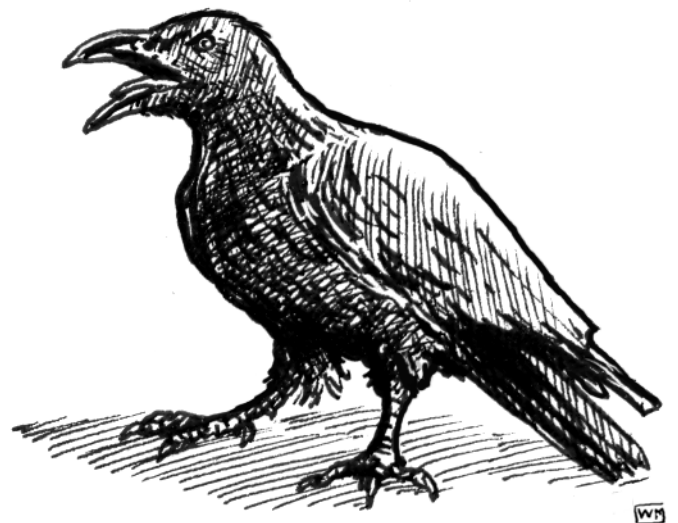
Soul Study

Tier 1, Nature

Duration: Instant

Range: Close

This spell allows you to discern the alignment of a single target. They can make a WIS check vs DC 12 to keep it a secret.



Tier 2 Nature Spells

Tier 2 Nature Spells

- Armor of Stone
- Buoyant
- Condensation
- Dazzle
- Detect Invisibility
- Dust Cloud
- Enhance Heat
- Reflection
- Snake Spirit
- Steady Wind
- Traceless Travel
- Wall of Sand

Armor of Stone

Tier 2, Nature

Duration: 12 rounds

Range: Close

This spell creates magical stone plate mail that protects you (or a touched ally) from enemy attacks. Your armor class becomes 16 (20 on an opposed spellcasting check).

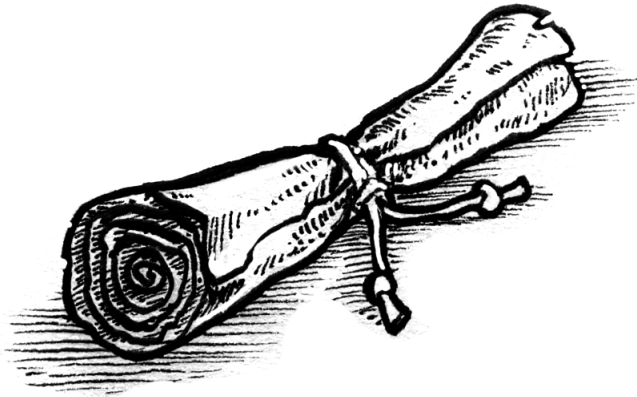
Buoyant

Tier 2, Nature

Duration: 10 rounds

Range: Near

This spell makes a target extremely buoyant. They will float on the surface or water or sand. This does not give them the ability to swim effectively, it just prevents them from drowning.



Dazzle

Tier 2, Nature

Duration: Focus

Range: Self

This spell will create a dazzling field of dancing colorful lights that whirl around your body. Roll 1d6. The magic's colorful pattern will also either terrify (1-3) or stun (4-6) any kind of wild animal, undead, or monster of low INT that observes it.

Detect Invisibility

Tier 2, Nature

Duration: 10 rounds

Range: Self

This spell lets you see invisible creatures as if they were not invisible. They are unaware that they have been detected unless you give it away by your actions.

Dust Cloud

Tier 2, Nature

Duration: 8 rounds

Range: Far

This spell creates winds that swirl up a *near* radius cloud of dust. Non-magical vision is completely obscured by the dust.

Enhance Heat

Tier 2, Nature

Duration: 8 rounds

Range: Far

This spell causes the quick build-up of heat in an object. During the round of casting, anyone holding the object will get a chance to drop it. Some objects cannot be dropped that quickly (ex. armor).

Starting the round after casting, anyone touching the object will take 1d6 damage per round that they remain in contact with it.

Reflection

Tier 2, Nature

Duration: Instant

Range: Near

This spell will cause all nearby inanimate objects to reflect the rays of the sun towards a designated point. A strong fire will start at that location. If a creature is the target, they take 2d4 damage.

This spell cannot be cast at night or indoors. It is less effective on an overcast day (subject to Game Master judgement).

Snake Spirit

Tier 2, Nature

Duration: 3 rounds

Range: Near

This spell will attract a horde of several dozen snake spirits. Each one is about three feet long and has a smoky ghost-like appearance. They will swarm a humanoid or animal target of your choice. You can change the target each round.

The target is horrified by the snakes and must make a CHA check vs DC 12 or flee for 5 rounds.

Steady Wind

Tier 2, Nature

Duration: 7 rounds

Range: Near

This spell causes a strong steady wind to blow through the area. All magical clouds or fogs within a *near* distance are dispersed.

Any characters in the area suffering from **Heatstroke** immediately lose that condition.



Traceless Travel

Tier 2, Nature

Duration: 8 hours

Range: Self

This spell removes all traces of your passing (and anyone within *near* distance). Footprints and scents fade away. You cannot be tracked by natural or magical means.

Wall of Sand

Tier 2, Nature

Duration: Focus

Range: Far

This spell raises up a 10-foot tall and 5-foot-thick wall of magical sand. It spreads across a *near* distance of your choice.

The wall is extremely thick and anyone trying to pass through it must make a CON check vs DC 15 or be repulsed.

Tier 3 Nature Spells

Tier 3 Nature Spells

- Becalm
- Bone Spirit
- Cleanse
- Cure Disease
- Detect Psionics
- Gust of Wind
- Heal Wounds
- Rock Speech
- Shrieking Wind
- Stone to Flesh
- Stoneskin
- Wall of Dust

Becalm

Tier 3, Nature

Duration: 8 hours

Range: Self

This spell causes natural winds and storm effects to die down within a one-mile radius of the caster. This radius moves with them, allowing them to move through difficult weather conditions without being impeded. Visibility loss from wind-blown sand or debris also ceases.

However, this will also remove beneficial wind effects. Woe to the caster who tries to sail across the Black while this spell is active.

Bone Spirit

Tier 3, Nature

Duration: 10 rounds

Range: Close

This spell will construct a large animal out of attracted bone shards. You can use this spirit as a mount, if necessary, but the primary use is an ally in combat.

AC 12 (natural), **HP** 19, **ATK** 2: strike (1d6), **MV** double *near*, **S** +3, **D** +1, **C** +3, **I** -2, **W** +0, **Ch** -2, **AL** N, **LV** 4



Cleanse

Tier 3, Nature

Duration: Instant

Range: Close

This spell will purify up to 12 **Drinks** or **Rations** to make them safe for consumption. It will not create these drinks or rations, they must be available but contaminated in some way (ex. dirt, poison, etc.).

Cure Disease

Tier 3, Nature

Duration: Instant

Range: Close

This spell will remove any poison, toxin, or disease effects from a single touched target. It will not retroactively restore any lost HP, stat damage, or similar loss.



Detect Psionics

Tier 3, Nature

Duration: 8 rounds

Range: Close

This spell lets you sense the presence of any active psionic powers within *near* range for the duration. If you focus for 2 rounds, you discern the nature of the psionic power.

Gust of Wind

Tier 3, Nature

Duration: Instant

Range: Double Near

This spell creates a powerful blast of wind in a single direction of your choice. It is double *close* wide.

Anyone caught in the blast can make a STR check vs DC 15 to remain in place, but they will take 1d4 damage from the strain.

Everyone else will be lifted off the ground and blown in the direction of the wind. If unobstructed, they are blown to double *near* distance from their original position. If they collide with an obstruction or wall, they take damage as if they had fallen that distance and landed on that obstruction (1d6 per 10 feet).

Heal Wounds

Tier 3, Nature

Duration: Instant

Range: Close

This spell can restore a person that has suffered serious wounds. Roll a number of d6s equal to 1 + your level. Your touch restores that many hit points, divided among any number of targets touched.

You can specify how the points of healing are distributed after rolling the dice.

Rock Speech

Tier 3, Nature

Duration: 10 rounds

Range: Close

This spell allows you to speak with and understand the spirits found within rocks. They are not particularly intelligent, but rocks can provide you with information about what has happened nearby. Their knowledge often goes back hundreds of years into the past.

Rocks do not understand the concept of deceit.



Shrieking Wind

Tier 3, Nature

Duration: 7 rounds

Range: Self

This spell creates a swirling storm of wind around you, knocking anyone at *close* distance away off their feet. The winds create a loud wailing sound, drowning out any speech and preventing all verbal communication.

Anyone casting a spell or using a psionic power within double *near* distance must make their check at disadvantage. If they were already at a disadvantage, they fail without making a roll.

Stone to Flesh

Tier 3, Nature

Duration: Instant

Range: Close

This spell will restore anyone who was petrified back to their normal condition. However, if they were damaged while petrified, this will persist. For example, an arm that is broken off will not be restored.

Stoneskin

Tier 3, Nature

Duration: 12 rounds

Range: Close

This spell causes your skin (or that of a touched ally) to turn to stone. Your armor class becomes 18 (20 on an opposed spellcasting check).

This effect has no impact on your ability to move or fight. It prevents 100% of fire, acid, or wind damage (even from magical sources).

Wall of Dust

Tier 3, Nature

Duration: Focus

Range: Far

This spell raises up a 20-foot tall and 10-foot-thick wall of magical dust. It spreads across a *far* distance of your choice.

Anyone trying to pass through it must make a CON check vs DC 15 or be incapacitated by choking for 3 rounds and blind for 12 rounds.

Tier 4 Nature Spells

Tier 4 Nature Spells

- Air Spirit
- Create Water
- Fireproof
- Lightning Storm
- Remove Curse
- Restoration
- Sand Form
- Sand Shroud
- Speak with Dead
- Sunscorch
- Wall of Stone
- Zephyr Spirit

Air Spirit

Tier 4, Nature

Duration: 15 rounds

Range: Close

This spell will attract nearby bones, fog, and smoke into a human-like form. It will then animate them with wind currents to fight as your ally in combat. It takes double damage from magical wind.

AC 14 (natural), **HP** 28,
ATK 2: slam (1d6), **MV** near,
S -2, **D** +2, **C** +0, **I** -2, **W** +2,
Ch -3, **AL** N, **LV** 8



Create Water

Tier 4, Nature

Duration: Instant

Range: Close

This spell creates up to 12 **Drinks** of pure clean water. If you don't have a container to store it, you can hydrate anyone standing at close range, but the excess will just fall to the ground and be lost.

Fireproof

Tier 4, Nature

Duration: 12 rounds

Range: Self

This spell prevents all fires (natural or magical) within a *near* radius around you. This radius moves with you for the duration.

It also completely prevents heat or fire damage and immediately clears **heatstroke**, if you have it.

Lightning Storm

Tier 4, Nature

Duration: 10 rounds

Range: Self

This spell creates a swirling dark storm cloud that envelops you. It extends out to a *near* radius. If you move while the spell is active, the storm will move with you. Just be aware that your allies could get caught in it.

Normal vision is impossible within the storm. However, you can see through it, along with anyone using magical vision. Enemies and allies caught in the storm take 3d6 damage per round (no check).



Remove Curse

Tier 4, Nature

Duration: Instant

Range: Close

This spell immediately removes a magical curse from a person or object. Cursed items revert to their mundane equivalent.

Restoration

Tier 4, Nature

Duration: Instant

Range: Close

This spell immediately removes any poison, toxin, or disease effects from a single touched target. Any active magical effects of Tier 1-3 are also removed. The target's HP is restored to its maximum value. Any lost limbs or body parts are regenerated.

Sand Form

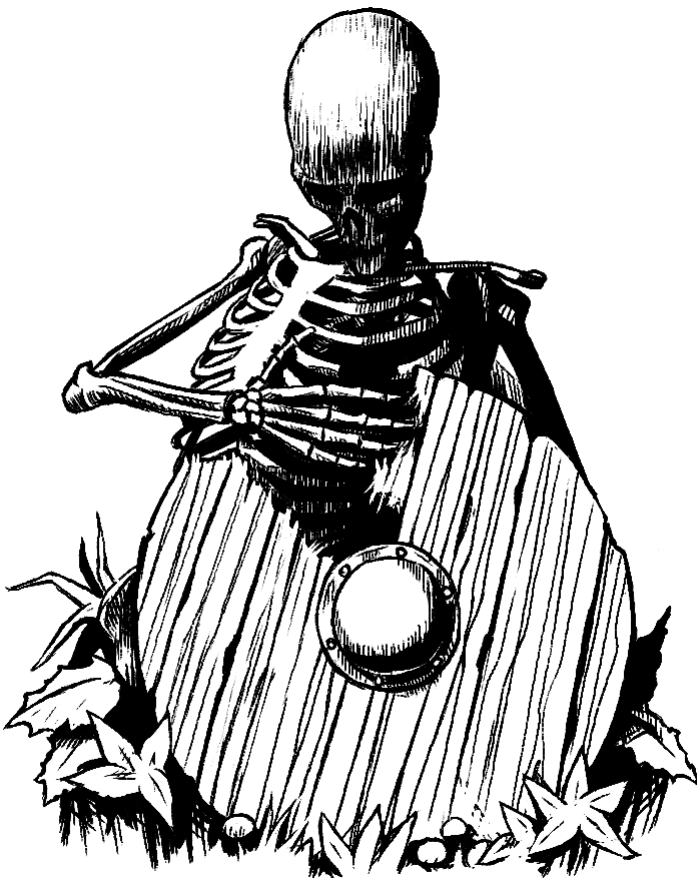
Tier 4, Nature

Duration: 15 rounds

Range: Self

This spell causes your body (or that of a touched ally) to turn to sand. Your armor class becomes 20 (20 on an opposed spellcasting check). Even if you are hit, it prevents all elemental damage and cuts any physical damage in half.

You can change your form at will and move as if a liquid. You cannot climb walls, but you can move through cracks and crevices easily.



Sand Shroud

Tier 4, Nature

Duration: 8 hours

Range: Self

This spell creates a swirling sand cloud that extends out to a double *near* radius. If you move while the spell is active, the shroud will move with you. From the outside, the shroud appears to simply be wind-blown sand. Everyone within it is completely concealed (unless you are observed by someone using magical vision).

Everyone within the shroud can see, act, and breathe normally.

Speak with Dead

Tier 4, Nature

Duration: 5 rounds

Range: Self

This spell allows you to speak with the souls of the recently dead. You must be within *near* distance of their corpse in order to have a conversation. The dead are under no obligation to talk to you about anything and cannot be intimidated to reveal information. If a corpse has decayed to the point where it has no flesh remaining, the soul can no longer be reached with this spell.

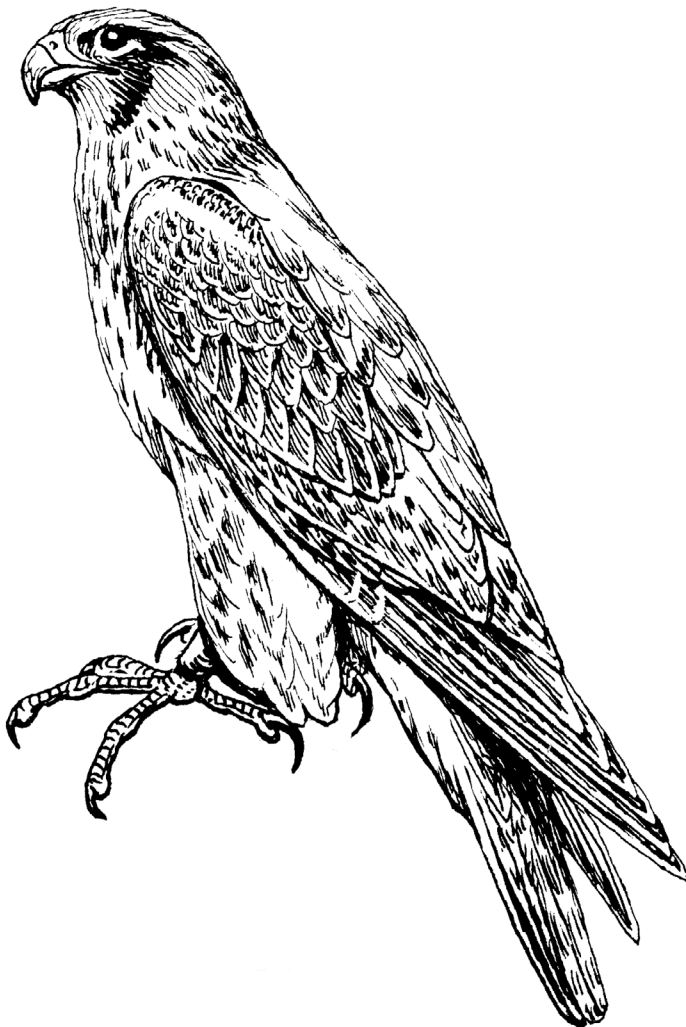
Sunscorch

Tier 4, Nature

Duration: Instant

Range: Self

This spell causes a beam of bright light to extend from your hand out to a double *near* distance. It is *close* distance wide. Enemies and allies caught in the beam take 4d6 damage (no check).



Wall of Stone

Tier 4, Nature

Duration: Focus

Range: Far

This spell raises up a 40-foot tall and 10-foot-thick wall of magical stone. It spreads across a *far* distance of your choice. It cannot be dug through, broken down, or smashed (not even by a giant).

Zephyr Spirit

Tier 4, Nature

Duration: Focus

Range: Self

This spell attracts a ghostly hawk spirit that serves as your proxy. You must close your eyes while focusing. Then you can control the hawk telepathically.

The hawk will speak anything you desire, in any language known to you. Anything the hawk touches is considered a *close* touch for casting additional magical spells, which will not break your focus on this spell (however, you cannot focus on two spells at once).

AC 10, **HP** 2, **ATK** 1: bite (1d2), **MV** *near* (flight), **S** +0, **D** +0, **C** +0, **I** +2, **W** +2, **Ch** +1, **AL** N, **LV** 0

Tier 5 Nature Spells

Tier 5 Nature Spells

- Carve Monolith
- Control Weather
- Flesh to Stone
- Maelstrom
- Purification
- Resist Magic
- Resist Psionics
- Resurrection
- Sand Worm
- Sunfire
- Swallow Soul
- Wall of Air

Carve Monolith

Tier 5, Nature

Duration: Permanent

Range: Close

This spell carves a stone with magical runes to protect the dead. The stone itself must be moved into position normally, then the spell must be cast while touching it. The runes are permanently burned into the surface and the spell can only be broken by the physical destruction of the stone.

All corpses within quadruple *near* distance of the stone cannot be affected by magic in any way (including *Resurrection*) or raised as undead in any form.

Control Weather

Tier 5, Nature

Duration: 8 hours

Range: Self

This spell causes the weather within your geographic region to change as you desire. You cannot create moisture needed for precipitation (rain, snow, etc.), but you can use it if already present.

Using this spell in the same area more than once per season can cause serious unpredictable effects as the environment tries to restore equilibrium.

Flesh to Stone

Tier 5, Nature

Duration: Permanent

Range: Close

This spell will petrify anyone touched while casting. They can make a CON check vs DC 10 + your level to resist it. They can only be transformed back by magic.

Maelstrom

Tier 5, Nature

Duration: 20 rounds

Range: Self

This spell creates a swirling dark storm cloud that envelops you. It extends out to quadruple *near* radius. If you move while the spell is active, the storm will move with you. Just be aware that your allies could get caught in it.

Normal vision is impossible within the storm. However, you can see through it, along with anyone using magical vision. Enemies and allies caught in the storm takes 6d6 damage per round (no check). If they fail a STR check vs DC 15, they are knocked off their feet.

Purification

Tier 5, Nature

Duration: Instant

Range: Close

This spell will purify up to 100 **Drinks** or **Rations** to make them safe for consumption. It will not create these drinks or rations; they must be available nearby and contaminated in some way.

Resist Magic

Tier 5, Nature

Duration: 12 rounds

Range: Self

This spell causes all magic cast at you or your allies within a *near* radius to be made at a *disadvantage*. If it is already being cast at *disadvantage*, it fails automatically. This radius moves with you for the duration.



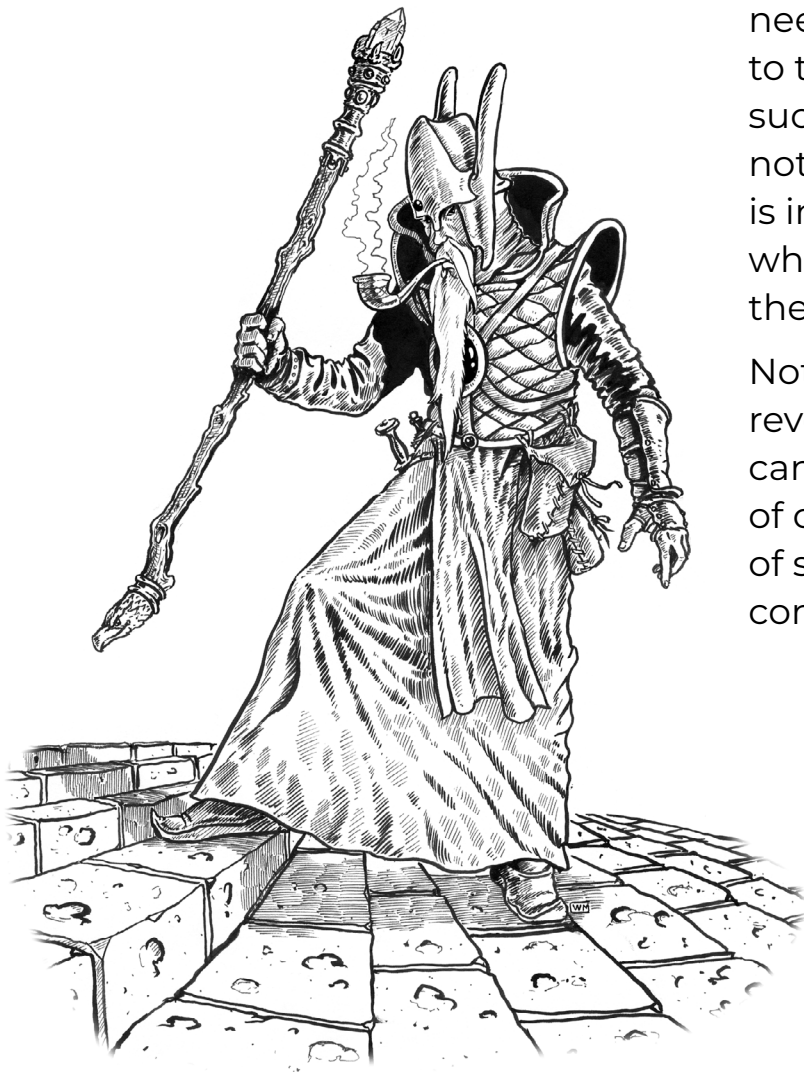
Resist Psionics

Tier 5, Nature

Duration: 12 rounds

Range: Self

This spell causes all psionics targeting you or your allies within a *near* radius to be made at a *disadvantage*. If it is already being made at *disadvantage*, it fails automatically. This radius moves with you for the duration.



Resurrection

Tier 5, Nature

Duration: Permanent

Range: Close

This spell restores life to a person that has died. They are completely rebuilt magically, restoring their hit points to maximum and removing all ability damage. However, it will then inflict a permanent reduction of constitution by 1d4.

The only limitation is that you need a single piece of their body to touch while casting the spell, such as a piece of bone that has not decayed yet. This means that it is impossible to resurrect someone who has been dead so long that their bones are turned to dust.

Note that this spell does not reverse the aging process, nor can it restore someone who dies of old age. If you want that kind of survival, you might want to consider *Immortality*.

Sand Worm

Tier 5, Nature

Duration: 18 rounds

Range: Near

This spell will attract a powerful sand worm from deep beneath Althea. It will fight as your ally in combat. It can swallow humanoid enemies whole, like a **Giant Frog**.

AC 18 (natural), **HP** 76, **ATK** 2: bite (2d6), **MV** *near*, **S** +4, **D** +3, **C** +3, **I** +1, **W** +1, **Ch** +1, **AL** N, **LV** 12

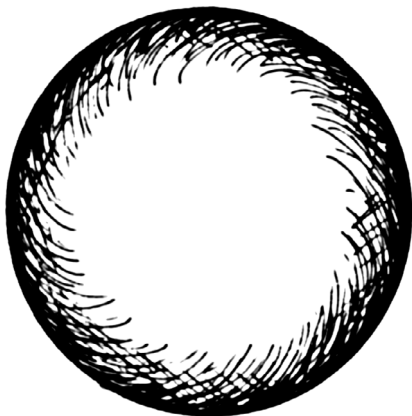
Sunfire

Tier 5, Nature

Duration: Instant

Range: Self

This spell causes bright light to extend from your body in every direction out to double *near* distance. Enemies and allies caught in the beam take 6d6 damage (no check).



Swallow Soul

Tier 5, Nature

Duration: Instant

Range: Close

This spell will consume the soul of a living target. They must be bound ritualistically and placed on a flat stone. When you touch the target while casting the spell, you will absorb their spirit and gain 2d6 years of extended natural lifespan.

You can still be killed by force; this only extends your aging process.

Wall of Air

Tier 5, Nature

Duration: Focus

Range: Far

This spell raises up a 30-foot tall and 10-foot-thick wall of magical wind. It spreads across a *far* distance of your choice.

Anyone trying to pass through it must make a CON check vs DC 18 or take 3d6 damage and be thrown back double *close* distance.

Psionic Powers



Tier 1 Psionic Powers

Psionics Tier 1

- Block
- Distract
- Float
- Grasp
- Ignite
- Improve
- Lift
- Mend
- Sense
- Shape
- Speak
- Weaken

Block

Tier 1, Psionics

Duration: Focus

Range: Self

Each round, you can stop a number of physical projectiles fired or thrown in your direction equal to your level. They lose all of their momentum and fall harmlessly to the ground. You must decide to stop a projectile at the time it is launched, you cannot go back in time and change your mind.

Attacking with a melee or ranged weapon will not break focus while using this power. It has no effect on magical projectiles.



Distract

Tier 1, Psionics

Duration: Focus

Range: Self

This power distracts the mind of a single target and causes them to pay much less attention to their surroundings. They will go into a daze and perceive almost nothing around them. If asked later, they will not remember this time.

The target will not believe the effect was magical in nature. The power will be broken if the subject is exposed to very obvious things such as loud metal clanging, shouting, or waving a hand directly in front of their face. Combat will always be noticed.

Float

Tier 1, Psionics

Duration: Focus

Range: Self

This power allows you float an inch above surfaces. You can safely cross the Black, quicksand, dust, silt, and similar substances that might give way beneath your weight. Make sure you get back to solid ground before the power ends.

While this power is active, you will not activate pressure plates.

Grasp

Tier 1, Psionics

Duration: Instant

Range: Near

This power allows you to grab objects with your mind. They are held in place firmly and cannot be moved except by opposing psionics. You can grab a number of objects equal to your level. The weight of the objects is irrelevant.

This power can be used to render weapons useless, stop boulders rolling downhill, and so on.



Ignite

Tier 1, Psionics

Duration: Instant

Range: Near

This power ignites the air around a target. It catches fire for a few seconds. If the target is a creature, they take 1d4 damage. If the target is a flammable object, it may catch fire (subject to GM judgment).

If the target is an animal of LV 2 or less, it will cause morale failure.

Improve

Tier 1, Psionics

Duration: Focus

Range: Self

This power allows you to use your mental powers to assist in making attacks in combat. Attacking with a melee or ranged weapon will not break focus while using this power. You gain +1 attack per level.

Lift

Tier 1, Psionics

Duration: Focus

Range: Near

This power allows you to lift a humanoid target off the ground. They can still make ranged attacks, but they are unable to move. Their allies can attempt to push or pull them, but this requires a STR check opposed by your power check.

Mend

Tier 1, Psionics

Duration: Focus

Range: Close

This power allows you to make small fixes to a creature or object, as if you were a surgeon or artisan.

Per round of focusing, you can heal 1 HP or repair an object slightly. The time it takes to mend a large object is up to the Game Master, but as a general rule of thumb, it takes 1 round to repair 1 lb. of material. So, you could fix a broken string in a single round, but you would need four or five rounds to repair a broken weapon.

Sense

Tier 1, Psionics

Duration: Focus

Range: Near

This power allows you to examine everything within *near* range. You can see objects, beings, active magical effects, and so on.

If you focus on a particular thing for 2 rounds, you discern its nature. Physical barriers like stone or walls do not block this power.



Shape

Tier 1, Psionics

Duration: Instant

Range: Close

This power allows you to reshape up to 5 lbs. per level of non-living material. You can create whatever shape you want. For example, you could reshape your opponent's longsword into a large spoon.

If someone is holding the object (ex. a weapon), they can make a WIS check opposed by your power check to keep it.

Speak

Tier 1, Psionics

Duration: Focus

Range: Self

This power allows you to speak to anyone that you have met before using telepathy. However, they cannot speak back. Distance is irrelevant, as long as they are alive.

If the target does not recognize your voice, they will not know who is communicating with them.

Weaken

Tier 1, Psionics

Duration: Focus

Range: Far

This power allows you to use your mind to weaken a target creature. They suffer -2 AC and -2 to attack rolls. They will perceive your attack as a powerful headache.

The target can make a CHA check vs DC 12 to resist. If they fail their check, you can keep the effect in place as long as you can maintain *focus*.



Tier 2 Psionic Powers

Psionics Tier 2

- Conform
- Converse
- Deceive
- Defend
- Dodge
- Flare
- Levitate
- Locate
- Purify
- Repel
- Slow
- Take

Conform

Tier 2, Psionics

Duration: Focus

Range: Near

Prerequisite: Shape

This power allows you to reshape up to 20 lbs. per level of non-living material. You can create whatever shape you want. For example, you could reshape a dragon skeleton into a small boat made of bone.

The creation cannot have moving parts. To stick with the boat as an example, you could create the hull and a mast, but not a door or sails.

This power cannot be stopped except by opposing psionics.

Converse

Tier 2, Psionics

Duration: Focus

Range: Self

Prerequisite: Speak

This power allows you to have a telepathic conversation with anyone that you have interacted with previously. The distance involved is irrelevant, as long as they are alive.

If the target does not recognize your voice, they will not know who is communicating with them.

Deceive

Tier 2, Psionics

Duration: Focus

Range: Self

Prerequisite: Distract

This power deceives the mind of humanoid target(s). You can create false sensory input that causes them to see, hear, taste, touch, or smell something that isn't there.

This is similar to an illusion, but the effect is entirely in their mind.

You can affect a number of targets equal to your level. Each is allowed a CHA check vs DC 12 to see through your deception. Attacking or casting spells will not break the effect. A target that does this cannot be chosen again.



Defend

Tier 2, Psionics

Duration: Focus

Range: Near

Prerequisite: Block

This power allows you to protect your allies with your mind. You push their opponents slightly off balance, slightly deflect incoming arrows, and so on.

You can protect a number of subjects equal to your level. Each gains +2 AC vs melee attacks and +5 AC vs ranged attacks.

Dodge

Tier 2, Psionics

Duration: Focus

Range: Self

Prerequisite: Improve

This power uses your mental powers to assist in protecting yourself in combat. Divide your level in half, rounding up. Gain that number as a bonus to AC. For example, a 3rd level mentalist would get +2 AC.

Attacking with a melee or ranged weapon will not break focus while using this power.

Flare

Tier 2, Psionics

Duration: Instant

Range: Far

Prerequisite: Ignite

This power projects a tiny glowing ball of energy from your fingertip. If pointed at an enemy, treat it as a ranged attack that deals 1d4 damage per level.

If fired directly up into the air, it loses momentum at roughly a height of 2,500 feet. This is visible for several miles in all directions, assuming good visibility.

Levitate

Tier 2, Psionics

Duration: Focus

Range: Self

Prerequisite: Float

This power allows you lift up to a *near* distance vertically. You must stay within a *close* radius of where you left the ground. This is useful for reaching high ledges or viewing your surroundings without obstructions blocking your vision.

You only move a *close* distance per round, making you an easy target for ranged weapons. Your enemies will have *advantage* to shoot you.

Locate

Tier 2, Psionics

Duration: Focus

Range: Self

Prerequisite: Sense

This power allows you to find an object that you have touched before, regardless of distance.

If you *focus* for 3 rounds, you can see a *close* radius around it. This will just be darkness if no light is present at the location.

As long as you *focus*, you can maintain a sense of its general direction. This works even in zero visibility conditions, through walls and barriers, beneath the Black, and so on.

Purify

Tier 2, Psionics

Duration: Focus

Range: Close

Prerequisite: Mend

This power allows you to remove toxins from a creature or water source. Each round of focusing destroys about 1 lb. of contaminant. This could be poisons from a sting victim, salt from a brackish pool, and so on. The Game Master will determine the consequences.

Repel

Tier 2, Psionics

Duration: Instant

Range: Near

Prerequisite: Lift

This power allows you to push your enemies away from you. They can resist this with a STR check opposed by your power check. If they fail, they will slide a *near* distance away from you and lose their action for this round if they have a worse initiative than you do. Even with a success, they will still lose their action struggling to stay in place.

If they cannot be moved backwards because of a wall or similar obstruction, instead they take 1d6 damage per 10 ft they would have been pushed if not stopped by the obstruction.



Slow

Tier 2, Psionics

Duration: Focus

Range: Near

Prerequisite: Weaken

This power uses your mental strength to slow an opponent in combat. They must make a CHA check to resist you. If successful; they suffer -5 *initiative*. If they fail; they suffer -10 *initiative*, can only take an action every other round, and their speed is halved.

Take

Tier 2, Psionics

Duration: Instant

Range: Near

Prerequisite: Grasp

This power allows you to grab objects with your mind and pull them toward you. You can grab a number of objects equal to your level. You can choose to have them land at your feet or in your hands. The weight of the objects is irrelevant, just remember a large object like a boulder could end up rolling over you.

This power cannot be stopped except by opposing psionics. No one is strong enough to maintain their grip and resist you physically.

Tier 3 Psionic Powers

Psionics Tier 3

- Bind
- Combust
- Construct
- Drift
- Heal
- Hinder
- Interact
- Obscure
- Order
- Quicken
- Reveal
- Shield

Bind

Tier 3, Psionics

Duration: Focus

Range: Near

Prerequisite: Repel

This power allows you to grab a humanoid target with your mind, lift them off the ground, and hold their limbs in an invisible grip.

This power cannot be stopped except by opposing psionics. No one is strong enough to resist your mental abilities physically.

Combust

Tier 3, Psionics

Duration: Instant

Range: Near

Prerequisite: Flare

This power envelops humanoid target(s) in flames. They take 2d6 damage. Any flammable objects they are carrying may catch fire (subject to GM judgment).

Divide your level in half, rounding up. You can target that many humanoids simultaneously. For example, a 5th level mentalist would deal 2d6 to three targets.

Construct

Tier 3, Psionics

Duration: Focus

Range: Near

Prerequisite: Conform

This power allows you to assemble any kind of device that you know are familiar with, using up to 50 lbs. per level of non-living material. The material must be available nearby.

You can create whatever you want: a dwelling, a complex machine, and so on. The creation can have moving parts (doors, gears, etc.).

Drift

Tier 3, Psionics

Duration: Focus

Range: Self

Prerequisite: Levitate

This power allows you float freely in any direction. However, you only move a *close* distance per round, making you an easy target for ranged weapons. Your enemies will have *advantage* to shoot you.

Heal

Tier 3, Psionics

Duration: Focus

Range: Close

Prerequisite: Purify

This power allows you to make major fixes to a creature or object, as if you were a surgeon or artisan.

Per round of focusing, you can heal 1d6 HP or make major repairs to an object. The time it takes to repair a large object is up to the Game Master, but as a general rule of thumb, it takes 1 round to repair 20 lbs. of material. So, you could fix a broken weapon in a single round, but you would need many more rounds to repair a collapsed wall.

Hinder

Tier 3, Psionics

Duration: Focus

Range: Near

Prerequisite: Slow

This power uses your mental strength to incapacitate a target. They must make a CHA check to resist you. If successful; they suffer -10 *initiative*, can only take an action every other round, and their speed is halved. If they fail; they are frozen as if paralyzed.

Interact

Tier 3, Psionics

Duration: Focus

Range: Far

Prerequisite: Take

This power allows you to interact with distant objects using your mind. You can release clasps, untie ropes, pull levers, and so on. You can take an action each round as if you were standing next to the object unopposed. You can only be stopped by opposing psionics.

Obscure

Tier 3, Psionics

Duration: Focus

Range: Self

Prerequisite: Deceive

This power conceals you from the mind of creatures looking in your direction. You are treated as if invisible. You can hide yourself from a number of targets equal to your level. If you move while they are looking in your direction, the target is allowed a CHA check vs DC 10 + your level to see you.

You can change your array of targets every round. Attacking or casting spells will not break the effect. A target that does this cannot be chosen again.

Order

Tier 3, Psionics

Duration: 2 rounds per level

Range: Far

Prerequisite: Converse

This power allows you to give a single telepathic order to a target. They must make a CHA check vs DC 10 + your level to resist the order. They do not need to speak your language to understand you.

The target will obey the order as best they can, assuming it is clear. Any order to die, sleep, or similar will render the target unconscious for the duration. Any suicidal commands will be ignored.

Typical orders: get back, run away, freeze, leave, surrender, sleep.

Quicken

Tier 3, Psionics

Duration: Focus

Range: Near

Prerequisite: Dodge

This power mentally accelerates your actions in combat. Gain +5 *initiative* and you can take 2 actions per round. Your speed is doubled. Attacking with a melee or ranged weapon will not break focus while using this power.

Reveal

Tier 3, Psionics

Duration: Focus

Range: Far

Prerequisite: Locate

This power allows you to see all things as they truly exist. You automatically disbelieve illusions and can see any beings that are invisible, incorporeal, or in stealth.

Material less than 6 inches thick (ex. a door) becomes translucent.



Shield

Tier 3, Psionics

Duration: Focus

Range: Near

Prerequisite: Defend

This power allows you to protect your allies with your mind. You protect them from psionic and magical attacks, push their opponents slightly off balance, slightly deflect incoming arrows, and so on.

You can protect a number of allies equal to your level. Each gains +3 AC vs melee attacks and +10 AC vs ranged attacks. They cannot be directly targeted by magic or psionic powers. However, they can still be affected by area-of-effect spells like *Cloud of Fumes* or triggered effects like *Sigil of Death*.

Tier 4 Psionic Powers

Psionics Tier 4

- Animate
- Burn
- Choke
- Dominate
- Evade
- Fly
- Observe
- Protect
- Restore
- Stop
- Throw
- Vanish

Animate

Tier 4, Psionics

Duration: Focus

Range: Near

Prerequisite: Construct

This power allows you to animate anything that you have built with *Construct*. Treat the animated object as a golem. It has 18 AC, 5d6 hit points, and +5 to attacks. It deals 3d6 damage per hit.

Attacking with a melee or ranged weapon will not break focus while using this power.

If you stop focusing, the golem will maintain its hit points and form. You can re-activate the power at a later time and resume control.

Burn

Tier 4, Psionics

Duration: 2 rounds per level

Range: Far

Prerequisite: Combust

This power envelops humanoid target(s) in flames. They take 3d6 damage per round. Flammable items, vulnerable items, and metals they are carrying will catch fire (or melt), subject to GM judgment.

Divide your level in half, rounding up. You can target that many humanoids simultaneously. For example, a 7th level mentalist would deal 3d6 damage per round to four targets.

Choke

Tier 4, Psionics

Duration: Focus

Range: Near

Prerequisite: Interact

You can grab a humanoid target, lift them off the ground, and choke them to death. They roll a *death timer*. If you maintain focus until it expires, they die. Your grip can only be stopped by opposing psionics.

Dominate

Tier 4, Psionics

Duration: 4 rounds per level

Range: Far

Prerequisite: Order

This power allows you to directly control the mind of a target. They must make a CHA check vs DC 10 + your level to resist. They do not need to speak your language.

The target will obey your orders as best they can, assuming it is clear. Any order to die, sleep, or similar will render the target unconscious for the duration.

Any clearly suicidal commands will be ignored. However, the target can be commanded to fight on your behalf, even against overwhelming odds.

Evade

Tier 4, Psionics

Duration: Focus

Range: Near

Prerequisite: Quicken

This power mentally accelerates your actions in combat. Gain +10 *initiative* and you can take 3 actions per round. Your speed is tripled. You gain +5 AC.

Attacking with a melee or ranged weapon will not break focus while using this power.

Fly

Tier 4, Psionics

Duration: Focus

Range: Self

Prerequisite: Drift

This power allows you to fly quickly in any direction. You move a *near* distance per round. Opponents will have *disadvantage* to fire ranged weapons at you or make spellcasting checks targeting you.

Keep in mind that if you reach a commanding height and lose *focus*, you may not be able to re-establish it and fall to an untimely death.

Observe

Tier 4, Psionics

Duration: Focus

Range: Self

Prerequisite: Reveal

This power allows you to find anything that you have touched before, regardless of distance.

If you *focus* for 3 rounds, you can see a *near* radius around it. If you *focus* for 7 rounds, you can see a double *near* radius around it. This will just be darkness if no light is present at the location.

If there are strong smells present, you will perceive them. If sounds are made, including conversation between people, you will hear them. However, you cannot perceive magical or telepathic communication that occurs.



Protect

Tier 4, Psionics

Duration: Focus

Range: Near

Prerequisite: Shield

This power allows you to stop direct attacks on your allies with your mind. Divide your level in half, rounding up. You can cause that many attacks, spells, or psionic powers to fail per round.

When an enemy *initiative* comes up, if they are going to target one of your allies, the Game Master will give you an opportunity to prevent it. If you intervene, their check will automatically fail. However, once a die is rolled, you have lost your chance to intervene.

For example, a 7th level mentalist would be able to intercede and cause four checks to fail per round.

This power cannot stop area-of-effect spells like *Cloud of Fumes* or triggered effects like *Sigil of Death*.

Restore

Tier 4, Psionics

Duration: Focus

Range: Close

Prerequisite: Heal

This power allows you to restore a creature to optimum condition.

Per round of focusing, you can heal 2d6 HP, remove a status effect (poison, charm, slow, etc.), or heal permanent stat damage.

Stop

Tier 4, Psionics

Duration: Focus

Range: Near

Prerequisite: Hinder

This power uses your mental strength to incapacitate a number of targets equal to your level. They are frozen as if paralyzed.



Throw

Tier 4, Psionics

Duration: Focus

Range: Near

Prerequisite: Bind

Divide your level in half, rounding up. This power allows you to grab that many humanoid targets with your mind, lift them off the ground, and throw away from you.

They travel until they collide with an obstruction or wall. They take damage as if they had fallen the thrown distance and landed on that obstruction (1d6 per 10 feet).

Vanish

Tier 4, Psionics

Duration: Focus

Range: Near

Prerequisite: Obscure

Divide your level in half, rounding up. This power conceals you + that many targets from the mind of creatures looking in your direction. Everyone affected is treated as if invisible. You can change your array of targets every round, if desired.

Attacking or casting spells will not break the effect. A target that does this cannot be chosen again.

Tier 5 Psionic Powers

Psionics Tier 5

- Command
- Crush
- Hunt
- Inferno
- Jump
- Live
- Murder
- Possess
- Prevent
- Strike
- Subjugate
- Suspend

Command

Tier 5, Psionics

Duration: Focus

Range: Near

Prerequisite: Animate

This power allows seize control of a mind-controlled or summoned creature, a golem, or undead from their master. You must make an opposed CHA check against the spellcaster or psionic user that is currently controlling them. If you win, you gain control of the target.

This does not extend the duration of the original effect. For example, if you take control of a creature that is going to unsummon in 2 rounds, that will still happen.

Crush

Tier 5, Psionics

Duration: Focus

Range: Far

Prerequisite: Throw

This power allows you to crush a target beneath a hail of stones. You grab several tons of nearby rock and have it converge on the target, dealing 10d6 damage.

Anyone within *close* distance of the target takes the same damage. Anyone within *near* distance of the target takes half damage.

If there is no stone available (ex. you are traveling the Black), the Game Master will tell you that the power simply fails.

Hunt

Tier 5, Psionics

Duration: 3 rounds per level

Range: Near

Prerequisite: Vanish

This power conceals you + a number of targets equal to your level from the mind of creatures looking in your direction. Everyone affected is treated as if invisible.

You can change your array of targets every round, if desired.

Attacking or casting spells will not break the effect.

Inferno

Tier 5, Psionics

Duration: 2 rounds per level

Range: Far

Prerequisite: Burn

This power creates a fiery inferno of *near* radius. Anyone in the area takes 6d6 damage per round. Flammable items, vulnerable items, and metals will catch fire (or melt), subject to GM judgment.

Anyone affected by the inferno that moves out of the area will take 3d6 burning damage per round for 3 rounds. This cannot be extinguished because it is occurring in their mind.

Jump

Tier 5, Psionics

Duration: Instant

Range: Self

Prerequisite: Fly

This power allows you teleport instantly to any location that you have been previously. All of your gear and up to 5 people touched are transported with you.

Live

Tier 5, Psionics

Duration: Instant

Range: Close

Prerequisite: Restore

This power brings a humanoid back from the grave. They must make a CON check vs DC 10 + 1 per month that they have been dead. On a success, they are restored to 1 hit point. Otherwise, they are in the exact condition they left.

Some bodies may be too desecrated or damaged to be restored in this manner. The Game Master will tell you if this occurs.

Murder

Tier 5, Psionics

Duration: Instant

Range: Near

Prerequisite: Choke

You can kill a humanoid target with your mind. They must make a CHA check vs DC 10 + your level or die instantly. They do not get a *death timer*.



Possess

Tier 5, Psionics

Duration: Focus

Range: Self

Prerequisite: Observe

This power allows you inhabit the mind of anyone that you have previously touched. You see the world through their eyes, smell what they smell, hear what they hear, and so on.

You can also hear what they are thinking at all times.

They are allowed a CHA check vs DC 15 to determine that something is off, but they don't know what.

Prevent

Tier 5, Psionics

Duration: Focus

Range: Near

Prerequisite: Protect

This power allows you to designate a number of targets equal to your level. You can choose yourself as one of the targets.

Anyone so affected cannot be the target of attacks, spells, or psionic powers. However, this power cannot stop area-of-effect spells like *Cloud of Fumes* or triggered effects like *Sigil of Death*.

Strike

Tier 5, Psionics

Duration: Focus

Range: Near

Prerequisite: Evade

This power mentally accelerates your actions in combat. You always act first on *initiative* and you can take 5 actions per round. Your speed is quadrupled. You also gain +10 AC. To observers, you appear to be moving so far that they have a hard time seeing more than just a blurry form.

Attacking with a melee or ranged weapon will not break *focus* while using this power. However, you cannot use another psionic power without breaking *focus*.



Subjugate

Tier 5, Psionics

Duration: Permanent

Range: Far

Prerequisite: Dominate

This power allows you to directly control the mind of a target. They gain the ability to speak a language of your choice (that you know).

The target will obey your orders as best they can, assuming it is clear. Any clearly suicidal commands will be ignored. However, the target can be commanded to fight on your behalf, even against overwhelming odds.

Suspend

Tier 5, Psionics

Duration: Permanent

Range: Close

Prerequisite: Stop

This power uses your mind to force someone's metabolic processes to stop. They do not need to breathe, eat, or meet any other normal biological needs. They appear dead to anyone who examines them. This effect lasts until you touch them again. They can make a CHA check vs DC 10 + your level to resist.

Bestiary



Monster Stats

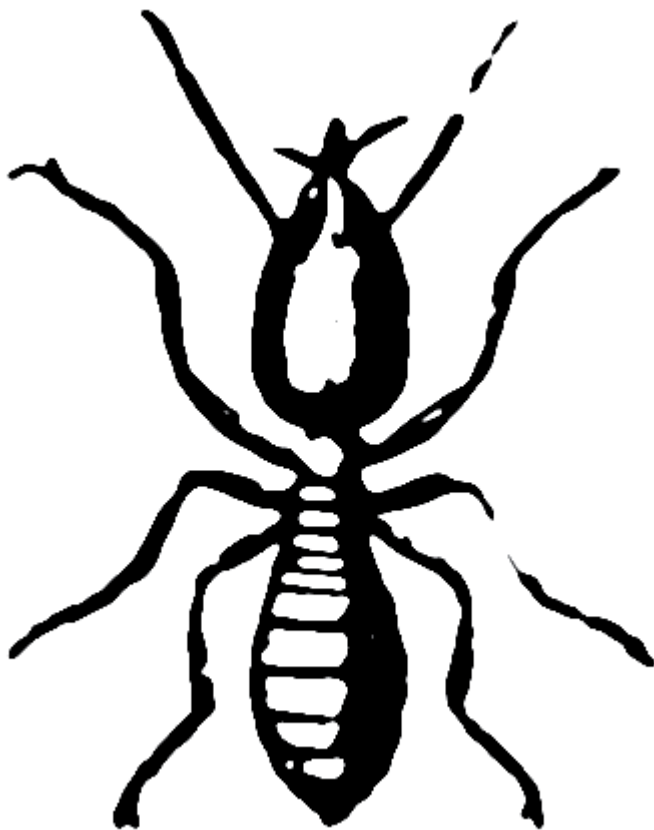
Ant, Giant Black

A giant black ant with a prominent stinger and a snapping mandible.

AC 12 (natural), **HP** 4, **ATK** 1: bite (1d4), **MV** near (burrowing), **S** +1, **D** +1, **C** +1, **I** -1, **W** -1, **Ch** +0, **AL** C, **LV** 1

Hardened. Takes half damage from non-bludgeoning weapons.

Sand Burrower. Can breathe and move normally through sand.



Ant, Giant Red

A giant red ant with a prominent stinger and a snapping mandible.

AC 12 (natural), **HP** 8, **ATK** 1: bite (1d4), **MV** near (burrowing), **S** +1, **D** +1, **C** +1, **I** -1, **W** -1, **Ch** +0, **AL** C, **LV** 2

Poison. On a successful bite, deals 1d4 poison damage to victim (CON check vs DC 9 eliminates half).

Sand Burrower. Can breathe and move normally through sand.

Ant, Giant White

A giant semi-transparent white ant with a prominent stinger and a snapping mandible.

AC 12 (natural), **HP** 4, **ATK** 1: bite (1d6), **MV** near (burrowing), **S** +1, **D** +1, **C** +1, **I** -1, **W** -1, **Ch** +0, **AL** C, **LV** 1

Blindsense. Can act as if it can see perfectly in all environments.

Debilitating Poison. CON check vs DC 12 or paralyzed 1d4 hours.

Sand Burrower. Can breathe and move normally through sand.

Beetle, Giant Black

A giant beetle with a shiny black armored carapace and gruesome snapping mandibles.

AC 14 (natural), **HP** 7, **ATK** 1: bite (1d6), **MV** near (burrowing), **S** +2, **D** +1, **C** +1, **I** -1, **W** -1, **Ch** -1, **AL** C, **LV** 2

Hardened. Takes half damage from non-bludgeoning weapons.

Sand Burrower. Can breathe and move normally through sand.



Beetle, Giant Red

A giant beetle with a shiny crimson carapace and smoking mandibles covered in ash.

AC 14 (natural), **HP** 7, **ATK** 1: bite (1d6), **MV** near (burrowing), **S** +2, **D** +1, **C** +1, **I** -1, **W** -1, **Ch** -1, **AL** C, **LV** 2

Fire Breath. Can forgo an attack to deal 2d6 damage to a target at close range. A CON check vs DC 9 reduces the damage by half.

Sand Burrower. Can breathe and move normally through sand.

Black Jelly

A thick jet-black flowing ooze that moves quickly along the ground.

AC 11 (natural), **HP** 40, **ATK** 2: slam (2d4), **MV** near (vertical), **S** +3, **D** +0, **C** +2, **I** -3, **W** -3, **Ch** -3, **AL** C, **LV** 8

Blindsense. Can act as if it can see perfectly in all environments.

Divide. If hit by a bladed weapon, this creature splits into two smaller versions (divide remaining HP between both). It cannot divide if it has less than 4 HP.

Blade Wing

A large bright-white bird with a long blade-like beak and sharp outstretched claws.

AC 14 (natural), **HP** 14, **ATK** 2: bite (1d6), claws (1d8), **MV** near (flight), **S** +3, **D** +3, **C** +0, **I** -2, **W** -2, **Ch** +0, **AL** C, **LV** 4

Dive. On their first attack as they dive down from above, deals an extra 1d6 damage if a hit.

Grasp. On a successful claw attack, can choose to firmly grasp the enemy in their claws (treat them as incapacitated). If they use their next turn to take flight, they can then drop the victim from a height.

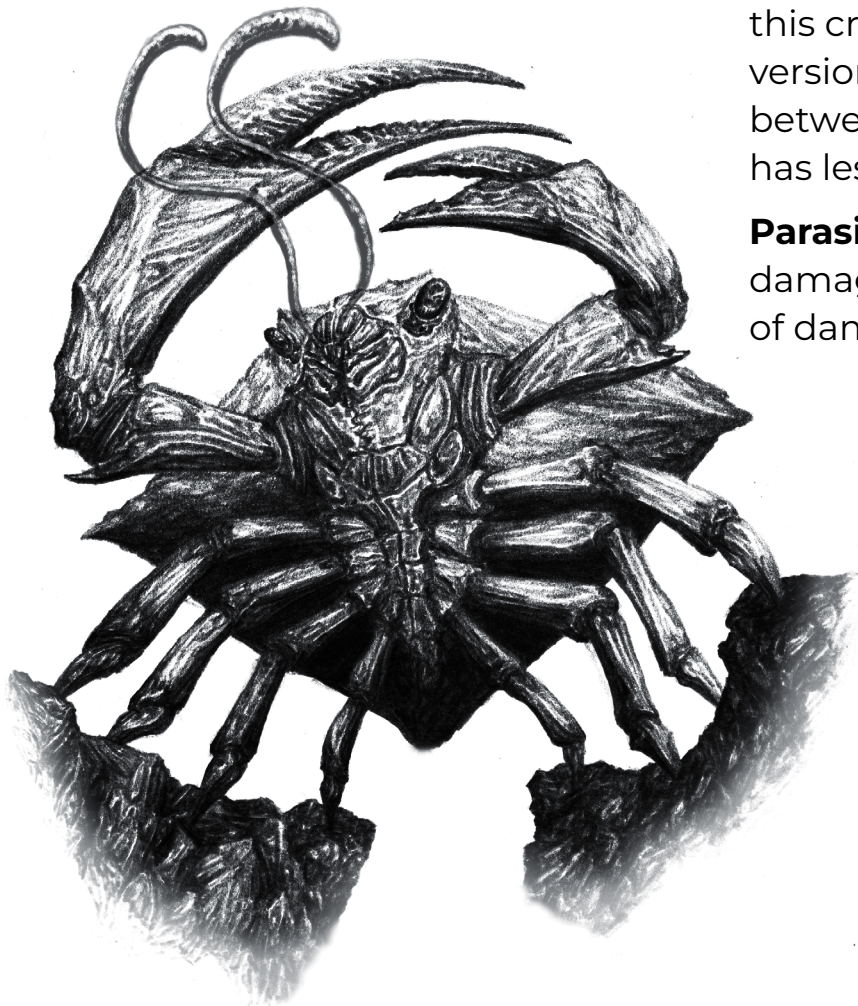
Blood Crab

A large blood-red crab with black eye stalks and snapping pincers.

AC 16 (natural), **HP** 16, **ATK** 2: claws (1d6), **MV** near (burrowing), **S** +2, **D** +2, **C** +1, **I** -2, **W** -2, **Ch** +1, **AL** C, **LV** 4

Crush. If both claw attacks are successful against the same target, they take an extra 2d6 damage.

Sand Burrower. Can breathe and move normally through sand.



Blood Oasis

What appeared to be water is actually a thick semi-transparent flowing ooze that changes colors from moment to moment.

AC 10, **HP** 30, **ATK** 2: slam (1d4), **MV** near (vertical), **S** +2, **D** +1, **C** +2, **I** -3, **W** -3, **Ch** -3, **AL** C, **LV** 6

Blindsense. Can act as if it can see perfectly in all environments.

Chameleon. Can change its skin tones to enhance camouflage. Rolls to detect this creature must be made at *disadvantage*.

Divide. If hit by a bladed weapon, this creature splits into two smaller versions (divide remaining HP between both). It cannot divide if it has less than 4 HP.

Parasitic Touch. Deals 1d4 extra damage per hit. Gains the amount of damage dealt back in HP.

Blood Raven

A small dark crimson bird with glowing red eyes.

AC 9, **HP** 2, **ATK** 1: bite (1d2), **MV** near (flight), **S** -1, **D** -1, **C** +0, **I** +2, **W** +2, **Ch** +1, **AL** C, **LV** 0

Parasitic Bite. Gains 1 HP per successful bite attack.

Blood Disease. On a successful bite, transfers a blood disease to the victim (CON check vs DC 9 to prevent). The disease causes 1 point of damage per day for 2d6 days. Once a blood disease is transmitted, further attacks deal only damage.

Bloodworm

A long muscular worm with a bloody snapping maw.

AC 12, **HP** 8, **ATK** 1: bite (1d8), **MV** near (burrowing), **S** +1, **D** +1, **C** +1, **I** -1, **W** -1, **Ch** +0, **AL** C, **LV** 2

Blood Disease. On a successful bite, transfers a blood disease to the victim (CON check vs DC 9 to prevent). The disease causes 1 point of damage per day for 2d6 days. Once a blood disease is transmitted, further attacks deal only damage.

Sand Burrower. Can breathe and move normally through sand.

Bonemen

A skeleton of pitch-black bones wielding a stone spear.

AC 15 (natural), **HP** 26, **ATK** 1: spear (1d8), **MV** double near, **S** +3, **D** +1, **C** +2, **I** -2, **W** -2, **Ch** -1, **AL** C, **LV** 5

Undead. Immune to morale checks.

Hardened. Takes half damage from non-bludgeoning weapons.

Bugbear

Brutish, bat-eared goblinoids covered in brown fur.

AC 13 (leather + round shield), **HP** 4, **ATK** 2: spiked mace (1d6), **MV** near, **S** +3, **D** +0, **C** +1, **I** -1, **W** +0, **Ch** -2, **AL** N, **LV** 3

Stealthy. Advantage on checks to sneak and hide.

Camel

Ornery, tan-furred desert beasts.

AC 10, **HP** 12, **ATK** 1: hoof (1d6) or spit (near, 1d4), **MV** double near, **S** +3, **D** +0, **C** +3, **I** -2, **W** +1, **Ch** -3, **AL** N, **LV** 2

Cave Fisher

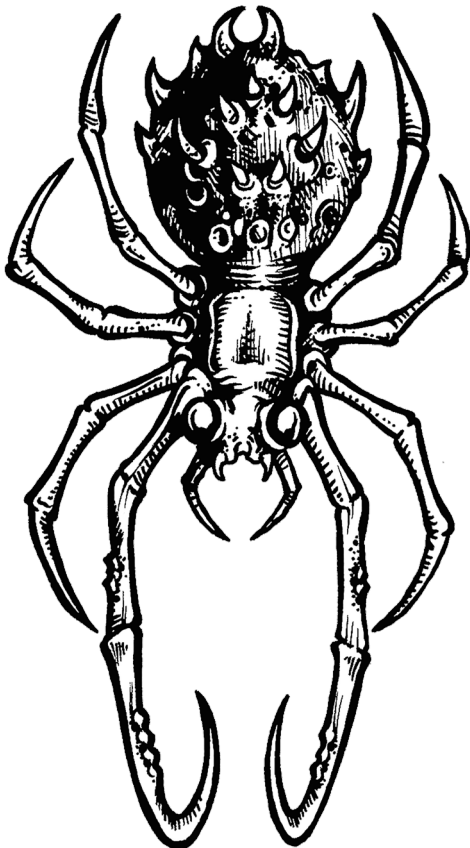
A dark grey spider with a bulbous abdomen and eight spindly legs.

AC 14 (natural armor), **HP** 22, **ATK** 1: bite (1d8 + *poison*), **MV** *near* (vertical climb), **S** +2, **D** +2, **C** +0, **I** -2, **W** +1, **Ch** -2, **AL** C, **LV** 5

Death from Above. On their first attack as they descend from above, deals an extra 1d6 damage if a hit.

Debilitating Poison. CON check vs DC 12 or paralyzed 1d4 hours.

Webbing. Can create layers of thick sticky webbing that it can quickly pull taut to trap humanoids or smaller creatures (treat like a snare trap). DEX check vs DC 12 to break free.



Centaur

Herd-dwelling beings with the upper body of a human and lower body of a quagga.

AC 12 (natural), **HP** 14, **ATK** 2: spear (*close/near*, 1d6) or longbow (1d4), **MV** *double near*, **S** +2, **D** +1, **C** +1, **I** +0, **W** +2, **Ch** +1, **AL** N, **LV** 4

Centipede, Giant

A giant centipede with hundreds of legs and a snapping mandible.

AC 10, **HP** 3, **ATK** 1: bite (1d4), **MV** *near* (burrowing), **S** +1, **D** +1, **C** +0, **I** -1, **W** -1, **Ch** +0, **AL** C, **LV** 1

Poison. On a successful bite, deals 1d4 poison damage to victim (CON check vs DC 9 eliminates half).

Sand Burrower. Can breathe and move normally through sand.

Cobra, Giant

A thick, muscular, black snake with prominent hood around the head.

AC 14 (natural), **HP** 24, **ATK** 1: bite (1d6), **MV** *near* (*far* in loose sand), **S** +2, **D** +2, **C** +0, **I** -1, **W** -1, **Ch** +0, **AL** C, **LV** 6

Deadly Poison. CON check vs DC 15 or take 1d6 damage per round for 4 rounds.



Corpse Crawler

A thick mucus-covered worm with blackened mandibles and gruesome dagger-like teeth.

AC 12 (natural), **HP** 10, **ATK** 1: bite (1d8), **MV** near (burrowing), **S** +3, **D** +1, **C** +0, **I** -2, **W** -2, **Ch** -1, **AL** C, **LV** 3

Blood Disease. On a successful bite, transfers a blood disease to the victim (CON check vs DC 9 to prevent). The disease causes 1 point of damage per day for 2d6 days. Once a blood disease is transmitted, further attacks deal only damage.

Constrictor, Giant

A thick, muscular, black and green snake with bright yellow eyes.

AC 14 (natural), **HP** 24, **ATK** 1: bite (1d6), **MV** near (far in water), **S** +2, **D** +2, **C** +0, **I** -1, **W** -1, **Ch** +0, **AL** N, **LV** 6

Constrict. On a successful attack, attaches to victim and constricts for 1d8 crushing damage per round (including the 1st). The victim can only be freed by death of the snake or morale failure.

Crabfolk

A humanoid with an aquamarine carapace and pincer-like hands.

AC 11, **HP** 4, **ATK** 1: spear (1d6), **MV** near, **S** +0, **D** +1, **C** +1, **I** +0, **W** +0, **Ch** +0, **AL** N, **LV** 1

Hardened. Takes half damage from non-bludgeoning weapons.

Sand Burrower. Can breathe and move normally through sand.

Crab, Giant

A huge shimmering blue crab with snapping pincers.

AC 16 (natural), **HP** 32, **ATK** 2: claws (1d6), **MV** *near* (burrowing), **S** +2, **D** +2, **C** +1, **I** -2, **W** -2, **Ch** +1, **AL** C, **LV** 8

Crush. If both claw attacks are successful against the same target, they take an extra 2d6 damage.

Hardened. Takes half damage from non-bludgeoning weapons.

Sand Burrower. Can breathe and move normally through sand.

Crypt Knight

A heavily armored skeleton with red pinpoints of light in its eyes.

AC 15 (bone plate), **HP** 22, **ATK** 1: shortsword (1d6), shortbow (*far*, 1d4), **MV** *near*, **S** +2, **D** +1, **C** +2, **I** -2, **W** +0, **Ch** -1, **AL** C, **LV** 4

Hardened. Takes half damage from non-bludgeoning weapons.

Undead. Immune to morale checks.

Cyclops

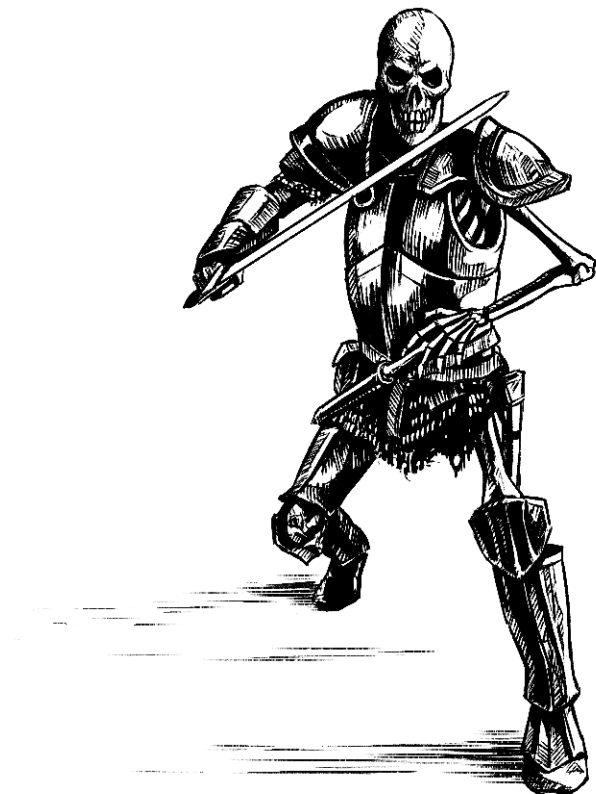
A massive, hulking brute with a single hate-filled eye.

AC 12, **HP** 48, **ATK** 2: greatclub (2d6), **MV** *near*, **S** +4, **D** +2, **C** +3, **I** +0, **W** -1, **Ch** -1, **AL** C, **LV** 8

Boulder Throw. Can throw large rocks up to double *near* distance, dealing 2d6 damage on hit and 1d6 damage to anyone standing within *close* range of the target.

Dreadful Gaze. Can choose a single target (in addition to their attacks) that must make a CHA check vs DC 15 or flee for 3 rounds.

Stride. Can walk through up to six feet deep sands at normal speed.



Dark Tentacles

A twisted mass of writhing black tentacles that whip back and forth through the air.

AC 13 (natural), **HP** 21, **ATK** 2: slam (1d6), **MV** near (burrowing), **S** -1, **D** +1, **C** +0, **I** -2, **W** +2, **Ch** -3, **AL** C, **LV** 6

Blindsense. Can act as if it can see perfectly in all environments.

Parasitic Touch. Deals 1d4 extra damage per hit. Gains the amount of damage dealt back in HP.

Plunge. If an attack is successful, will firmly grasp the enemy (treat them as incapacitated). If they use their next turn to descend beneath the sand, the target can potentially be drowned.



Death Hulk

A huge lumbering zombie-like creature with decaying flesh.

AC 11 (natural), **HP** 24, **ATK** 2: greatclub (2d6), **MV** near, **S** +4, **D** -1, **C** +2, **I** -2, **W** -2, **Ch** -2, **AL** C, **LV** 6

Bellow. Can forgo their attack to make a horrible scream that forces anyone living creature that hears it to make a CHA check vs DC 12 or flee for 3 rounds.

Deformed

A hideous humanoid in tattered clothing and holding a club.

AC 9, **HP** 3, **ATK** 1: club (1d4), **MV** near, **S** +0, **D** -1, **C** +0, **I** -1, **W** +0, **Ch** -1, **AL** C, **LV** 1

Demon

A crimson-skinned humanoid with a grotesque horned head, sweeping leathery wings, and a long barbed tail.

AC 18 (natural), **HP** 100, **ATK** 2: claws (2d6), bite (2d8), **MV** far (flight), **S** +4, **D** +4, **C** +1, **I** +1, **W** +1, **Ch** +0, **AL** N, **LV** 15

Abyssal Ward. Demons can only be damaged by magical weapons and have immunity to all spells of 3rd level or lower.

Dingo

A large canine with a tan pelt and bright brown eyes.

AC 12, **HP** 10, **ATK** 1: bite (1d6), **MV** double *near*, **S** +2, **D** +2, **C** +1, **I** -2, **W** +1, **Ch** +0, **AL** C, **LV** 2

Pack Hunter. Deals +1 damage while an ally is close.

Drain Fly

A small insect with fluttering wings and a long red proboscis.

AC 9, **HP** 2, **ATK** 1: bite (1d2), **MV** *near* (flight), **S** -1, **D** -1, **C** +0, **I** +2, **W** +2, **Ch** +1, **AL** C, **LV** 0

Magic Drain. On a successful bite against a magic-user, steals the ability to cast a random Tier 1 spell from the target. Starting in the round following the drain, it can cast this spell with *advantage*.

Power Drain. On a successful bite against a psionist, steals the ability to use a random Tier 1 power from the target. Starting in the round following the drain, it can use this power with *advantage*.



Dragon, Black

A colossal black giant lizard with huge leathery wings and a gaping maw lined with razor sharp teeth.

AC 18, **HP** 105, **ATK** 3: bite (2d8), claws (2d6), tail (2d4) **MV** double *near* (flight), **S** +5, **D** +3, **C** +4, **I** +5, **W** +3, **Ch** +3, **AL** C, **LV** 14

Acid Breath. Can forgo a bite attack to create a *near* length cone of acidic fog that deals 3d6 damage to anyone in the area. A CON check vs DC 12 reduces the damage by half.

Charm Humanoid (INT spell).

Can forgo an action to magically beguile a humanoid of LV 3 or less within *near* range (as per the arcane spell **Charm Person**).

Dive. On their first attack as they dive down from above, deals an extra 1d6 damage if a hit.

Grasp. On a successful claw attack, can choose to firmly grasp the enemy in their claws (treat them as incapacitated). If they use their next turn to take flight, they can then drop the victim from a height.

Polymorph. Can assume the form of a swarthy human or a 20-foot-long black snake at will. It takes 3 rounds to complete the transformation, during which it cannot take actions.

Dragon, Blue

A colossal deep blue-skinned giant lizard with huge leathery wings and a gaping maw lined with razor sharp teeth.

AC 18, **HP** 105, **ATK** 3: bite (2d8), claws (2d6), tail (2d4) **MV** double near (flight), **S** +5, **D** +3, **C** +4, **I** +5, **W** +3, **Ch** +3, **AL** C, **LV** 14

Dive. On their first attack as they dive down from above, deals an extra 1d6 damage if a hit.

Grasp. On a successful claw attack, can choose to firmly grasp the enemy in their claws (treat them as incapacitated). If they use their next turn to take flight, they can then drop the victim from a height.

Lightning Breath. Can forgo a bite attack to create a *near* length cone of lightning that deals 2d6 damage to anyone in the area. Affected targets are stunned for 3 rounds. A CON check vs DC 12 reduces the damage by half and prevents stun.

Mirage (INT spell). Can forgo an action to create a compelling illusion up to *near* radius in size (as per the arcane spell **Dreamscape**).

Polymorph. Can assume the form of a tanned human or a large blue condor at will. It takes 3 rounds to complete the transformation, during which it cannot take actions.

Dragon, Shade

A colossal smoke grey giant lizard with huge leathery wings and a gaping maw lined with razor sharp teeth. Black smoke curls up from its mouth and nostrils.

AC 18, **HP** 105, **ATK** 3: bite (2d8), claws (2d6), tail (2d4) **MV** double near (flight), **S** +5, **D** +3, **C** +4, **I** +5, **W** +3, **Ch** +3, **AL** C, **LV** 14

Blindsense. Can act as if it can see perfectly in all environments.

Dive. On their first attack as they dive down from above, deals an extra 1d6 damage if a hit.

Grasp. On a successful claw attack, can choose to firmly grasp the enemy in their claws (treat them as incapacitated). If they use their next turn to take flight, they can then drop the victim from a height.

Polymorph. Can assume the form of a sunburnt human or a smoky gaseous form at will. It takes 3 rounds to complete the transformation, during which it cannot take actions.

Smoke Breath. Can forgo a bite attack to create a double *near* radius of thick smoke that billows out around it. Anyone inside the cloud must make a CON check vs DC 15 each round or be disoriented (no actions + all attacks made against them have *advantage*).

Dragon, White

A colossal icy white giant lizard with huge leathery wings and a gaping maw lined with razor sharp teeth.

AC 18, **HP** 105, **ATK** 3: bite (2d8), claws (2d6), tail (2d4) **MV** double near (flight), **S** +5, **D** +3, **C** +4, **I** +5, **W** +3, **Ch** +3, **AL** C, **LV** 14

Dive. On their first attack as they dive down from above, deals an extra 1d6 damage if a hit.

Frost Breath. Can forgo a bite attack to create a *near* length cone of icy cold that deals 2d6 damage to anyone that breathes it. Affected targets are frozen for 3 rounds. A CON check vs DC 12 reduces the damage by half and prevents stun.

Grasp. On a successful claw attack, can choose to firmly grasp the enemy in their claws (treat them as incapacitated). If they use their next turn to take flight, they can then drop the victim from a height.

Polymorph. Can assume the form of a gaunt human or a 20-foot-long frost worm at will. It takes 3 rounds to complete the transformation, during which it cannot take actions.

Ice Block (INT spell). Can forgo an action to encase a humanoid target in a block of solid ice using its breath. They are incapacitated until an ally can melt the ice.

Dragonne

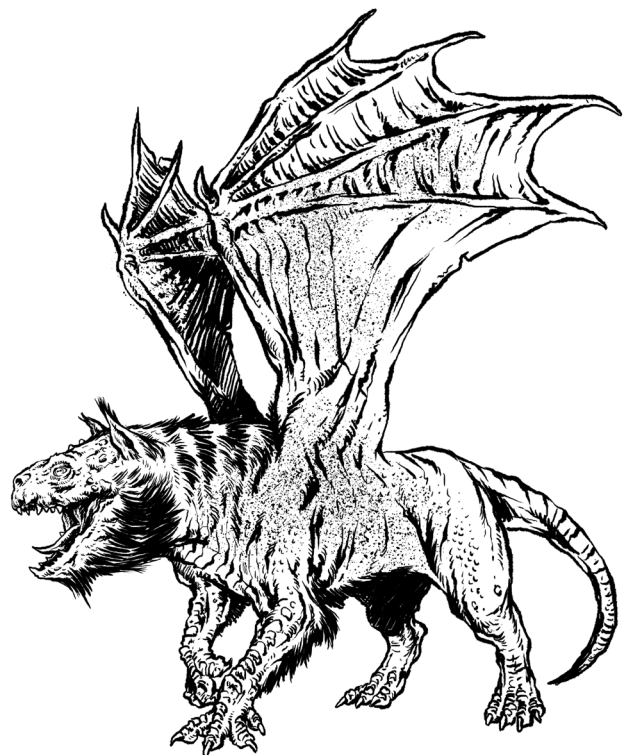
A great cat with the head of a lion, golden scaled skin, thin leathery wings, and a long swirling tail.

AC 16 (natural), **HP** 60, **ATK** 2: claws (1d6), **MV** far, **S** +3, **D** +3, **C** +1, **I** +2, **W** +2, **Ch** +2, **AL** C, **LV** 7

Fire Breath. Can forgo an attack to deal 3d6 damage to a target at *close* range. A CON check vs DC 12 reduces the damage by half.

Dive. On their first attack as they dive down from above, deals an extra 1d6 damage if a hit.

Grasp. On a successful claw attack, can choose to firmly grasp the enemy in their claws (treat them as incapacitated). If they use their next turn to take flight, they can then drop the victim from a height.



Drake

A large shimmering red wingless four-legged dragon.

AC 18 (natural), **HP** 80, **ATK** 2: claws (2d6), **MV** *far*, **S** +4, **D** +4, **C** +1, **I** +2, **W** +2, **Ch** +1, **AL** C, **LV** 10

Fire Breath. Can forgo an attack to deal 3d6 damage to a target at *close range*. A CON check vs DC 12 reduces the damage by half.

Jump: Can use its move action to leap up to *near* distance.



Dread Knight

A heavily armored skeleton with bright red eyes that glimmer and light up the darkness.

AC 15 (bone plate), **HP** 32, **ATK** 1: shortsword (1d6), shortbow (*far*, 1d4), **MV** *near*, **S** +2, **D** +1, **C** +2, **I** -2, **W** +0, **Ch** -1, **AL** C, **LV** 7

Dreadful Gaze. Can choose a single target (in addition to their attacks) that must make a CHA check vs DC 15 or flee for 3 rounds.

Hardened. Takes half damage from non-bludgeoning weapons.

Undead. Immune to morale checks.

Dune Runner

A human-sized flightless bird with white feathers and reddish beak.

AC 14 (natural), **HP** 10, **ATK** 1: bite (1d6), **MV** *near*, **S** +1, **D** +3, **C** +0, **I** -2, **W** -2, **Ch** +1, **AL** C, **LV** 3

Charge. Can move double *near* distance in a straight line and make a single attack, dealing double damage. This ability cannot be used if any enemy is within *close* distance.

Dwarf

A tough stout humanoid with a thick beard, wearing scale mail.

AC 15 (scale mail + round shield), **HP** 12, **ATK** 1: greataxe (1d8/1d10), **MV** *near*, **S** +1, **D** +1, **C** +1, **I** +0, **W** +0, **Ch** -1, **AL** L, **LV** 2

Eagle, Giant

A huge eagle with brilliant golden feathers and blood red claws.

AC 15 (natural), **HP** 27, **ATK** 2: bite (1d6), claws (1d8), **MV** near (flight), **S** +3, **D** +4, **C** +1, **I** -2, **W** -2, **Ch** +1, **AL** C, **LV** 6

Crush. If both claw attacks are successful against the same target, they take an extra 2d6 damage.

Dive. On their first attack as they dive down from above, deals an extra 1d6 damage if a hit.

Grasp. On a successful claw attack, can choose to firmly grasp the enemy in their claws (treat them as incapacitated). If they use their next turn to take flight, they can then drop the victim from a height.



Elemental, Ash

A swirling humanoid-sized cloud of ash and smoke.

AC 15 (natural), **HP** 26, **ATK** 1: strike (1d8), **MV** near, **S** +2, **D** +2, **C** +2, **I** -2, **W** -2, **Ch** -2, **AL** C, **LV** 5

Ash Cloud. Anyone within close distance must make a CON check vs DC 15 each round or be disoriented (no actions + all attacks made against them have advantage).

Elemental, Earth

A lumbering humanoid-shaped mass of rock and earth.

AC 18 (natural), **HP** 40, **ATK** 1: strike (2d8), **MV** near, **S** +2, **D** +2, **C** +2, **I** -2, **W** -2, **Ch** -2, **AL** C, **LV** 8

Boulder Throw. Can throw large rocks up to double near distance, dealing 2d6 damage on hit and 1d6 damage to anyone standing within close range of the target.

Hardened. Takes half damage from non-bludgeoning weapons.

Elemental, Fire

A bright mass of flames in the shape of a humanoid.

AC 18 (natural), **HP** 60, **ATK** 2: strike (2d6), **MV** near, **S** +1, **D** +2, **C** +2, **I** -2, **W** -2, **Ch** -2, **AL** C, **LV** 12

Ignite. Any hit causes the target to ignite in flames, dealing 1d4 damage on the following round.

Ettin

A large foul smelling ogre-sized brute with two angry heads.

AC 15 (banded mail), **HP** 32, **ATK** 1: greatclub (2d6), **MV** near, **S** +4, **D** +2, **C** +2, **I** +1, **W** +0, **Ch** -1, **AL** N, **LV** 7

Stride. Can walk through up to six feet deep sands at normal speed.

Elf

A tall humanoid with tanned skin and flowing hair, wearing scale mail and carrying a bow.

AC 16 (scale mail + round shield), **HP** 7, **ATK** 1: longsword (1d8), composite bow (*far*, 1d6), **MV** near, **S** +1, **D** +2, **C** +0, **I** +1, **W** +1, **Ch** +0, **AL** L, **LV** 2

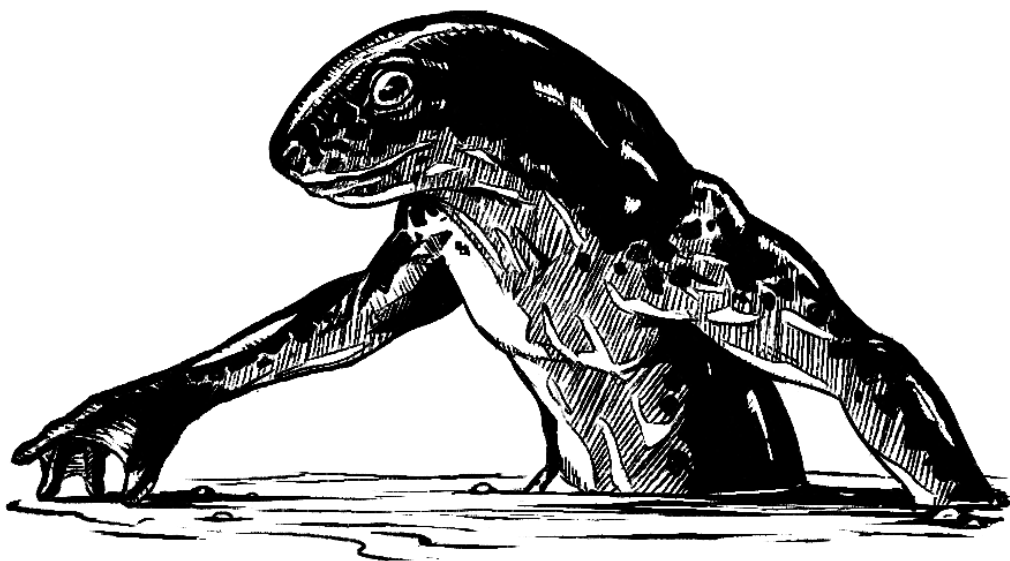
Quick. Gains a +2 bonus to all initiative checks.

Fire Newt

A black salamander humanoid with steam wafting off its skin.

AC 12 (natural), **HP** 12, **ATK** 1: strike (1d6), **MV** near, **S** +1, **D** +1, **C** +1, **I** -1, **W** -2, **Ch** -2, **AL** C, **LV** 3

Fire Breath. Can forgo an attack to deal 3d6 damage to a target at close range. A CON check vs DC 12 reduces the damage by half.



Frog, Giant

A large wart-covered greenish brown frog with sinister gold eyes.

AC 10, **HP** 6, **ATK** 1: arm swipe (1d4), **MV** near (swimming), **S** +0, **D** +0, **C** +0, **I** -1, **W** -1, **Ch** +0, **AL** C, **LV** 2

Jump. Can use its move action to leap up to *near* distance.

Snatch. Can forgo an attack to use its tongue to grab a humanoid or smaller target up to *near* distance away. The target can make a DEX check vs DC 15 to attempt a dodge. Grabbed targets are incapacitated and pulled into the stomach where they automatically take 1d6 acid damage per round.



Gargoyle

A dark grey statue-like humanoid.

AC 15 (natural), **HP** 14, **ATK** 1: slam (1d6), **MV** near, **S** +2, **D** +1, **C** +1, **I** -2, **W** -2, **Ch** -2, **AL** C, **LV** 4

Hardened. Takes half damage from non-bludgeoning weapons.

Fungi, Giant

A human-sized red and black mushroom cap with a thick stalk.

AC 12 (natural), **HP** 10, **ATK** 1: spikes (*near*, 1d4), **MV** close, **S** -3, **D** -3, **C** +1, **I** -3, **W** -3, **Ch** -3, **AL** C, **LV** 3

Spore Cloud. Constantly releasing small amounts of mold spores that fill the air out to double *near* distance (unless there is wind). Anyone who breathes in these spores gets no HP recovery from their next rest.

Ghost

A barely visible transparent form.

AC 9, **HP** 3, **ATK** 1: chill touch (1d6), **MV** near (flight), **S** +0, **D** -1, **C** +0, **I** -1, **W** +0, **Ch** -1, **AL** C, **LV** 1

Incorporeal. Can move through walls and floors.

Invulnerable. Only damaged by magical weapons and spells.

Parasitic Touch. Deals 1d4 extra damage per hit. Gains the amount of damage dealt back in HP.

Undead. Immune to morale checks.

Ghoul

A squat growling humanoid shuffling around on all fours.

AC 13, **HP** 7, **ATK** 2: bite (1d6), claws (1d6), **MV** near, **S** +1, **D** +1, **C** +0, **I** -1, **W** +1, **Ch** +0, **AL** C, **LV** 2

Consume Dead. Can recover 1d4 hit points by consuming a humanoid corpse. This takes 3 rounds to complete.

Paralysis. On a successful claw hit, causes paralysis for 3 rounds (WIS check vs DC 15 to resist).

Undead. Immune to morale checks.



Giant, Fire

A giant man with deep reddish-brown skin and bright orange hair.

AC 18 (banded mail + kite shield), **HP** 76, **ATK** 2: greatclub (2d6), **MV** near, **S** +6, **D** +2, **C** +3, **I** +1, **W** +0, **Ch** -1, **AL** N, **LV** 12

Boulder Throw. Can throw large rocks up to double *near* distance, dealing 2d6 damage on hit and 1d6 damage to anyone standing within *close* range of the target.

Fire Immunity. Takes zero damage from fire or heat (both magical and natural sources).

Frost Vulnerability. Takes double damage from ice, frost, or freezing (both magical and natural sources).

Stride. Can walk through up to six feet deep sands at normal speed.

Giant, Frost

A giant man with light blue skin and brilliant white hair.

AC 18 (banded mail + kite shield), **HP** 76, **ATK** 2: greatclub (2d6), **MV** near, **S** +6, **D** +2, **C** +3, **I** +1, **W** +0, **Ch** -1, **AL** N, **LV** 12

Boulder Throw. Can throw large rocks up to double *near* distance, dealing 2d6 damage on hit and 1d6 damage to anyone standing within *close* range of the target.

Frost Immunity. Takes zero damage from ice, frost, or freezing (both magical and natural sources).

Fire Vulnerability. Takes double damage from fire (both magical and natural sources).

Stride. Can walk through up to six feet deep sands at normal speed.

Giant, Hill

A giant man with tanned skin and dark brown hair.

AC 18 (banded mail + kite shield), **HP** 60, **ATK** 2: greatclub (2d6), **MV** near, **S** +6, **D** +2, **C** +3, **I** +1, **W** +0, **Ch** -1, **AL** N, **LV** 9

Stride. Can walk through up to six feet deep sands at normal speed.

Giant, Stone

A giant man with dark grey skin and wispy white hair.

AC 20 (banded mail + kite shield), **HP** 63, **ATK** 2: greatclub (2d6), **MV** near, **S** +6, **D** +2, **C** +3, **I** +1, **W** +0, **Ch** -1, **AL** N, **LV** 10

Boulder Throw. Can throw large rocks up to double *near* distance, dealing 2d6 damage on hit and 1d6 damage to anyone standing within *close* range of the target.

Hardened. Takes half damage from non-bludgeoning weapons.

Stride. Can walk through up to six feet deep sands at normal speed.

Gibberling

A hunched over humanoid with a hideously deformed face and grotesque pustules on its body. It is muttering incoherently.

AC 10, **HP** 4, **ATK** 1: club (1d4) **MV** near, **S** +1, **D** +1, **C** +1, **I** -4, **W** -4, **Ch** -1, **AL** C, **LV** 1

Deranged. Constantly jabbering and babbling like an insane person. This forces a *morale* check for any allies or retainers working with the party. Immune to mind-affecting magic or powers.



Gnoll

A large humanoid with spotted yellow and black fur, facial features resembling a hyena.

AC 17 (chainmail + shield), **HP** 24, **ATK** 1: greataxe (1d8/1d10), **MV** near, **S** +3, **D** +2, **C** +1, **I** +0, **W** +2, **Ch** +0, **AL** C, **LV** 4

Goatfolk

A short humanoid with a goat-like horned head, powerful legs, hooves and a tail.

AC 14 (leather + round shield), **HP** 7, **ATK** 1: spear (1d6), shortbow (*far*, 1d4), **MV** near, **S** +1, **D** +1, **C** +0, **I** +1, **W** +2, **Ch** +1, **AL** L, **LV** 2

Jump. Can use its move action to leap up to *near* distance.

Goblin

A short, hairless humanoid with green skin and pointy ears.

AC 11, **HP** 5, **ATK** 1: club (1d4), shortbow (*far*, 1d4), **MV** near, **S** +0, **D** +1, **C** +1, **I** -1, **W** -1, **Ch** -2, **AL** N, **LV** 1

Keen Senses. Can't be surprised.

Golem, Mud

An 8-foot tall humanoid made of thick hardened mud.

AC 14, **HP** 40, **ATK** 2: slam (1d4), **MV** near, **S** +1, **D** +1, **C** +2, **I** -4, **W** -4, **Ch** -4, **AL** C, **LV** 8

Dense. Takes half damage from all normal weapons.

Construct. Immune to morale checks and mental influence.

Golem, Stone

A 10-foot tall humanoid made of gray stone and obsidian shards.

AC 18, **HP** 40, **ATK** 2: slam (1d6),
MV near, **S** +4, **D** +1, **C** +2, **I** -4, **W** -4,
Ch -4, **AL** C, **LV** 8

Invulnerable. Only damaged by magical weapons and spells.

Construct. Immune to morale checks and mental influence.

Griffon

Winged lion with the head of an eagle and razor sharp talon claws.

AC 12, **HP** 19, **ATK** 2: claw (1d10),
MV double near (Flight), **S** +4, **D** +2,
C +1, **I** -3, **W** +1, **Ch** -1, **AL** N, **LV** 4

Grimlock

A tall grey skinned humanoid with empty sunken eye sockets.

AC 13 (natural armor), **HP** 7, **ATK** 1:
greataxe (1d8/1d10), **MV** near, **S** +1, **D** +1,
C +0, **I** -1, **W** +3, **Ch** +1, **AL** C, **LV** 2

Blindsight. Grimlocks cannot see but can find their way around using sound and smell. If deafened, they are treated as if blinded.

Keen Smell. Can smell targets out to a *far* distance.



Hag

A wiry half-dressed green-skinned female humanoid with long hair.

AC 13 (natural), **HP** 32, **ATK** 1:
dagger (1d4) **MV** near, **S** +0, **D** +1,
C +0, **I** +2, **W** +2, **Ch** +3, **AL** C, **LV** 9

Charm Humanoid (INT spell).

Can forgo an action to magically beguiles a humanoid of LV 3 or less within *near* range (as per the arcane spell **Charm Person**).

Deranged. Constantly jabbering and babbling like an insane person. This forces a *morale* check for any allies or retainers working with the party. Immune to mind-affecting magic or powers.

Gust of Wind (WIS spell). Can forgo an action to create a powerful blast of wind (as per the nature spell **Gust of Wind**)

Weaken. Successful hits deal an additional 1d4 strength damage (healed by resting while at full HP).

Halfling

A small human-like creature with a wild primitive look.

AC 13, **HP** 4, **ATK** 1: shortsword (1d6)
MV near, **S** +1, **D** +2, **C** +1, **I** +0, **W** +1,
Ch +1, **AL** N, **LV** 1

Disappearing. Can turn invisible for 3 rounds at will. Used to retreat from combat and regroup.

Harpy

A grotesque nude female with large leathery wings.

AC 12 (natural), **HP** 12, **ATK** 1: claws (1d6) **MV** near (flight), **S** +1, **D** +1, **C** +1, **I** +3, **W** +1, **Ch** +1, **AL** C, **LV** 3

Blood Charm. Successful hits force a CHA check vs DC 18 or beguile a humanoid subject (as per the arcane spell **Charm Person**).

Dive. On their first attack as they dive down from above, deals an extra 1d6 damage if a hit.

Siren Call. Can forgo an attack to scream loudly, forcing any humanoid that hears it to make a CHA check vs DC 12. Anyone who fails the check must make their full move closer each round for 1d4 rounds. They can still take actions, but they are compelled to approach the harpy.

Hawkfolk

Winged humanoid with blonde hair and clean leather armor.

AC 13 (leather + round shield), **HP** 4, **ATK** 1: club (1d4), **MV** near, **S** +1, **D** +0, **C** +0, **I** -1, **W** +0, **Ch** -1, **AL** N, **LV** 1

Hover. This creature can float about two feet off the ground and move up to a *near* distance. Once performed, they cannot use this ability again until resting.

Hobgoblin

A sturdy, tall goblin with russet skin. Militant and strategic.

AC 14 (scale mail + round shield), **HP** 10, **ATK** 1: longsword (1d8), composite bow (*far*, 1d6), **MV** near, **S** +3, **D** +0, **C** +1, **I** +2, **W** +1, **Ch** +1, **AL** N, **LV** 2

Phalanx. +1 to attacks and AC when in close range of an allied hobgoblin.

Human

A battered human in tattered leathers and a hooded cloak.

AC 13 (leather + round shield), **HP** 4, **ATK** 1: spear (1d6), **MV** near, **S** +1, **D** +0, **C** +0, **I** -1, **W** +0, **Ch** -1, **AL** N, **LV** 1

Hyena

A large feline with a spotted tan pelt and short distinctive ears.

AC 12, **HP** 10, **ATK** 1: bite (1d6), **MV** double near, **S** +2, **D** +2, **C** +1, **I** -2, **W** +1, **Ch** +0, **AL** C, **LV** 2

Shake. After a successful bite, can violently shake the victim as a free action (1d6 additional damage), then throw them up to near distance away.

Insect, Giant

A towering wingless insect with large multi-faceted eyes.

AC 11, **HP** 19, **ATK** 2: slam (1d4), **MV** double near (vertical), **S** +3, **D** +0, **C** +1, **I** -2, **W** +0, **Ch** -2, **AL** N, **LV** 4

Push. Can forgo an attack to knock an opponent aside with its long appendages. If they fail an opposed STR check, the opponent is thrown a near distance away and takes 1d6 falling damage.

Imp

A squat devilish humanoid with leathery wings and a swishing tail.

AC 11 (natural), **HP** 3, **ATK** 1: claws (1d4) **MV** near (flight), **S** +0, **D** +0, **C** +0, **I** +0, **W** +1, **Ch** +1, **AL** C, **LV** 1

Jackalwere

A formidable dog-faced humanoid with a crazed look in its eyes.

AC 15 (natural), **HP** 22, **ATK** 2: claws (1d6), bite (1d8), **MV** double near, **S** +2, **D** +2, **C** +1, **I** -3, **W** -3, **Ch** -4, **AL** C, **LV** 4

Impervious. Only damaged by silver or magic sources.

Lycanthropy. If a target takes 12 or more damage from the same wolwere, it contracts lycanthropy.

Shake. After a successful bite, can violently shake the victim as a free action (1d6 additional damage), then throw them up to near distance away.



Kobold

A puny, scaly-skinned coyote-faced lizard humanoid.

AC 13 (leather), **HP** 1, **ATK** 1: spear (1d6), **MV** near, **S** -2, **D** +2, **C** +0, **I** -1, **W** +0, **Ch** -1, **AL** C, **LV** 0

Dodge. The first successful attack on this creature misses instead.

Lamia

A female humanoid with the lower torso of a giant snake.

AC 16 (natural), **HP** 32, **ATK** 1: spear (1d6), **MV** near, **S** +1, **D** +1, **C** +0, **I** +2, **W** +1, **Ch** +1, **AL** C, **LV** 9

Chameleon. Can change its skin tones to enhance camouflage. Rolls to detect this creature must be made at *disadvantage*.

Constrict. On a successful attack, attaches to victim and constricts for 1d8 crushing damage per round (including the 1st). The victim can only be freed by death of the lamia or morale failure.

Overwhelm (INT spell). Can forgo an action to cast a spell that deals 2d4 wisdom damage (healed by resting while at full HP). If wisdom is reduced to zero, target falls unconscious for 1d4 days.

Lizard, Giant

A giant four-legged green lizard with a long spiky tail.

AC 14 (natural), **HP** 22, **ATK** 2: claws (1d6), bite (1d8), **MV** double near, **S** +3, **D** +1, **C** +1, **I** -3, **W** -3, **Ch** -1, **AL** N, **LV** 4

Shake. After a successful bite, can violently shake the victim as a free action (1d6 additional damage), then throw them up to *near* distance away.

Diver. This creature can breathe from the tiny bubbles of air that hide under the sand. However, they must return to the surface at least once per hour to breathe deep.



Lizard, Rock

A giant four-legged mottled grey lizard with a long spiky tail.

AC 16 (natural), **HP** 30, **ATK** 2: claws (1d6), bite (1d8), **MV** *double near*, **S** +3, **D** +1, **C** +1, **I** -3, **W** -3, **Ch** -1, **AL** N, **LV** 6

Ambush. Hits during the surprise round deal an extra 1d6 damage.

Chameleon. Can change its skin tones to enhance camouflage. Rolls to detect this creature must be made at *disadvantage*.

Hardened. Takes half damage from non-bludgeoning weapons.

Shake. After a successful bite, can violently shake the victim as a free action (1d6 additional damage), then throw them up to *near* distance away.

Lizardfolk

A tan-skinned lizard humanoid in dark brown brigandine armor and a bone helm.

AC 15 (brigandine + round shield), **HP** 5, **ATK** 1: longsword (1d8), shortbow (*far*, 1d4) **MV** *near*, **S** +1, **D** +1, **C** +1, **I** -1, **W** +0, **Ch** -1, **AL** N, **LV** 1

Diver. This creature can breathe from the tiny bubbles of air that hide under the sand. However, they must return to the surface at least once per hour to breathe deep.

Manticore

A great cat with the head of a bearded man, spotted yellow skin, thin leathery wings, and a long barbed tail.

AC 16 (natural), **HP** 68, **ATK** 2: claws (1d6), tail spike (*far*, 2d6), **MV** *far*, **S** +3, **D** +3, **C** +1, **I** +2, **W** +2, **Ch** +2, **AL** C, **LV** 8

Dive. On their first attack as they dive down from above, deals an extra 1d6 damage if a hit.

Grasp. On a successful claw attack, can choose to firmly grasp the enemy in their claws (treat them as incapacitated). If they use their next turn to take flight, they can then drop the victim from a height.

Mantisfolk

A green insect-like humanoid with twitching mandibles and claws at the end of long folding arms.

AC 10, **HP** 4, **ATK** 1: spear (1d6), **MV** *near*, **S** +1, **D** +0, **C** +1, **I** +0, **W** +0, **Ch** +0, **AL** N, **LV** 1

Venom. Mantisfolk can make a melee attack with *advantage* to bite an opponent at *close* distance. A hit deals 1d4 damage. They must also make a CON check vs DC 12 or take an additional 1d6 poison damage from mantis venom.

Medusa

A female humanoid with the lower torso of a giant snake and wild hair of smaller writhing snakes.

AC 15 (natural), **HP** 30, **ATK** 1: longsword (1d8), **MV** near, **S** +1, **D** +1, **C** +2, **I** +0, **W** +1, **Ch** +2, **AL** C, **LV** 6

Petrifying Gaze. Anyone within *near* distance must make a WIS check vs DC 15 every round or be permanently turned to stone.



Mephit

A devilish humanoid with leathery wings and a swishing tail.

AC 13 (natural), **HP** 10, **ATK** 1: claws (1d4) **MV** near (flight), **S** +0, **D** +1, **C** +0, **I** +1, **W** +1, **Ch** +1, **AL** C, **LV** 3

Elemental Breath. Can forgo an attack to deal 3d6 damage (of any elemental type; fire, lightning, frost, etc.) to a target at *close* range. A CON check vs DC 12 reduces the damage by half.

Minotaur

A muscular humanoid with a bull head and large prominent horns.

AC 13 (natural), **HP** 26, **ATK** 1: greataxe (1d8/1d10), **MV** near, **S** +3, **D** +1, **C** +1, **I** +1, **W** -1, **Ch** -1, **AL** N, **LV** 6

Ambush. Hits during the surprise round deal an extra 1d6 damage.

Bellow. Can forgo their attack to make a horrible scream that forces anyone living creature that hears it to make a CHA check vs DC 12 or flee for 3 rounds.

Charge. Can move double *near* distance in a straight line and make a single attack, dealing double damage. This ability cannot be used if any enemy is within *close* distance.

Mummy

A dusty humanoid wrapped in strips of tattered white cloth.

AC 16 (natural), **HP** 44, **ATK** 2: claws (1d8), **MV** near, **S** +2, **D** +2, **C** +2, **I** -3, **W** -1, **Ch** -2, **AL** C, **LV** 8

Dreadful Gaze. Can choose a single target (in addition to their attacks) that must make a CHA check vs DC 15 or flee for 3 rounds.

Mummy Rot. Mummies can make a melee attack with *advantage* to bite an opponent at *close* distance. A hit infects the victim with a magical disease that deals 1 CON damage per day until the victim is dead. It can only be stopped by **Remove Curse**.

Undead. Immune to morale checks.

Mud Fiend

A bubbling pile of mud that rises up into a humanoid form.

AC 9, **HP** 20, **ATK** 2: slam (1d6), **MV** near (vertical), **S** +2, **D** -1, **C** +2, **I** -4, **W** -3, **Ch** -4, **AL** C, **LV** 4

Divide. If hit by a bladed weapon, this creature splits into two smaller versions (divide remaining HP between both). It cannot divide if it has less than 4 HP.

Naga

A humanoid with a viper head and the lower torso of a giant snake.

AC 15 (natural), **HP** 40, **ATK** 1: spear (1d6), **MV** near, **S** +1, **D** +2, **C** +0, **I** +1, **W** +1, **Ch** +2, **AL** C, **LV** 12

Chameleon. Can change its skin tones to enhance camouflage. Rolls to detect this creature must be made at *disadvantage*.

Charming Gaze. Anyone within *near* distance must make a WIS check vs DC 15 every round or be beguiled (as per the arcane spell **Charm Person**).

Sand Burrower. Can breathe and move normally through sand.



Necromancer

A human in black robes with red tattoos carved into their face.

AC 12, **HP** 28, **ATK** 1: staff (1d6), **MV** near, **S** +0, **D** +2, **C** +0, **I** +4, **W** +2, **Ch** +1, **AL** L, **LV** 8

Revenant (INT spell). Animates a recently deceased humanoid of LV 3 or less within *close* range. They serve as a faithful ally in combat until destroyed.

Summon Undead (INT spell). 2d4 **Skeletons** emerge from the nearest soft ground (soil, sand, pebbles, etc.) They serve as faithful allies for 5 rounds or until destroyed.

Vampiric Grip (INT spell). Make this check with *advantage*. If successful, the target is grabbed firmly by the necromancer and wracked with pain (treat as incapacitated) for a round. They take 2d6 damage and the necromancer gains the same amount of HP.

Ogre

A massive, russet-skinned brute with tusks and a heavy frame.

AC 9, **HP** 30, **ATK** 2: greatclub (2d6), **MV** near, **S** +4, **D** -1, **C** +3, **I** -2, **W** -2, **Ch** -2, **AL** C, **LV** 6

Ogre Mage

A massive, russet-skinned brute with tusks and a heavy frame. It is covered in blue and purple tattoos.

AC 11, **HP** 40, **ATK** 2: greatclub (2d6), **MV** near, **S** +4, **D** +1, **C** +3, **I** +3, **W** +1, **Ch** -1, **AL** C, **LV** 8

Acid Arrow (INT spell). Conjures a corrosive bolt that hits one foe, dealing 1d6 damage a round. The bolt remains in the target for as long as you focus.

Fireball (INT spell). Deals 3d6 damage to everyone within *near* distance of the chosen target.

Invisibility (INT spell). Turns invisible for 5 rounds.



Orc

A tusked, tall humanoid with gray skin and pointed ears.

AC 14 (scale mail + round shield),
HP 4, **ATK** 1: greataxe (1d8/1d10),
MV *near*, **S** +2, **D** +0, **C** +0, **I** -1, **W** +0,
Ch -1, **AL** C, **LV** 1

Enraged. The first morale failure by this creature succeeds instead.

Charge. Can move double *near* distance in a straight line and make a single attack, dealing double damage. This ability cannot be used if any enemy is within *close* distance.

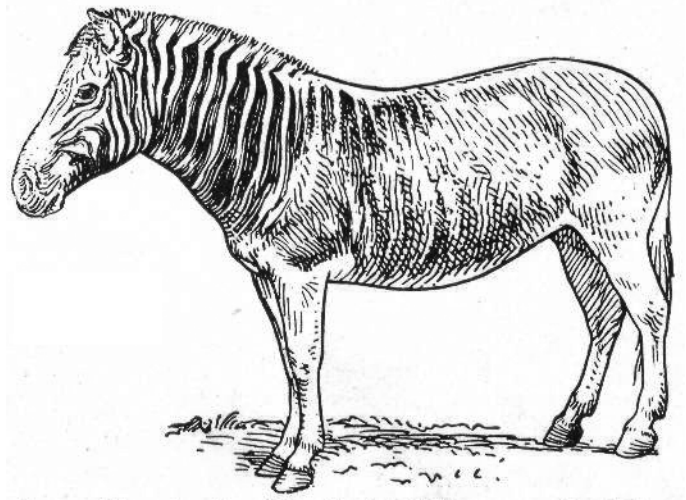
Parched

A yellowed skeleton with swirling clouds of sand around it.

AC 15 (natural), **HP** 26, **ATK** 1: spear (1d8), **MV** double *near*, **S** +3, **D** +1, **C** +2, **I** -2, **W** -2, **Ch** -1, **AL** C, **LV** 5

Undead. Immune to morale checks.

Sand Cloud. Constantly releasing bits of sand that fill the air out to *near* distance (unless there is wind). Anyone who is exposed to this cloud gains **Heatstroke**. If they already have heatstroke, they take 1d4 damage per round of exposure.



Quagga

A brown skinned equine with a striped upper torso.

AC 11, **HP** 12, **ATK** 2: hooves (1d6),
MV double *near*, **S** +2, **D** +1, **C** +1, **I** -2,
W +0, **Ch** -2, **AL** C, **LV** 4

Rat, Giant

A vicious rodent with mangy black fur and long claws.

AC 13 (natural), **HP** 3, **ATK** 2:
 claws (1d4), bite (1d6), **MV** *near*
 (burrowing), **S** +0, **D** +1, **C** +0, **I** +0,
W +1, **Ch** -1, **AL** C, **LV** 1

Dodge. The first successful attack on this creature misses instead.

Enraged. The first morale failure by this creature succeeds instead.

Keen Smell. Can smell targets out to a *far* distance.

Rock Dryad

A coy, grey-skinned fey covered in rocky plates. It bonds with and protects a cave ecosystem.

AC 13 (natural), **HP** 19, **ATK** 1: staff (1d4), **MV** near, **S** -1, **D** +2, **C** +1, **I** +1, **W** +3, **Ch** +4, **AL** N, **LV** 4

Charm Humanoid (WIS spell).

Can forgo an action to magically beguiles a humanoid of LV 3 or less within *near* range (as per the arcane spell **Charm Person**).

Meld. Can become one with a rock for protection.

Rock Slide (WIS spell). Can forgo an action to trigger a rock slide or falling rocks from a nearby source. Anyone caught in the slide takes 2d6 damage.

Russet Elk

A towering dark brown ruminant with large, spiked antlers.

AC 12 (natural), **HP** 19, **ATK** 2: antlers (1d6), **MV** double near, **S** +3, **D** +1, **C** +3, **I** -2, **W** +0, **Ch** -2, **AL** C, **LV** 4

Charge. Can move double *near* distance in a straight line and make a single attack, dealing double damage. This ability cannot be used if any enemy is within *close* distance.

Sand Faerie

A tiny humanoid with butterfly wings zooming around quickly.

AC 17 (natural), **HP** 6, **ATK** 1: dagger (1d4), **MV** near (flight), **S** -2, **D** +3, **C** +0, **I** +0, **W** +2, **Ch** -1, **AL** N, **LV** 2

Dazzling Cloud (WIS spell). Fills the faerie's sand cloud (see below) with sparkling sand. Anyone within the cloud must make a WIS check vs DC 15 every round or be beguiled (as per the arcane spell **Charm Person**).

Sand Cloud. Constantly releasing bits of sand that fill the air out to *near* distance (unless there is wind). Anyone who is exposed to this cloud gains **Heatstroke**. If they already have heatstroke, they take 1d4 damage per round of exposure.



Sand Mole

A vicious little star-faced rodent with yellow-brown fur.

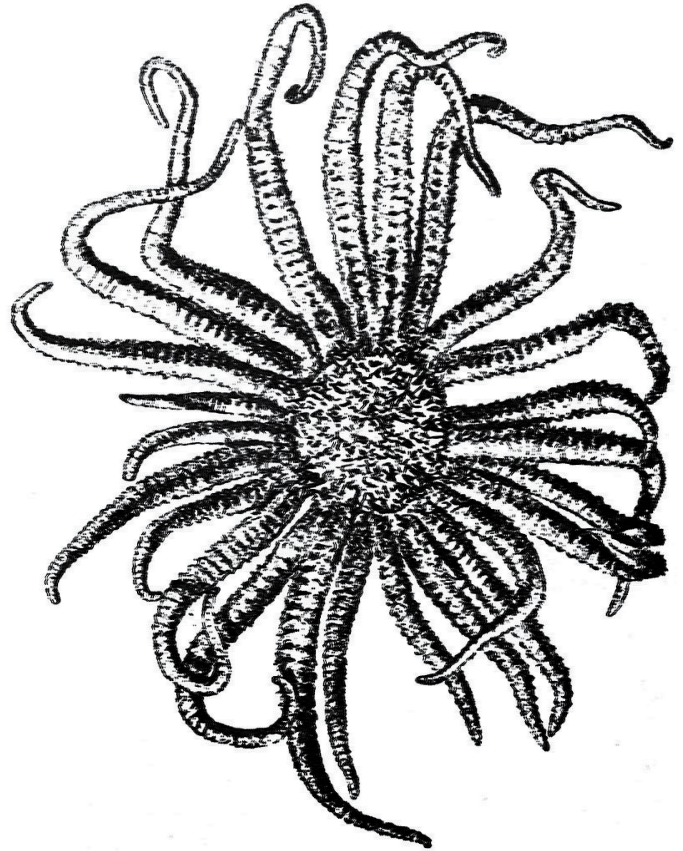
AC 12 (natural), **HP** 1, **ATK** 1: bite (1d3), **MV** near (burrowing), **S** -2, **D** +2, **C** +0, **I** +1, **W** +2, **Ch** -3, **AL** C, **LV** 0

Blindsense. Can act as if it can see perfectly in all environments.

Debilitating Poison. CON check vs DC 12 or paralyzed 1d4 hours.

Dodge. The first successful attack on this creature misses instead.

Sand Burrower. Can breathe and move normally through sand.



Sand Nymph

A beautiful female humanoid in flowing desert robes.

AC 12 (natural), **HP** 13, **ATK** 1: strike (1d4), **MV** near, **S** -1, **D** +1, **C** +0, **I** +1, **W** +1, **Ch** +4, **AL** N, **LV** 4

Blinding Beauty. Anyone within near distance must make a WIS check vs DC 15 every round or be blinded (forcing *disadvantage* on most actions).

Invisibility (INT spell). Turns invisible for 5 rounds.

Sand Burrower. Can breathe and move normally through sand.

Sand Octopus

A speckled flowing mass that writhes wildly on the ground with tentacles flailing everywhere.

AC 14 (natural), **HP** 28, **ATK** 2: slam (1d6), **MV** near (burrowing), **S** -2, **D** +2, **C** +0, **I** -2, **W** +2, **Ch** -3, **AL** C, **LV** 8

Chameleon. Can change its skin tones to enhance camouflage. Rolls to detect this creature must be made at *disadvantage*.

Plunge. If an attack is successful, will firmly grasp the enemy (treat them as incapacitated). If they use their next turn to descend beneath the sand, the target can potentially be drowned.

Sand Ray

A floppy flat pancake-like creature with a long, spiked tail.

AC 12 (natural), **HP** 3, **ATK** 1: stinger (1d6), **MV** near (burrowing), **S** -2, **D** +2, **C** +0, **I** +1, **W** +2, **Ch** -3, **AL** C, **LV** 1

Blindsense. Can act as if it can see perfectly in all environments.

Deadly Poison. CON check vs DC 15 or take 1d6 damage per round for 4 rounds.

Sand Burrower. Can breathe and move normally through sand.

Sand Worm, Giant

A massive dark brown worm that bursts forth from the sand.

AC 20 (natural), **HP** 200, **ATK** 1: bite (2d6), **MV** double near (burrowing), **S** +8, **D** +0, **C** +5, **I** -3, **W** -3, **Ch** -3, **AL** C, **LV** 16

Sand Burrower. Can breathe and move normally through sand.

Swallow Whole. A successful attack with consume a humanoid or smaller target. The target can make a DEX check vs DC 18 to attempt a dodge. Victims are incapacitated and pulled into the stomach where they automatically take 2d4 acid damage per round.

Savannah Boar

Ornery wild pig with bristly, russet hair and yellowed tusks.

AC 12 (natural), **HP** 14, **ATK** 2: tusks (1d6), **MV** near, **S** +3, **D** +0, **C** +1, **I** -2, **W** +1, **Ch** -2, **AL** N, **LV** 3

Gore. Deals an extra die of damage if it hits the same target with both tusks.

Savannah Ape

Hooting ape jumping out of the tall savannah grasses.

AC 12, **HP** 10, **ATK** 1: fists (1d6), rock (far, 1d4) **MV** near, **S** +2, **D** +2, **C** +1, **I** -2, **W** +1, **Ch** +0, **AL** N, **LV** 2

Ambush. Hits during the surprise round deal an extra 1d6 damage.

Scorched

A brilliant glowing humanoid that appears to be made of living lava.

AC 16 (natural), **HP** 32, **ATK** 1: touch (1d8), **MV** near, **S** +1, **D** +1, **C** +2, **I** -2, **W** -2, **Ch** -2, **AL** C, **LV** 6

Meld. Can become one with a rock for protection.

Radiant Heat. Anyone within near distance takes 1d4 heat damage per round.

Scorpion, Giant

A giant leathery black scorpion with a prominent tail stinger.

AC 18 (natural), **HP** 60, **ATK** 1: stinger (2d6), **MV** near, **S** +3, **D** +1, **C** +4, **I** +0, **W** +0, **Ch** +0, **AL** C, **LV** 8

Ambush. Hits during the surprise round deal an extra 1d6 damage.

Chameleon. Can change its skin tones to enhance camouflage. Rolls to detect this creature must be made at *disadvantage*.

Hardened. Takes half damage from non-bludgeoning weapons.

Sand Burrower. Can breathe and move normally through sand.

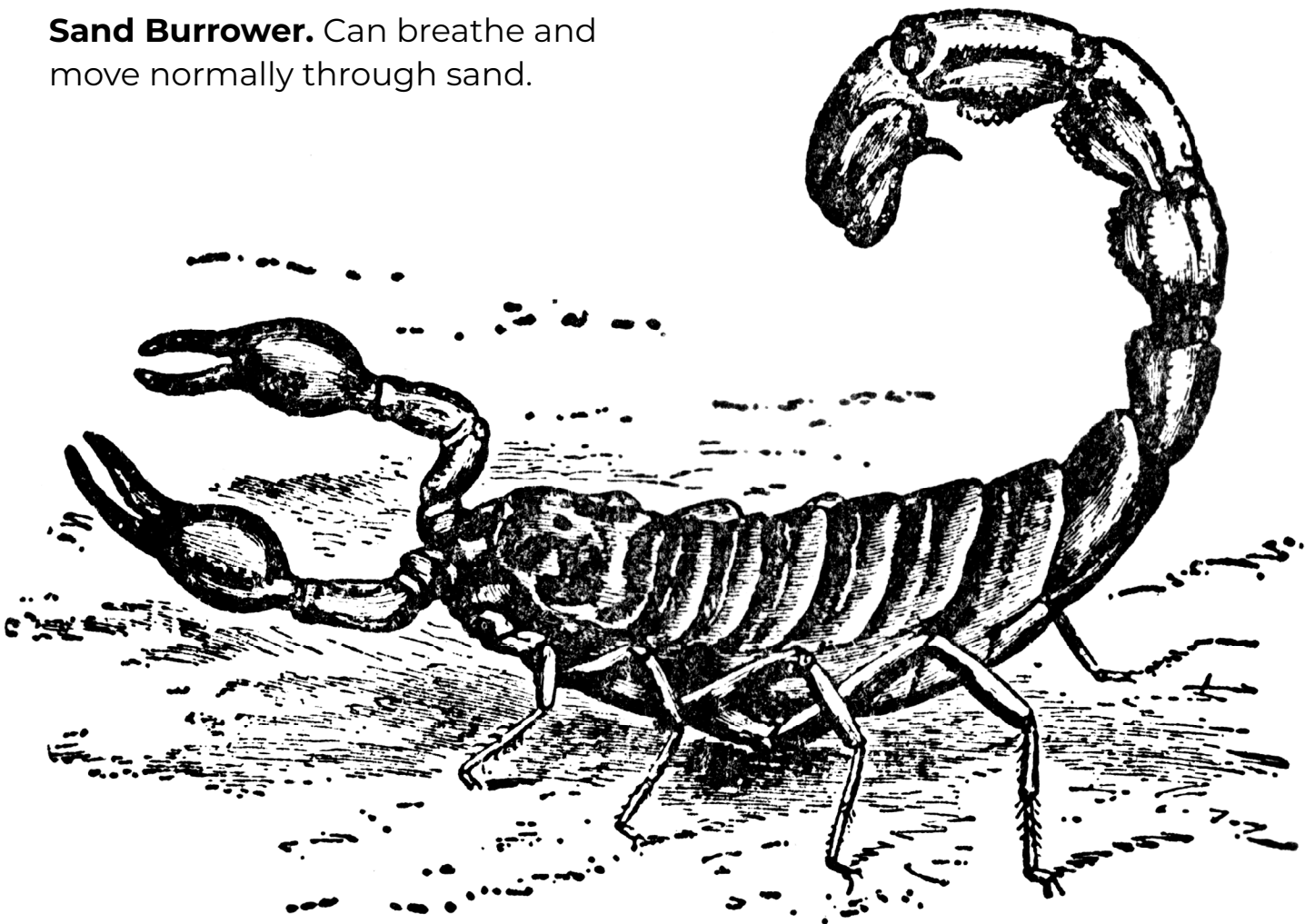
Scorpionfolk

A crimson skinned humanoid with the lower torso of a giant scorpion and a long twitching tail.

AC 12 (natural), **HP** 4, **ATK** 1: spear (1d6), **MV** near, **S** +1, **D** +0, **C** +1, **I** +0, **W** +0, **Ch** +0, **AL** N, **LV** 1

Deadly Poison. CON check vs DC 15 or take 1d6 damage per round for 4 rounds.

Sand Burrower. Can breathe and move normally through sand.



Seafolk

A stark white skinned humanoid with webbed hands and feet.

AC 12 (natural), **HP** 5, **ATK** 1: spear (1d6), **MV** near, **S** +2, **D** +1, **C** +2, **I** +0, **W** +0, **Ch** +1, **AL** C, **LV** 1

Ambush. Hits during the surprise round deal an extra 1d6 damage.

Disappearing. Can turn invisible for 3 rounds at will. Used to retreat from combat and regroup.

Sand Burrower. Can breathe and move normally through sand.



Shade

A barely visible shadowy form.

AC 11, **HP** 12, **ATK** 1: chill touch (1d6), **MV** near, **S** +1, **D** +1, **C** +0, **I** -1, **W** -1, **Ch** -1, **AL** C, **LV** 4

Dreadful Gaze. Can choose a single target (in addition to their attacks) that must make a CHA check vs DC 15 or flee for 3 rounds.

Incorporeal. Can move through walls and floors.

Invulnerable. Only damaged by magical weapons and spells.

Parasitic Touch. Deals 1d4 extra damage per hit. Gains the amount of damage dealt back in HP.

Undead. Immune to morale checks.

Shade Badger

A small tan and black varmint with bloody teeth and terrifying vicious blood-red eyes.

AC 12 (natural), **HP** 1, **ATK** 1: bite (1d3), **MV** near (burrowing), **S** -2, **D** +2, **C** +0, **I** +1, **W** +2, **Ch** -3, **AL** C, **LV** 0

Blindsense. Can act as if it can see perfectly in all environments.

Sand Burrower. Can breathe and move normally through sand.

Smoke. Can forgo a bite attack to create a *close* radius of thick smoke that billows out around it. Anyone inside the cloud must make a CON check vs DC 12 each round or be disoriented (no actions + all attacks made against them have *advantage*).

Shade Ray

A floppy flat pancake-like creature with a long, spiked tail. It appears to be secreting smoke from its skin.

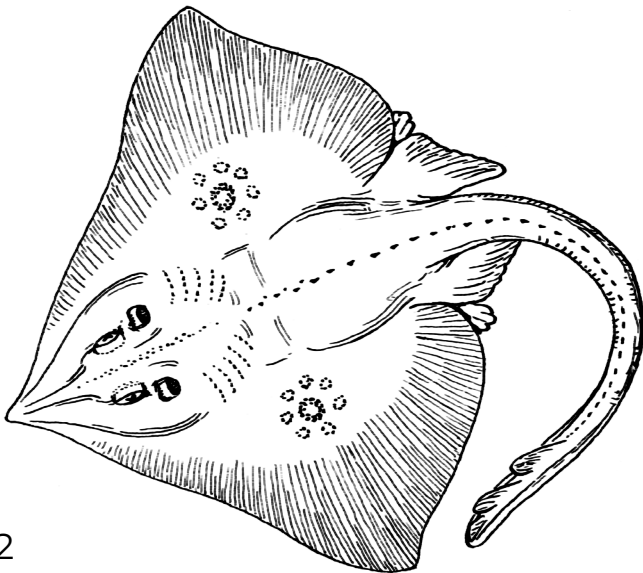
AC 12 (natural), **HP** 6, **ATK** 1: stinger (1d6), **MV** near (burrowing), **S** -2, **D** +2, **C** +0, **I** +1, **W** +2, **Ch** -3, **AL** C, **LV** 2

Blindsense. Can act as if it can see perfectly in all environments.

Hover. This creature can float about two feet off the ground and move up to a *near* distance. Once performed, they cannot use this ability again until resting.

Sand Burrower. Can breathe and move normally through sand.

Smoke. Can forgo a bite attack to create a *close* radius of thick smoke that billows out around it. Anyone inside the cloud must make a CON check vs DC 12 each round or be disoriented (no actions + all attacks made against them have *advantage*).



Shadow Assassin

A barely visible shadowy form.

AC 12, **HP** 28, **ATK** 1: shadow blade (2d6), **MV** near, **S** +1, **D** +2, **C** +0, **I** -2, **W** -2, **Ch** -2, **AL** C, **LV** 4

Incorporeal. Can move through walls and floors.

Invulnerable. Only damaged by magical weapons and spells.

Undead. Immune to morale checks.

Skeletal Magi

A bleach-boned skeleton with red pinpoints of light in its eyes. It wields a glowing bone scepter.

AC 16 (natural), **HP** 42, **ATK** 1: spear (1d8), **MV** double near, **S** +3, **D** +1, **C** +2, **I** -2, **W** -2, **Ch** -1, **AL** C, **LV** 8

Undead. Immune to morale checks.

Hardened. Takes half damage from non-bludgeoning weapons.

Bone Spike (INT spell). Make this check with *advantage*. A bone spike flies through the air to a target and deals 1d6 damage.

Revenant (INT spell). Animates a recently deceased humanoid of LV 3 or less within *close* range. They serve as a faithful ally in combat until destroyed.

Skeleton

A bleach-boned skeleton with red pinpoints of light in its eyes.

AC 12 (scale mail), **HP** 11, **ATK** 1: shortsword (1d6), shortbow (*far*, 1d4), **MV** *near*, **S** +1, **D** +0, **C** +2, **I** -2, **W** +0, **Ch** -1, **AL** C, **LV** 2

Undead. Immune to morale checks.

Hardened. Takes half damage from non-bludgeoning weapons.



Skin Bats

A light brown hairless bat with prominent fangs.

AC 12, **HP** 10, **ATK** 1: bite (1d2), **MV** *near* (flight), **S** -1, **D** +2, **C** +1, **I** +0, **W** +1, **Ch** +0, **AL** C, **LV** 2

Blindsense. Can act as if it can see perfectly in all environments.

Parasitic Bite. Gains 1 HP per successful bite attack.

Blood Disease. On a successful bite, transfers a blood disease to the victim (CON check vs DC 9 to prevent). The disease causes 1 point of damage per day for 2d6 days. Once a blood disease is transmitted, further attacks deal only damage.

Snakefolk

A humanoid with a viper head and the lower torso of a giant snake.

AC 11, **HP** 4, **ATK** 1: spear (1d6), **MV** *near*, **S** +1, **D** +1, **C** +1, **I** +0, **W** +0, **Ch** +1, **AL** C, **LV** 1

Chameleon. Can change its skin tones to enhance camouflage. Rolls to detect this creature must be made at *disadvantage*.

Sand Burrower. Can breathe and move normally through sand.

Spider, Giant

A huge spider with a bulbous abdomen and eight spindly legs.

AC 13 (natural armor), **HP** 13, **ATK** 1: bite (1d4 + *poison*), **MV** near, (vertical climb), **S** +2, **D** +3, **C** +0, **I** -2, **W** +1, **Ch** -2, **AL** N, **LV** 3

Poison. CON check vs DC 12 or paralyzed 1d4 hours.

Webbing. Can create layers of thick sticky webbing that it can quickly pull taut to trap humanoids or smaller creatures (treat like a snare trap). DEX check vs DC 9 to break free.



Spider, Rift

A huge dark spider that suddenly emerges up from the Black.

AC 13 (natural armor), **HP** 13, **ATK** 1: bite (1d4), **MV** near, (burrowing), **S** +2, **D** +3, **C** +0, **I** -2, **W** +1, **Ch** -2, **AL** C, **LV** 3

Ambush. Hits during the surprise round deal an extra 1d6 damage.

Sand Burrower. Can breathe and move normally through sand.

Plunge. If an attack is successful, will firmly grasp the enemy (treat them as incapacitated). If they use their next turn to descend beneath the sand, the target can potentially be drowned.

Stone Mite

A dog-sized insect with a snapping beak-like mouth.

AC 11, **HP** 7, **ATK** 1: bite (1d4), **MV** near, **S** +1, **D** +1, **C** +0, **I** -2, **W** -2, **Ch** -2, **AL** C, **LV** 2

Blindsense. Can act as if it can see perfectly in all environments.

Sand Burrower. Can breathe and move normally through sand.

Troglodyte

A spotted gray-skinned lizard humanoid in scale armor.

AC 15 (scale mail + round shield), **HP** 5, **ATK** 1: longsword (1d8), shortbow (*far*, 1d4) **MV** *near*, **S** +1, **D** +1, **C** +1, **I** -1, **W** +0, **Ch** -1, **AL** N, **LV** 1

Diver. This creature can breathe from the tiny bubbles of air that hide under the sand. However, they must return to the surface at least once per hour to breathe deep.

Foul Stench. Anyone within *near* distance must make a CON check vs DC 15 every round or be nauseated (forcing *disadvantage* on most actions).

Troll

Green, lanky giants with warty skin and territorial rage.

AC 12, **HP** 24, **ATK** 2: claw (1d6), bite (1d10), **MV** *near*, **S** +3, **D** +2, **C** +2, **I** -1, **W** +0, **Ch** -1, **AL** C, **LV** 5

Boulder Throw. Can throw large rocks up to double *near* distance, dealing 2d6 damage on hit and 1d6 damage to anyone standing within *close* range of the target.

Regenerate. Regains 2d6 HP on its turn unless its wounds are cauterized with fire or acid.

Stride. Can walk through up to six feet deep sands at normal speed.



Vampire

A pale humanoid with deep red eyes, long claw-like fingernails, and prominent canine teeth.

AC 15 (natural), **HP** 42, **ATK** 2: claws (1d6), bite (2d4) **MV** near, **S** +4, **D** +2, **C** +0, **I** +1, **W** +1, **Ch** +3, **AL** C, **LV** 12

Impervious. Only damaged by silver or magic sources.

Mist Form. Can transform into a cloud of thin vapor at will. Immune to all attacks except magical spells while transformed. Can move at normal speed and slip through cracks and crevices with ease.

Summon Undead (INT spell).

2d4 **Skeletons** emerge from the nearest soft ground (soil, sand, pebbles, etc.) They serve as faithful allies for 5 rounds or until destroyed.

Sunburn. Takes 1d6 damage per round from direct sunlight.

Undead. Immune to morale checks.

Vampirism. Sleeps during the day. When rising at sunset, loses 2 HP. This damage cannot be restored by magical means. The vampire's bite drains 1d4 HP from an incapacitated victim per round. The vampire gains that many HP as well. Anyone killed by a vampire in this way will rise as a vampire at the next sunset.



Wight

A pale nude humanoid with pock marked skin and glowing red eyes.

AC 14 (natural), **HP** 40, **ATK** 2: claws (1d8) **MV** double near, **S** +3, **D** +1, **C** +2, **I** +1, **W** +1, **Ch** +3, **AL** C, **LV** 5

Impervious. Only damaged by silver or magic sources.

Undead. Immune to morale checks.

Life Drain. Hits deal additional 1d4 CON damage. Damage can only be healed by **Remove Curse**.

Wraith

A grotesque floating humanoid form with a glowing skinless skull and long dagger-like claws.

AC 16 (natural), **HP** 64, **ATK** 2: claws (2d6) **MV** near (flight), **S** +1, **D** +1, **C** +2, **I** +1, **W** +3, **Ch** -1, **AL** C, **LV** 8

Disappearing. Can turn invisible for 3 rounds at will. Used to retreat from combat and regroup.

Horrifying Visage. Anyone within near distance must make a CHA check vs DC 15 every round or flee for 2d4 rounds.

Invulnerable. Only damaged by magical weapons and spells.

Life Drain. Hits deal additional 1d4 CON damage. Damage can only be healed by **Remove Curse**.

Summon Undead (INT spell).

2d4 **Skeletons** emerge from the nearest soft ground (soil, sand, pebbles, etc.) They serve as faithful allies for 5 rounds or until destroyed.

Undead. Immune to morale checks.

Zombie

A disgusting rotting corpse that shuffles in your direction.

AC 11, **HP** 4, **ATK** 1: claw (1d8), **MV** near, **S** +0, **D** +0, **C** +1, **I** -1, **W** -1, **Ch** -1, **AL** C, **LV** 1

Undead. Immune to morale checks.



Random Encounters

Day Overland Encounter - Lv 2-4

d20	Encounter Description
1	A flock of 2d4 blood ravens flying overhead.
2	A swarm of 2d4 drain flies feeding on a dead sorcerer.
3	A lone imp wandering aimlessly muttering to himself.
4	A band of 2d4 goblins cutting bones from a giant lizard corpse.
5	A shaded colony entrance protected by 2d4 giant black ants.
6	A group of 2d6 hawkfolk pulling a wagon of black stone blocks.
7	A small muddy oasis concealing 1d6 giant frogs in thick reeds.
8	A group of 2d4 kobolds trying to extract ore from a boulder.
9	2d4 halflings picking through the remains of a burnt caravan.
10	A group of 2d4 lizardfolk diving into loose sand looking for snails.
11	A war band of 2d4 seafolk looking for an undefended oasis.
12	A family of 2d4 shade badgers that will defend their lair.
13	A group of human bandits building a campfire.
14	A group of 1d6 hyenas feeding upon a fallen ungulate.
15	2d6 sand moles that come up directly under the party's feet.
16	1d4 stone mites that lurk in a small cluster of boulders.
17	1d6 bloodworms lying in ambush for an unaware target.
18	1d4 shade rays passing through, jumping in and out of the sand.
19	1d6 giant red beetles feeding on some stunted cactus growth.
20	2d4 mantisfolk hunting for large prey with composite bows.



Day Overland Encounter - Lv 5-7

d20 Encounter Description

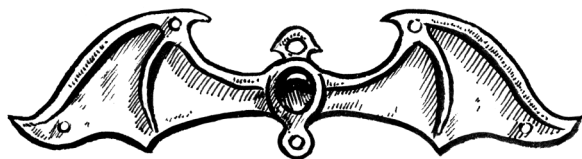
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|----|--|
| 1 | 3d6 elves performing a bizarre religious ritual. |
| 2 | 1d4 ogres driving a small herd of goats with snapping whips. |
| 3 | A mining team of 2d6 hobgoblins framing a mine entrance. |
| 4 | A flight of 2d4 griffons flying low and hungry. |
| 5 | A group of 1d4 blood crabs hiding in a sand berm. |
| 6 | 2d4 mud fiends lurking near a small pool of dirty water. |
| 7 | 2d6 sand faeries darting between boulders and laughing. |
| 8 | 2d4 dune runners consuming the remains of several giant insects. |
| 9 | A mating pair of giant cobras that protect seven eggs in the sand. |
| 10 | 2d4 gnolls traveling in a line with heavy gear and four camels. |
| 11 | A wandering group of 1d4 parched stirring up a sand cloud. |
| 12 | 2d6 harpies tormenting a dying quagga as they peel off its flesh. |
| 13 | A group of 2d6 bugbears cooking a halfling over a fire. |
| 14 | 1d6 giant eagles gliding in the warm uplift, looking for prey. |
| 15 | 2d6 giant black beetles sleeping just beneath the surface. |
| 16 | 2d4 blade wings in delta formation, looking for prey. |
| 17 | 3d6 giant red ants that are burrowing through the surface layer. |
| 18 | 2d6 fire newts relaxing in a pool of boiling hot mud. |
| 19 | 2d4 giant lizards lying on an exposed rock face. |
| 20 | A family of 2d4 savannah boars rolling in a warm mud depression. |



Day Overland Encounter - Lv 8-10

d20	Encounter Description
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- | | |
|----|--|
| 1 | 2d6 dragonnes swirling around in a dust storm. |
| 2 | A churning and bubbling lava pool concealing 2d4 scorched. |
| 3 | A pool of brackish water that is actually 2d4 black jellies. |
| 4 | 1d6 agitated cyclops swatting at a swarm of stinging gnats. |
| 5 | 2d4 mummies ripping apart the corpses of a gnoll warband. |
| 6 | 2d4 giant crabs chittering as they move across the land. |
| 7 | 1d4 drakes running up and down the dunes looking for food. |
| 8 | A brightly colored tent encampment for 4d6 gnolls. |
| 9 | 3d6 giant eagles engaged in a playful aerial battle. |
| 10 | 1d6 mud golems playing some kind of game with a large skull. |
| 11 | 1d6 giant scorpions engaged in a ritual mating contest. |
| 12 | 1d6 sand octopi pulling a giant lizard beneath the sand. |
| 13 | 1d4 hags conducting bizarre rituals in a muddy cave. |
| 14 | 1d6 stone golems throwing rocks at condors flying overhead. |
| 15 | 1d6 earth elementals pushing several boulders up a hill. |
| 16 | 3d6 dune runners sleeping in the shade of large boulders. |
| 17 | A manticore holding court over a worshipful band of 2d4 halflings. |
| 18 | 2d4 ettins dragging a giant lizard corpse back to their lair. |
| 19 | 8d6 giant black ants ripping apart the remains of a large caravan. |
| 20 | 3d6 ogres taking refuge in a spacious cavern from the heat. |



Night Overland Encounter - Lv 2-4

d20 Encounter Description

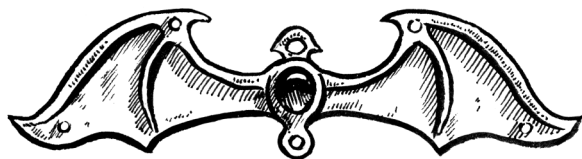
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|----|--|
| 1 | A group of 1d4 ghosts moving around in a circle and wailing. |
| 2 | 2d4 dingos picking over the corpse of a giant insect. |
| 3 | A band of 2d4 grimlocks screaming from a hilltop. |
| 4 | A horde of 2d6 giant rats that swarm out of a hidden warren. |
| 5 | 2d4 scorpionfolk that come up directly under the party. |
| 6 | A group of 2d4 orc bandits in a small tent encampment. |
| 7 | A war band of 2d4 crabfolk looking for unsuspecting travelers. |
| 8 | 2d6 giant white ants carrying plant matter back to the colony. |
| 9 | 2d6 deformed lurking in a small cluster of boulders. |
| 10 | A group of 2d4 snakefolk migrating through the region. |
| 11 | A muddy oasis where 2d4 troglodytes are cleaning themselves. |
| 12 | 2d4 giant centipedes digging through the surface sand. |
| 13 | 1d6 sand rays passing through, jumping in and out of the sand. |
| 14 | 2d6 zombies fighting amongst themselves over a corpse. |
| 15 | A group of 1d6 skin bats looking for something to feed on. |
| 16 | A small clan of 2d6 goatfolk feeding on a grassy patch. |
| 17 | A small graveyard that is home to 1d6 ghouls. |
| 18 | 2d4 skeletons marching in military formation as if part of a battle. |
| 19 | A chattering horde of 2d6 gibberlings randomly darting around. |
| 20 | A mating pair of savannah apes defending a newborn. |



Night Overland Encounter - Lv 5-7

d20 Encounter Description

- | | |
|----|--|
| 1 | 2d4 giant spiders fighting over the hind quarters of a gazelle. |
| 2 | 1d6 trolls arguing about who is the smartest of the group. |
| 3 | 2d6 mephits perched on a high boulder looking for prey. |
| 4 | 4d6 centaurs driving a herd of 20 quagga through the area. |
| 5 | 1d6 giant insects drinking from a shallow pool of collected water. |
| 6 | A small tent encampment with 3d6 dwarves resting in shifts. |
| 7 | 1d4 ash elementals swirling across an open area. |
| 8 | 2d4 rift spiders moving around silently hunting for prey. |
| 9 | 2d4 jackalweres spread out but howling to communicate. |
| 10 | 2d6 shades suddenly rise up from beneath the sands. |
| 11 | 1d4 death hulks wandering around and screaming at each other. |
| 12 | A robed woman wandering by herself (actually a sand nymph). |
| 13 | 1d4 giant constrictor snakes mostly hidden beneath the sand. |
| 14 | 3d6 gnolls traveling in a line with heavy gear and four camels. |
| 15 | 1d6 bonemen lurking in a small, ruined stone building. |
| 16 | 1d6 shadow assassins moving through the broken moonlight. |
| 17 | 1d4 rock lizards lying in ambush at a narrow passage. |
| 18 | A bloody jackalwere standing in the middle of five halfling corpses. |
| 19 | A rocky cave entrance with 1d4 dark tentacles concealed inside. |
| 20 | Four pools of water that are actually blood oases lying in wait. |



Night Overland Encounter - Lv 8-10

d20 Encounter Description

- | | |
|----|--|
| 1 | A tribe of 20d6 halflings looking for a new village site. |
| 2 | 2d6 black jellies lurking around a small pool waiting for prey. |
| 3 | 1d4 giant scorpions lurking just beneath the surface of the sand. |
| 4 | A herd of 4d6 russet elk eating mineral rich mud in an arroyo. |
| 5 | An ancient battlefield inhabited by 3d6 wandering ghouls. |
| 6 | A fire giant dragging a large sack full of goods and equipment. |
| 7 | 2d6 ogres digging where they believe there is a hidden ruin. |
| 8 | 1d4 sand octopi slowly slinking forward trying to ambush prey. |
| 9 | 1d4 skeletal magi ritualistically sacrificing a bound elf. |
| 10 | 2d6 parched hiding in a lowland with several patches of quicksand. |
| 11 | 1d4 young adult drakes engaging in rough play in a sandy pit. |
| 12 | 1d4 manticores playing with a group of wounded human farmers. |
| 13 | 3d6 giant spiders setting up web traps between low-lying hills. |
| 14 | 1d4 hill giants skinning and butchering several giant lizards. |
| 15 | 2d6 bonemen kneeling motionless in a prayer circle. |
| 16 | A group of 2d4 cyclops clearing rocks and debris out of a cave. |
| 17 | 2d6 jackalweres yipping and mewling as they circle a few quagga. |
| 18 | A small clan of 2d6 trolls discussing their next raid. |
| 19 | 5d6 grimlocks in a loose formation looking for small mammals. |
| 20 | 10d6 gibberlings drinking desperately from an oasis pool. |



Underground Encounter - Lv 2-4

d20 Encounter Description

- | | |
|----|--|
| 1 | A boneman smashing a femur club against a wall repetitively. |
| 2 | 1d4 giant centipedes living inside of a picked over animal skeleton. |
| 3 | A horde of 2d4 zombies moving mindlessly forward. |
| 4 | A mud fiend drips down from the ceiling onto a victim. |
| 5 | A swarm of 2d6 giant rats bursts out of a hole in the floor. |
| 6 | 1d4 giant fungi surrounded by several large but normal fungi. |
| 7 | A group of old stone sarcophagi with 1d4 ghouls inside. |
| 8 | A giant spider surrounded by a sea of webbing. |
| 9 | A cave fisher hiding in the ceiling over a doorway in ambush. |
| 10 | 1d4 giant red beetles feeding on a dead troglodyte warrior. |
| 11 | A group of 2d4 chittering and yipping gibberlings looking for gear. |
| 12 | 2d4 shade badgers working to block a passage with rocks. |
| 13 | A group of 2d4 kobolds waiting in prepared positions. |
| 14 | A pack of 1d4 lean and hungry hyenas desperate for food. |
| 15 | 2d4 sand moles that come up directly under the party's feet. |
| 16 | 1d4 goatfolk holding a solemn prayer service over one of their fallen. |
| 17 | 1d4 skeletons standing guard in absolute silence. |
| 18 | 1d4 savannah apes cleaning each other and eating insects. |
| 19 | 1d4 wandering ghosts wailing incoherently. |
| 20 | A group of 2d4 dwarves encamped with a small fire and bedrolls. |



Underground Encounter - Lv 5-7

d20 Encounter Description

- | | |
|----|---|
| 1 | A troll trying to convince a dwarf to serve as his personal chef. |
| 2 | A group of 1d6 bugbears huddled up in a corner for warmth. |
| 3 | 1d4 bonemen hiding in ambush within long dark shadows. |
| 4 | 1d4 rift spiders hiding in the ceiling of a room thick with webs. |
| 5 | 1d4 corpse crawlers consuming a few bloody corpses. |
| 6 | 1d4 fire newts resting around a roaring fire. |
| 7 | 4d6 zombies rushing forward with unusual speed and vigor. |
| 8 | 1d4 parched standing motionless in a small cluster. |
| 9 | A warband of 2d4 gnolls looking for treasure and food. |
| 10 | 1d4 crypt knights standing guard over an ancient tomb. |
| 11 | Two statues that are actually gargoyles standing very still. |
| 12 | 1d4 jackalweres that have just transformed and are rampaging. |
| 13 | 2d6 stone mites that appear to be fallen stones at first. |
| 14 | 1d4 rock dryads protecting a cave of rare incandescent insects. |
| 15 | A blabbering swarm of 3d6 gibberlings pressing blindly forward. |
| 16 | A death hulk bursts through a weakened wall and screams. |
| 17 | 1d4 shades lurking in the shadows of a collapsed wall. |
| 18 | A shadow assassin following the party until it is vulnerable. |
| 19 | A dwarven graveyard that is now home to 2d6 ghouls. |
| 20 | A skeletal magi drawing strange symbols on the walls. |



Underground Encounter - Lv 8-10

d20 Encounter Description

- | | |
|----|---|
| 1 | 10d6 zombies standing motionless in the dark until disturbed. |
| 2 | An earth elemental begins collapsing the walls in a rage. |
| 3 | A stone pit that contains a hidden clutch of 1d4 dark tentacles. |
| 4 | 1d4 black jellies hiding on the ceiling waiting to drop on victims. |
| 5 | Groundwater dripping into a muddy pool hiding 2d6 mud fiends. |
| 6 | A giant crab curled up and sleeping in a dark corner. |
| 7 | 2d6 sarcophagi concealing mummies that attack if disturbed. |
| 8 | 2d4 wights lurking behind large stones that fell from the ceiling. |
| 9 | 1d4 wraiths floating silently through the area. |
| 10 | A naga with a group of 2d6 charmed humanoid followers. |
| 11 | 2d6 rock lizards that appear to be collapsed earth at first glance. |
| 12 | A hag that is torturing a captured dwarf for information. |
| 13 | A group of 1d6 ettins arguing over how to divide their treasure. |
| 14 | 2d4 minotaurs fighting over a pool of fresh water. |
| 15 | 1d6 dread knights marching in a military formation. |
| 16 | A lamia camouflaged and hidden in a pile of debris. |
| 17 | 1d4 skeletal magi raising revenants after a recent battle. |
| 18 | 1d4 manticores building up a small lair with their young. |
| 19 | A bloody vampire feeding on a helpless victim. |
| 20 | 1d4 medusae hiding in a small cluster of what appear to be statues. |



Legendary Encounter

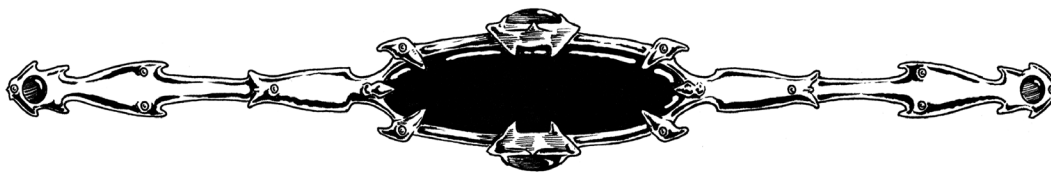
d20 Encounter Description

- | | |
|----|--|
| 1 | A clan of 2d6 hill giants building a sandstone ziggurat. |
| 2 | A shade dragon rolling around playfully in a large mud pit. |
| 3 | An ogre mage leading a raiding party of 3d6 ogres. |
| 4 | A slow-moving horde of 20d6 Zombies groaning and growling. |
| 5 | 2d6 stone giants building a stone wall to enclose a herd of goats. |
| 6 | A white dragon feeding on the remains of a frozen caravan. |
| 7 | 2d6 lamias conducting a sacrificial ritual in a rocky grotto. |
| 8 | A giant sand worm bursts out to consume a lone russet elk. |
| 9 | A necromancer leading an army of 40 skeletons in a phalanx. |
| 10 | A polymorphed black dragon pretending to be in distress. |
| 11 | 2d4 wraiths wandering an ancient battlefield raising skeletons. |
| 12 | 1d6 fire elementals that appear to be a growing wildfire. |
| 13 | A cult of 1d6 nagas and their 10d6 charmed humanoid followers. |
| 14 | A blue dragon sleeping on top of a lone butte. |
| 15 | A demon smashing the corpse of a conjurer against a boulder. |
| 16 | 1d6 frost giants emerging from an expanse of deep silt. |
| 17 | 1d4 fire giants bathing in a searing hot thermal spring. |
| 18 | 4d6 skeletal magi performing dark rituals over a stone dais. |
| 19 | A stone keep protecting a clan of 1d6 vampires and 10d6 skeletons. |
| 20 | A wild herd of 10d6 dune runners migrating through the area. |

Monster List by Level

Level 0-2 Monsters

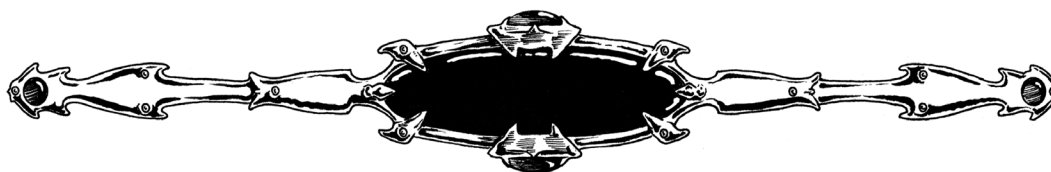
Level	Monster	Level	Monster
0	Blood Raven	1	Seafolk
0	Drain Fly	1	Snakefolk
0	Kobold	1	Troglodyte
0	Sand Mole	1	Zombie
0	Shade Badger	2	Bloodworm
1	Crabfolk	2	Camel
1	Deformed	2	Dingo
1	Ghost	2	Dwarf
1	Giant Black Ant	2	Elf
1	Giant Centipede	2	Ghoul
1	Giant Rat	2	Giant Black Beetle
1	Giant White Ant	2	Giant Frog
1	Gibberling	2	Giant Red Ant
1	Goblin	2	Giant Red Beetle
1	Halfling	2	Goatfolk
1	Hawkfolk	2	Grimlock
1	Human	2	Hobgoblin
1	Imp	2	Hyena
1	Lizardfolk	2	Sand Faerie
1	Mantisfolk	2	Savannah Ape
1	Orc	2	Shade Ray
1	Sand Ray	2	Skeleton
1	Scorpionfolk	2	Skin Bats
		2	Stone Mite



Level 3-7 Monsters

Level	Monster
3	Bugbear
3	Corpse Crawler
3	Dune Runner
3	Fire Newt
3	Giant Fungi
3	Giant Spider
3	Harpy
3	Mephit
3	Rift Spider
3	Savannah Boar
4	Blade Wing
4	Blood Crab
4	Centaur
4	Crypt Knight
4	Gargoyle
4	Giant Insect
4	Giant Lizard
4	Gnoll
4	Griffon
4	Jackalwere
4	Mud Fiend
4	Quagga
4	Rock Dryad
4	Russet Elk

Level	Monster
4	Sand Nymph
4	Shade
4	Shadow Assassin
5	Ash Elemental
5	Bonemen
5	Cave Fisher
5	Parched
5	Troll
5	Wight
6	Blood Oasis
6	Dark Tentacles
6	Death Hulk
6	Giant Cobra
6	Giant Constrictor
6	Giant Eagle
6	Medusa
6	Minotaur
6	Ogre
6	Rock Lizard
6	Scorched
7	Dragonne
7	Dread Knight
7	Ettin



Level 8+ Monsters

Level	Monster
8	Black Jelly
8	Cyclops
8	Earth Elemental
8	Giant Crab
8	Giant Scorpion
8	Manticore
8	Mud Golem
8	Mummy
8	Necromancer
8	Ogre Mage
8	Sand Octopus
8	Skeletal Magi
8	Stone Golem
8	Wraith
9	Hag

Level	Monster
9	Hill Giant
9	Lamia
10	Drake
10	Stone Giant
12	Fire Elemental
12	Fire Giant
12	Frost Giant
12	Naga
12	Vampire
14	Black Dragon
14	Blue Dragon
14	Shade Dragon
14	White Dragon
15	Demon
16	Giant Sand Worm



Treasure



Gemstones and Metals

Agate. Versatile colorful gemstone often used in jewelry making.

Alexandrite. Gemstone that changes colors under different sources of light.

Amber. Fossilized tree resin appreciated for color and beauty.

Amethyst. A beautiful violet variety of quartz.

Aventurine. Form of translucent quartz with a shimmering or glistening effect.

Bronze Trade Bars. Five hundred bronze coins, melted into an ingot for easy transportation.

Carnelian. Dark red gemstone commonly used in beads.

Copper Trade Bars. Five hundred copper coins, melted into an ingot for easy transportation.

Diamond. Extremely rare gemstone of exceptional clarity and hardness.

Emerald. Highly valued soft green colored gemstone.

Garnet. Translucent gemstone found in every color, with reddish shades most common.

Iron Trade Bars. Five hundred iron coins, melted into an ingot for easy transportation.

Jade. Green, yellow, or white mineral used in jewelry, statues, and ornaments.

Jasper. Polished variety of quartz that breaks with a smooth surface, used in ornamentation.

Lapis Lazuli. Deep-blue rock used as a semi-precious stone for its brilliance and intensity.

Malachite. Copper-based opaque, green-banded mineral.

Mercury Vials. Heavy, silvery metal that is liquid at room temperature, also known as quicksilver.

Obsidian. Naturally occurring volcanic glass that breaks on a sharp edge, used for tools, ornamentation, and jewelry.

Onyx. Red and black mineral with parallel white bands.

Opal. Hardened silica deposit featuring a vivid interplay of internal colors.

Pearl. Hard, glistening object produced by the mantle of a mollusk or similar creature.

Peridot. Deep yellowish-green transparent variety of olivine.

Ruby. Durable pink or red colored gemstone used in jewelry.

Sapphire. Typically blue gemstone used in jewelry and ornamentation, also comes in other color varieties.

Silver Trade Bars. Five hundred silver coins, melted into an ingot for easy transportation.

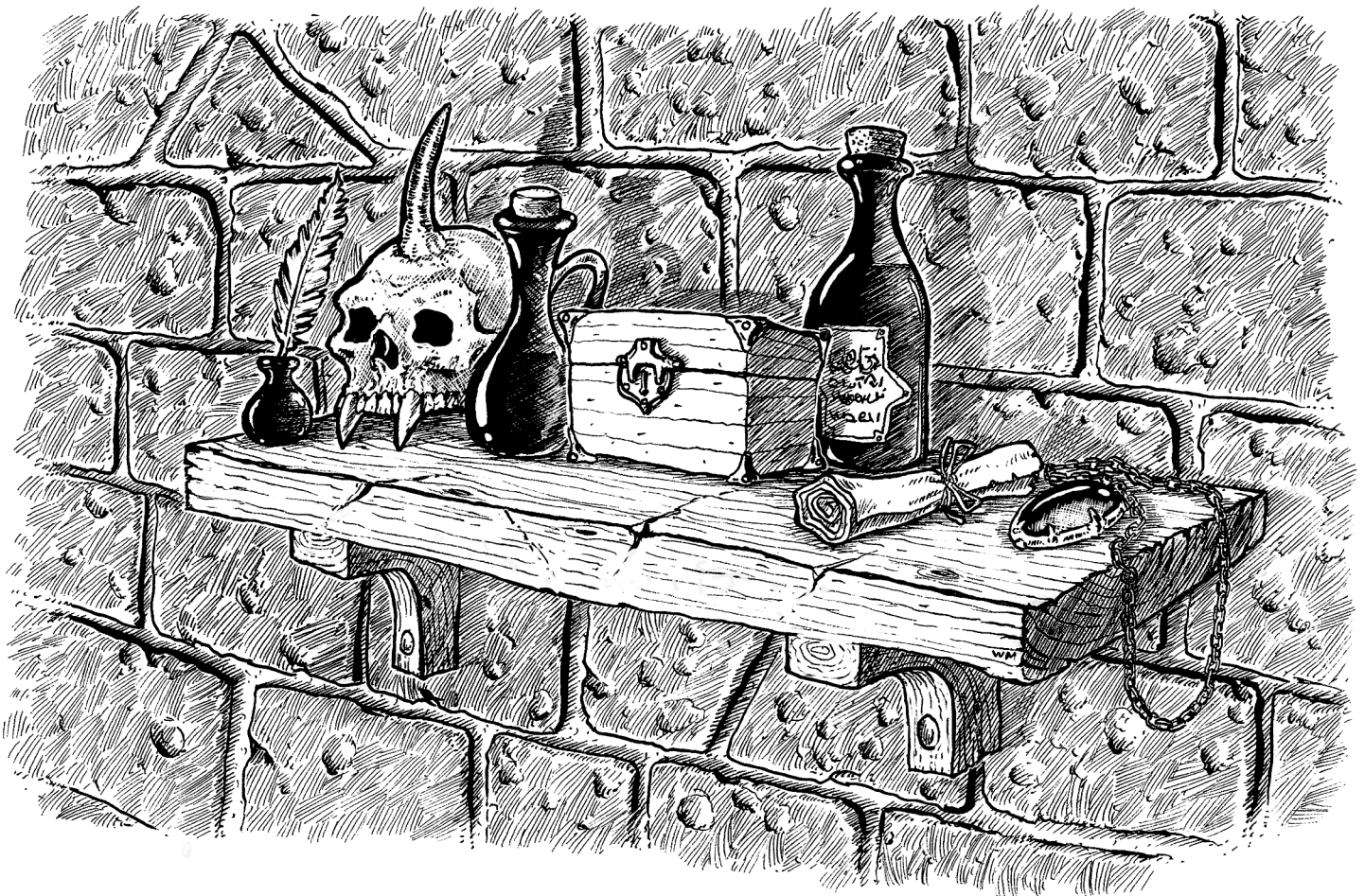
Tiger's Eye. Golden banded stone with a silky luster.

Tin Trade Bars. Five hundred tin coins, melted into an ingot for easy transportation.

Topaz. Colorless silicate that also comes in pale blue, golden brown, and yellow orange varieties.

Tourmaline. Brightly colored gemstone that repels hot ashes due to its pyroelectric properties.

Turquoise. Opaque blue-to-green mineral valued for its unique hue.



Gemstones and Metals

d100	Valuable	Gear Slots	Found	Cost
01-04	Agate	-	2d6	12 chits
05-07	Alexandrite	-	1d2	150 chits
08-10	Amber	-	1d6	30 chits
11-13	Amethyst	-	1d6	60 chits
14-17	Aventurine	-	1d6	20 chits
18-21	Bronze trade bars	1	1d4	1,000 chits
22-24	Carnelian	-	1d6	35 chits
25-27	Copper trade bars	1	1d6	400 chits
28-30	Diamond	-	1d2	600 chits
31-33	Emerald	-	1d3	125 chits
34-36	Garnet	-	1d6	50 chits
37-39	Iron trade bars	1	1d2	1,500 chits
40-42	Jade	-	1d6	60 chits
43-46	Jasper	-	2d6	30 chits
47-50	Lapis Lazuli	-	2d6	15 chits
51-54	Malachite	-	2d6	10 chits
55-57	Mercury Vials	1	2d6	50 chits
58-61	Obsidian	-	2d6	12 chits
62-64	Onyx	-	2d6	55 chits
65-67	Opal	-	1d2	350 chits
68-70	Pearl	-	1d3	140 chits
71-74	Peridot	-	1d6	35 chits
75-76	Ruby	-	1d2	500 chits
77-79	Sapphire	-	1d3	400 chits
80-82	Silver trade bars	1	1d4	750 chits
83-86	Tiger's Eye	-	2d6	8 chits
87-90	Tin trade bars	1	1d6	300 chits
91-93	Topaz	-	1d2	250 chits
94-96	Tourmaline	-	1d6	75 chits
97-00	Turquoise	-	2d6	20 chits

Magic Items

Boots of the Spider

Thick black leather boots with crisscrossing lines carved into the surface in a webbed design.

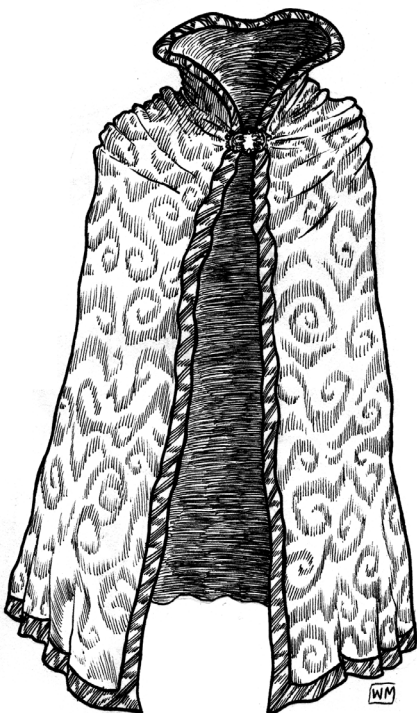
Benefit. Anyone wearing these boots can walk up the surface of a wall as if it were horizontal.



Cloak of the Desert

A yellow cloak covered in swirling sand patterns.

Benefit. This cloak protects the wearer from sun and heat (including **heatstroke**) while crossing the desert.



Dawn's Light

A bone sun pendant with an amber stone in the center, suspended on a thin metal chain.

Benefit. Anyone wearing the pendant gains +2 on spellcasting checks for nature spells.

Flametongue

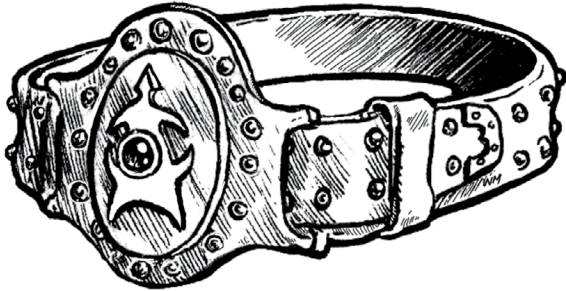
A bone ring with a ruby inset and flame carvings all around it.

Benefit. This ring allows the wearer to extend their tongue to *near* range and strike an enemy (treat as a ranged attack). The tongue will be wreathed in flame and deal 1d8 damage on hit. Any combustible materials will be ignited.

Girdle of the Giant

Thick green leather belt with two rows of metal studs and a large buck plate with inset gemstones.

Benefit. Anyone wearing this belt has a STR mod of +6.



Healing Scarab

A black obsidian scarab carving that sits in the palm of your hand.

Benefit. Users can smash the scarab in their hand to recover 2d6 HP instantly. This does not count as a combat action.

Helm of Opposition

A bone helm that feels charged with static electricity.

Benefit. *Chaotic* wearers gain +3 AC vs attacks from *Lawful* sources. *Lawful* wearers gain +3 AC vs attacks from *Chaotic* sources. *Neutral* wearers gain no benefit.

Infinity Pot

A dark black clay pot with strange inscriptions on the side.

Benefit. The mouth of this pot is four inches wide. It leads into a dimensional pocket that can hold up to 12 gear slots.

Curse. If the pot is broken (treat as a normal clay pot for breakage), it explodes and deals 2d6 damage to everyone within *close* radius.



Luck Cube

A ceramic cube with six differently colored sides.

Benefit. When rolled, the cube has effects based on the result. All effects last 10 rounds.

Black. Summons a **Boneman** ally.

Green. +3 AC to you and *far* allies.

Blue. +1d6 HP to you and *far* allies.

Red. 4d6 damage to *near* enemy.

White. You turn invisible.

Tan. Summons a **Mud Fiend** ally.

Oil of Feather Fall

A vial of thick white liquid that seems to almost float in the bottle.

Benefit. Anyone rubbing the oil on their body will gain the oil's benefit. No matter the height, they will fall at a gentle rate and land without taking falling damage. There are 10 applications lasting 1 day each.

Petrified Eye

A small carved stone that appears to be a human eyeball.

Curse. Anyone viewing the eye, including the user, must make a CON check vs DC 15 or be turned to stone (as per *Flesh to Stone*).

Pearl of Brine

A white swirling pearl with a strong salty odor.

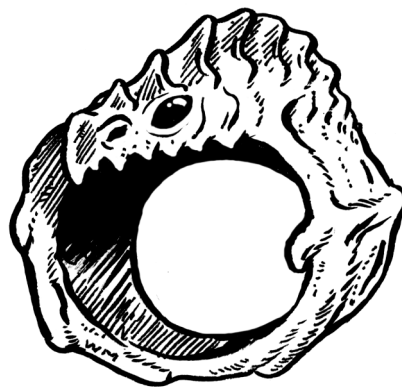
Benefit. When crushed, the pearl unleashes 500,000 gallons of salt water (slightly smaller than an Olympic swimming pool). The water is not magical and reacts to gravity as you would expect.

Curse. If a player carrying the pearl is hit for more than 5 points of damage by a single physical attack, the pearl has a 50% chance of breaking from the impact.

Ring of the Serpent

A bony ring with the protruding skull of a dragon or snake.

Benefit. The wearer gains poison immunity while the ring is worn.



Ring of Blocking

Small silvery ring with bizarre writing on it.

Benefit. Psionics used against the wearer are made at *disadvantage*. On opposed psionics checks, the wearer always has a result of 18.

Rod of Divining

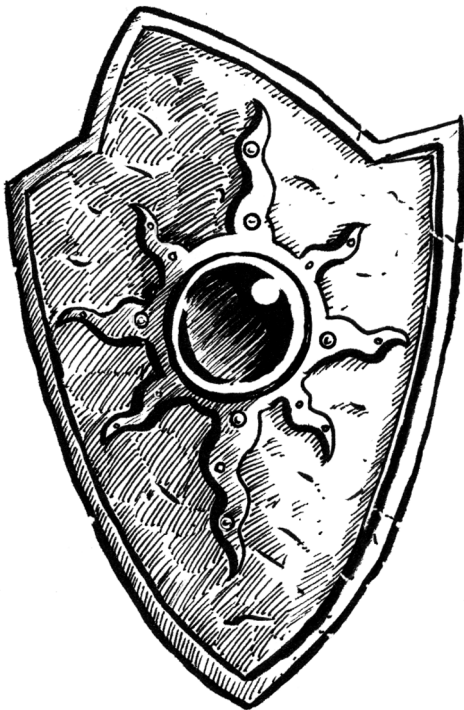
A five-inch wooden rod with plants and flowers carved into it.

Benefit. The user can sense the presence of any water within quadruple *near* range as long as they focus and take no other actions during that time.

Shield of the Sun

A lightweight steel shield with a prominent amber sun on the face.

Benefit. This shield glows softly. The user can bash with it as a melee attack and deal 2d8 heat damage. Anyone hit by this is blinded for 5 rounds.



Surcoat of Blending

A mundane looking greyish-brown surcoat.

Benefit. Anyone wearing the surcoat is difficult to remember clearly within minutes of leaving the area. Even vigilant sentries have a hard time recalling their appearance and won't recognize them again.

Totem of Salvation

A strange totem of bird feathers, obsidian shards, and animal teeth.

Benefit. If the wearer is reduced to zero HP, the totem shatters and dissolves to dust. The wearer is restored to 1 HP.

Wand of the Desert

A mundane looking greyish-brown surcoat.

Benefit. This wand allows you to reshape all sand within a *near* distance at will. You can create any improvised shape you desire by *focusing*, subject to the Game Master's judgment. Once you have stopped *focusing*, the sand becomes affected by gravity.

Winged Breastplate

A shiny bronze breastplate with a feathery inlay pattern.

Benefit. When worn, this bronze breastplate will sprout large eagle-like wings that allow the wearer to fly up to 4 hours per day at their normal walking speed. The wings cannot lift the wearer more than 20 feet off the ground.

Potions

Potions

d100	Potion of	Effect	Duration	Cost
1-4	Awareness	+2 to WIS mod	6d6 rounds	250 chits
5-8	Breathing	Cannot drown	3d6 rounds	350 chits
9-12	Brilliance	+2 to INT mod	6d6 rounds	250 chits
13-16	Chameleon	+4 to Stealth	6d6 rounds	350 chits
17-20	Cure Disease	Removes diseases	Instant	300 chits
21-24	Darkvision	See in the dark	6d6 rounds	325 chits
25-28	Endurance	Remove heatstroke	Instant	275 chits
29-32	Fly	Fly <i>near</i> per round	3d6 rounds	800 chits
33-36	Fortitude	+2 to CON mod	6d6 rounds	250 chits
37-40	Gaseous Form	Transform into gas	3d6 rounds	750 chits
41-44	Healing	Restores 1d6 HP	Instant	250 chits
45-48	Insight	Read any language	3d6 rounds	300 chits
49-52	Inspiration	Allies gain +2 attack	3d6 rounds	375 chits
53-56	Invisibility	Become invisible	3d6 rounds	600 chits
57-60	Leaping	Jump double <i>near</i>	3d6 rounds	250 chits
61-64	Light	Glow like a torch	6d6 rounds	100 chits
65-68	Luck	Always <i>advantage</i>	3d6 rounds	450 chits
69-72	Presence	+2 to CHA mod	6d6 rounds	750 chits
73-76	Protection	+2 Armor Class	3d6 rounds	375 chits
77-80	Quickness	+2 to DEX mod	6d6 rounds	250 chits
81-84	Resistance	+2 to resist magic	3d6 rounds	300 chits
85-88	Speed	Double movement	3d6 rounds	275 chits
89-92	Spider Climb	Vertical movement	3d6 rounds	400 chits
93-96	Striking	+3 attack	3d6 rounds	450 chits
97-00	Vigor	+2 to STR mod	6d6 rounds	250 chits

Scrolls

Scrolls are **Arcane Spells** written with rare magical materials and inks. **Sorcerers** can create scrolls for any spell that they know. The process takes 1 day per spell tier and requires 100 chits worth of magical supplies per spell tier.

The act of creating the scroll drains 1 hit point from the creator.

Using Scrolls

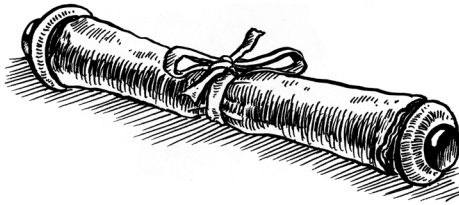
Since the defilement cost has already been paid, **Sorcerers** can use a scroll to cast a spell without having to make a spellcasting check and risking failure. No other class can read a scroll well enough to attempt a casting.

Tier 1 Scrolls

1d12	Scroll of	Cost
1	Blight Touch	250 chits
2	Bone Spike	250 chits
3	Bounty	250 chits
4	Charm Person	250 chits
5	Detect Magic	250 chits
6	Dragon's Breath	250 chits
7	Find Familiar	250 chits
8	Lizard Mount	250 chits
9	Sand Armor	250 chits
10	Scorpion Tail	250 chits
11	Sorcerer's Blade	250 chits
12	Veil	250 chits

Tier 2 Scrolls

1d12	Scroll of	Cost
1	Ash Cloud	500 chits
2	Beetle Swarm	500 chits
3	Closed Mind	500 chits
4	Defilement	500 chits
5	Invisibility	500 chits
6	Light Step	500 chits
7	Mirage	500 chits
8	Sand Shape	500 chits
9	Sand Skiff	500 chits
10	Shadow Void	500 chits
11	Terrible Roar	500 chits
12	Wreath of Flame	500 chits



Tier 3 Scrolls

1d12	Scroll of	Cost
1	Ash Scourge	750 chits
2	Ball of Flames	750 chits
3	Cloud of Fumes	750 chits
4	Detect Psionics	750 chits
5	Dispel Magic	750 chits
6	Hawk Flight	750 chits
7	Quicksand	750 chits
8	Revenant	750 chits
9	Sand Elemental	750 chits
10	Sigil of Death	750 chits
11	Soul Shatter	750 chits
12	Thunder Decree	750 chits

Tier 4 Scrolls

1d12	Scroll of	Cost
1	Abomination	1,000 chits
2	Consumption	1,000 chits
3	Dismissal	1,000 chits
4	Domination	1,000 chits
5	Dreamscape	1,000 chits
6	Fabricate	1,000 chits
7	Petrification	1,000 chits
8	Sandstorm	1,000 chits
9	Scrying	1,000 chits
10	Shadow Form	1,000 chits
11	Stone Shape	1,000 chits
12	True Sight	1,000 chits

Tier 5 Scrolls

1d12	Scroll of	Cost
1	Dead Zone	1,500 chits
2	Disenchant	1,500 chits
3	Disintegrate	1,500 chits
4	Immortality	1,500 chits
5	Incendiary Cloud	1,500 chits
6	Permanence	1,500 chits

1d12	Scroll of	Cost
7	Portal	1,500 chits
8	Reanimate	1,500 chits
9	Servitude	1,500 chits
10	Soul Trap	1,500 chits
11	Stone Elemental	1,500 chits
12	Time Stop	1,500 chits

Treasure Tables

In ShadowDark, XP is awarded for treasure recovered by the party. Full XP is given to all characters that discover the treasure; it is not divided among the individuals.

Treasure does not necessarily have to be discovered to count for XP. They could be given as a reward for completing a quest or fulfilling a contract. It could also be stolen.

Coming up with a great idea might also result in an award of 1 XP to encourage good play.

Treasure Tiers

Poor. Items with tangible value, but limited utility and may not even be worth taking with you. Poor treasures do not yield XP.

Examples: a dagger, a torch, a bag of bullets, or a cloak.

Normal. Items with good value that are almost always worth keeping, for sale if nothing else. Normal treasures yield 1 XP.

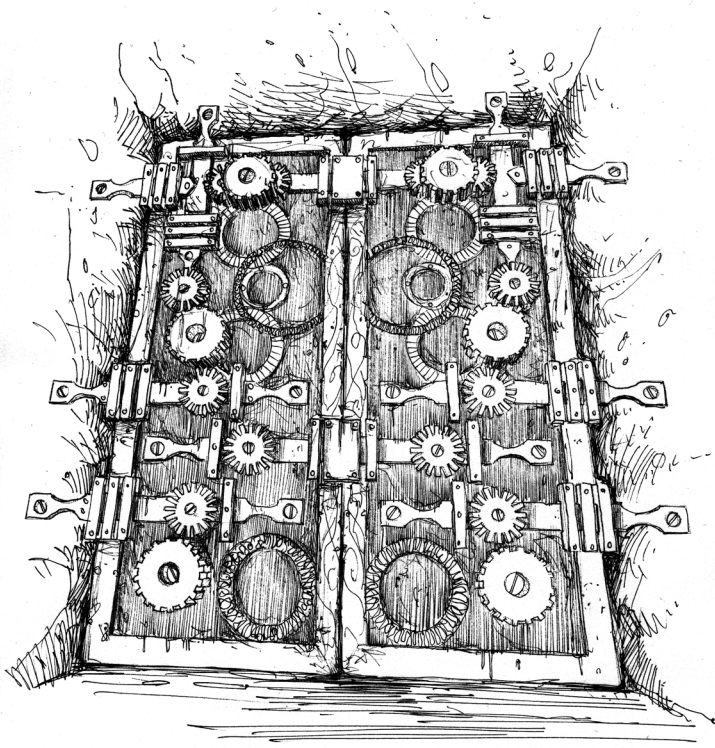
Examples: a minor gemstone, a beacon lantern, or decent armor.

Fabulous. Items with excellent value that have great utility or can be sold for a significant sum. Fabulous treasures yield 3 XP.

Examples: gemstones, metals, potions, a circlet, or a spyglass.

Legendary. Items so valuable that they would not be sold. They should be the result of great sacrifice by the characters, not merely found on the ground in a random room. Legendary treasures yield 10 XP.

Examples: magical weapons, magical armor, wands, or rings.



Poor Treasures

1d20	Poor Treasure
1	A bottle of acid
2	10 pieces of chalk
3	Bag of caltrops
4	Empty waterskin
5	Chisel
6	Lodestone
7	Bottle of alcohol
8	Leather gloves
9	5 candles
10	Set of bandages
11	10 foot pole
12	Grappling hook
13	Whetstone
14	60 feet of rope
15	Shovel
16	Hammer
17	Ladder
18	Large sack
19	Handsaw
20	Torch

Normal Treasures

1d20	Normal Treasure
1	Two agate gemstones
2	Kite Shield
3	Amber gemstone
4	Block and Tackle set
5	Stash of 5d6 chits
6	Silver circlet
7	Garnet gemstone
8	Light potion
9	Greatsword
10	Twin obsidian gemstones
11	A musical instrument
12	Stash of 10d6 chits
13	Amethyst gemstone
14	Bone cage of rockworms
15	A beautiful lapis lazuli
16	2d4 tiger's eye gemstones
17	Beacon Lantern
18	1d6 flasks of jellied oil
19	Tourmaline gemstone
20	A healing potion



Fabulous Treasures

1d20	Fabulous Treasure
1	1d4 alexandrite gemstones
2	Stash of 10d6 x 10 chits
3	A random Tier 1 scroll
4	An astrolabe
5	A swirling opal gemstone
6	A copper trade bar
7	Roll 7x on the Normal table
8	2d6 jade gemstones
9	A silver trade bar
10	A random potion
11	A gorgeous cut diamond
12	1d4 lustrous pearls
13	A spyglass
14	A random Tier 2 scroll
15	Stash of 20d6 x 10 chits
16	1d4 topaz gemstones
17	A random Tier 1 scroll
18	A random potion
19	2d6 vials of mercury
20	A random Tier 3 scroll

Legendary Treasures

1d20	Legendary Treasure
1	Healing Scarab
2	Petrified Eye
3	Flametongue
4	Shield of the Sun
5	Girdle of the Giant
6	Wand of the Desert
7	Dawn's Light
8	Pearl of Brine
9	Ring of Blocking
10	Helm of Opposition
11	Infinity Pot
12	Boots of the Spider
13	Totem of Salvation
14	Ring of the Serpent
15	Oil of Feather Fall
16	Rod of Divining
17	Cloak of the Desert
18	Luck Cube
19	Surcoat of Blending
20	Winged Breastplate



Mixed Treasures

1d20	Mixed Treasure
1	1d4 bottles of acid
2	Random Adventuring Gear
3	Stash of 5d6 chits
4	A sack with six bandages
5	1d4 full waterskins
6	300 feet of rope
7	A random Tier 1 scroll
8	A random weapon
9	1d6 flasks of jellied oil
10	A healing potion
11	Stash of 10d6 chits
12	1d6 torches
13	A random armor
14	2d6 bottles of alcohol
15	A shovel, pickaxe, and chisel
16	Stash of 20d6 chits
17	1d4 kite shields
18	A cure disease potion
19	A musical instrument
20	A random gemstone

Mixed Treasures+

1d20	Mixed Treasure+
1	A bronze trade bar
2	A random potion
3	A spyglass
4	Stash of 20d6 x 5 chits
5	A random Tier 3 scroll
6	6d6 vials of mercury
7	A legendary treasure
8	1d4 random gemstones
9	An iron trade bar
10	A random Tier 2 scroll
11	A random armor
12	Stash of 20d6 x 10 chits
13	A colony of rockworms (10)
14	1d4 beautiful diamonds
15	1d6 copper trade bars
16	A random Tier 4 scroll
17	2d6 random gemstones
18	A legendary treasure
19	Stash of 20d6 x 20 chits
20	1d4 silver trade bars

