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Introduction

*"The God created all beings, built this vast world from the ashes.
And then, one of his beloved emissaries tried to steal his place as
the king of creation... But failed.*

*Now this traitor lives hidden at our world, we call him the Balrog,
master of demons and bringer of all evil."*

The Holy Codex

So, you want to know more about our world, don't you, traveler? Well, I must say, sincerely, that you have come to the right place... We live in the Near World, that is only a piece of the KaranBlade world. Here we have huge cities, noble governors, skilled knights and wise magicians... Unfortunately, just outside the security of our glorious cities we can find the most diabolical monsters you will ever seen. No, I'm not talking about the orcs of the Barren Mountains, nor the drow of Anahul Maakh, I'm talking of the demons that surged in our lands the past years.

Yeah, traveler, the Codex proved to be the unique truth. The demon ruler, the once fictional Balrog, really exists, and so the legend was right: Two thousand years from today the demon ruler invaded our world, coming from the distant lands of Dordread. And this demon destroyed several ancient cities, like the legendary Torannia, to be only defeated by the mighty Galtar Karan and the Sword of Eternal Fire, also known as KaranBlade...

That's it, there's no legends or fantasy tales anymore, they are all very real, and now the kingdom of evil is returning to our world, just at the exact moment in time that the prophets of Codex saw long time from now. The Balrog is coming, and because of our lack of faith, we didn't made anything to prepare the world for him.

The Red War will occur once again my friend, demons against the world. But this time the Near Wold isn't united like before, the high elves will never join forces with the dwarves, nor the barren or syll orcs will ever aid any torannian... Because of all that, traveler, I'm travelling all the world, wandering our vast lands, in the hope of finding once again our savior, the hero sent by the True God. Not only me, but many other wise men are searching this brave that will fight with the KaranBlade, cause this hero might be the only chance of our survival.

Tellius Tolken, Loremaster of Talantha

A Brief Overlook at Near World

*" I truly want to view our world united, now more than ever...
But Zurtak, Fiodras, Bhrodain and Maw-Tutso-ju doesn't seem to
follow my view. "*

Utlar, Governor of Talantha

The vast lands known as Near World are a peninsula devised in there major countries: Torann, in the middle, is the most civilized of them. Stonebridge is the land of the dwarves and barbarians. Dardeeh is a desert territory, with giants and drow elves, only the most lunatic dare to travel there. Also, we have the Syll island at east, where the pirate orcs hide from the law. To the distant and cold north we find the Khitai kingdom, where strange humans live, with weird weapons like the katana. Finally, to the very west are the demoniac lands called Dordread, avoid this like the hell.

Torannian are the humans who live at almost every place, they are the race with the most population in Near World, so they are very common to find. Their name come from the Torann county, that is historically the cradle of their civilization. Most of the cities of Near World were built by the torannians, like Talantha, Bak, Soldur and Zirmandia. Between the most famous of the torannians we may find Utlar Brightarm, the governor of Talantha, Marcus Odissey Biamindua, the supreme sorcerer of the Magic House, Deldor Daryll, the governor of Bak, Eleanor, the high priestess of Soldur, and Tellius Tolken, the loremaster of Talantha. Torannians used to get along with all other civilized races, but most races just tolerate them because of their high presence in the world.

Rotunnians are barbarian humans who inhabit the south lands of Stonebridge, they are not much civilized and live most on villages and tribes. They are called rotunnians, but no barbarian are found at the Rotun Montains, the name derived from the proximity of their homes from this rocks. These folks are normally strong and health, but not much known by their culture. Actually, only a few can read and write, and only a rare ones can be called as wise men. Rotunnians are often humiliated when they dare to enter civilized cities, cause they seem to have big problems of adaptation with the urban life. From the rare famous rotunnians we may find Baldin, the Bigrock, leader of the south tribes and Jukhatar, the Wildwind, leader of the Rain Islands tribes.

Dardees, or "Daredees", are the human who runs the desert lands of Dardeeh. Most of them live at the sporadic oasis within The Sand Ocean, the most huge of the deserts. Obviously, their names derived from the Dardeeh country name. They are also known by their courage and capability of survival. Anyway, they are very rare to see outside his lands, and the ones

who flee apparently became alike the torannians in much aspects, excluding the bronze skin. The only famous dardee is Kithz Kopesh, owner of the Blacksand caravans, which makes the commerce between the desert and the great cities.

Khitaiaans are the humans that lives at the distant north, at lands covered by snow and tundra. They are a mysterious civilization, with their own culture, honor and education. Their weird weapons and armor are rarely found at the south lands, but they are very famous between the warriors. One few examples are the Katana and the Shuriken... Tough they are rare to find at the south lands, the ones who travels the huge distance are very respected by their courage. Khitaiaans spoke a totally different tongue and apparently never loose their accents while talking in Torak (world common). The most famous of the Khitaiaans must be his king Maw-Tutso-ju, that is believed to be the richest man in the world.

High elves are the elves of Mahul Maakh, they are a very noble race, tough some say they are just arrogant ones. The high elves obey a council that consists on the oldest patriarchs of their families, and because of his long life expectancy, these council may be very well the "grand parents" of all his folk. Some of this elves are very bound with the nature and rarely leaves Mahul Maakh forest, but many others go on adventuring all the world around. These elves are known to hate both orcs and dwarves because of their "lack of nobility"; Also, they normally don't consider rotunnians as "humans"... Most of all, the high elves rarely team up with any other race on their travels, tough sometimes they like to use the very efficient thieving skills of the hobbits to reach magical relics and stuff. The Mahul Council is formed actually by six about 700 years old males and Fiodras, an olden female who leads the votes, some say, using her amazing beauty.

The dwarves of Near World live in the northern part of the Rotun Mountains, at their fantastic underground city called the High Helm. They are normally skilled miners and blacksmiths, but some of them often decide to study another things such as history and geography. Known as the "masters of mountains", most of them go on outside their city to live and adventure some other open lands. There are lots of dwarves at Bak and Talantha, particularly. Dwarves have a common hate with all the elves, that they call as "the nobles of the woods". Also, they doesn't get along with orcs and giants at all. Among the famous dwarves we find Bhrodain, the governor of the High Helm, Oldagg, master-smith of the High Helm, and Antysa, famous priest who lives at Soldur.

Syllian orcs, or syll orcs, are the orcs who live at the Syll island. They are rude pirates that plague the entire east coast with his pillages, particularly at Zirmandia... But this city just gets what it plants. They differ from their descendants, the barren orcs, because of their more thin, agile body, tough the barren orcs are much more strong. Most of the syllians are pirates, or at least have a parent that is a pirate. They are natural bounded with ships and all its related skills such as navigation and swimming, so naturally they love the sea and prefer to navigate much more than stay at ground. These folks are racial enemies from almost every other civilized race, but most of them aren't too bad as their reputation. There are various famous syllian orcs, unfortunately all of them got their fame by plundering and pillaging lots of gold from the cities. People like Fallowpig, Axumal and Captain Cyclops are known and hated all around the coast.

Barren orcs are the orcs who live at the underground caves at the eastern part of the Barren Mountains, near the High River. Even they live comparatively near to Talantha and the torannians, they rarely leave their caves, cause they don't like the sunlight and avoid it as possible. These folks are good body built and have excellent strength. Almost every other civilized race doesn't get along with them, though they are better reputed than the syllian. Many of this folks live at Sur, because his former governor, Garlik, was forced to open his gates to the most uncivilized races, in an desperate attempt to reflourish it's economy... The talanthians questioned this act and in response Garlik left the government of Sur to Zurtak, a barren orc, in exchange of an antique sword that Zurtak and his followers found at the deep underground of the Barren Mountains. So Zurtak now is the most famous orc of the world, and his city is growing up with the entrance of the most varied races, day after day...

The hobbits and gnomes of Near World live at the western Stonebridge, near Soldur. Hobbits make his ground and round houses at the plains, and the gnomes live at sophisticated buildings along the hills. Hobbits are usually very peaceful folk, and doesn't seen to like much of the adventurer life, but a few of them, particularly the more ambitious, go on around the world in search of fun. Actually many hobbits make a living at Mahul Maakh, for the unpleasure of the high elves... Gnomes are known by their genial engineering skills, and many of his inventions, like the cannon and the rare powder wands (arquebus), are copied by the dwarves and torannians. They doesn't seen to like travels, and like the hobbits, rarely leave their homeland. Excluding the hobbits of Mahul Maakh, all other breed of hobbits and gnomes have a fair relationship with the civilized races, though the gnomes tend to hate giants and orcs like the dwarves. Among the famous hobbits and gnomes we can find Floro Galduick, mayor of the hobbit lands, and Gnocha Galliezzo, master-inventor of the gnomish folk.

Finally we have the uldras, a harmonic race that lives at the forests north of Bak, near the Great Water. These folks are very bounded with the nature and all the animals and non-hostile beings. Many of them are beloved by the elementals and spirits of the woods, causing a little fear to the unfaithful ones that deal with them. The uldras almost never leave their home forest, and the few who does it are banned from the mysterious clans that they have. Thus, any uldaric adventurer is very alone by self nature, and will rarely team up with any other people. Uldras also have a great affinity with the druids and barbarians, because of their shared love with the nature. The unique famous uldra is Yaal Kin Futh, the Grand Druid of the uldaric woods, and one of the most powerful beings of the world.

And now we have our brief description of the Near World and its civilized races completed... Hope you have had the same fun reading this that I once had while writing.

Tellius Tolken, Loremaster of Talantha

Torann Races

" Sometimes the most common of the races can be the most heroic, or the most dastardly..."

Ultr, Governor of Talantha

Torannians(Humans)

Overlook: Torannians are the most common folks of the Torann country. They are the race with the most variations among them, some are strong and tall, while others are thin and short. You can't define this folks entirely, but here I will try to give you some of their habits. Torannians are mostly urban, and tend to agglomerate at huge cities other than make various towns. They are normally united and will aid anyone of his own as possible. Some of their favorite clothing are tunics, vests, dresses, cloaks and sandals. Torannian warriors tend to be very adventuring, except the paladins that must follow their governors. Mage torannians usually make a long life of study in the Magic House, to become travelers only when they fell enough wise and powerful to do it. Priests usually believe in the urban gods, and many of them live at Soldur, as you might expect from a priest. Torannian rogues tend to live at populated cities like Talantha, Bak and Zirmandia, and they are experts in dealing with the thieves and pirates that plagues the urban areas.

Height: $50/48 + 2d10$ (ex: a 5 and a 8 would result in a 6'3''male)

Weight: $170/150 + 10d10$ (in pounds)

Starting Age: $15 + 1d4$

Maximum Age: $70 + 2d20$

Aging: 45/60/90

Racial Adjustments: None

Ability Requirements: 3/18 All

Special Bonuses: None

Special Hidrances: None

Allowed Classes: All(U)

Thieving Skill Adj.: None

Role-Playing a Torannian: You are the main race of the world. From your civilization came all the major legends, culture and advances of the world. You deserve to be the ruler of all other races, cause its your people who had built all the great cities, and researched the deep sigils of the arcane arts. You accept and respect all the other races, but you must demand their respect too, cause you belong to the most great race of this lands.

High Elves

Overlook: High elves live at Mahul Maakh and are very noble, some say just arrogant. They tend to be taller and slimmer than normal humans, with beautiful faces and shinny hair. This folk are somewhat bound with the protection of the forests, and doesn't like to stay much time at the urban areas. Almost all of them like to wear robes and long dresses, but some warriors often abide from that clothing to use armors and stuff. High elven warriors tend to be more agile than strong, being very good archers. The magicians are feared among the lands because they are all skilled and powerful. High elven priests believe in the gods of nature, but there are some that pray for the urban gods too. The rogues tend to be outlaws, and they love to steal jewels particularly.

Height: $55/50 + 2d10$

Weight: $90/70 + 5d8$

Starting Age: $100 + 5d6$

Maximum Age: $350 + 4d100$ *see player's handbook

Aging: 175/233/350

Racial Adjustments: +1 Dexterity; -1 Constitution

Ability Requirements: 3/18 Str and Wis; 6/18 Dex; 7/18 Con; 8/18 Int and Cha

Special Bonuses: 90% Resistance against Sleep and all Charm-related spells; +1 to attack rolls when using any bow other than the crossbow, short and long swords; -4 to opponents surprise rolls if alone(or with other elves and hobbits) or 90 feet away from his party, and not using any metal armor. -2 if he needs to open

a door or screen to attack; Infravision:60 feet; (1 on 1d6) chance of locating secret doors when passing within 10 feet. (1-2) chance if searching, and (1-3) for concealed portals(if searching too).

Special Hidrances: None

Allowed Classes: Cleric, Fighter and Thief(12); Mage and Ranger(15).

Thieving Skill Adj.: PP(+5%); OL(-5%); MS(+5%); HS(+10%); DN(+5%).

Role-Playing a High Elf: You are the most magical and intelligent race of the world. The other races can't understand the magical secrets that is natural to your race's living. You are the noble race chosen by the gods and the nature to know the mysteries of the faeries, the secrets of the charming, and the lessons of a long timed life. You are a descendant of the Mahul Council, and you must always respect the elven rule to not ever reveal the location of your mystical villages inside Mahul Maakh to the other races. You can go on adventuring all the lands, but you will always be deep connected with your home forest.

Barren Orcs

Overlook: These are the orcs who live at the underground caves of the Barren Montains. They are taller and stronger than the normal humans. Their appearance resembles primitive humans, with gray skin and coarse hair, their faces also can be compared to the face of a common pig. They doesn't seen to use very noble clothing, and most of them use rags and such just to cover their bodies. Most of them are excellent fighters, and normally combats with incomparable rage. The few priests usually trust in the gods of the mountains, but some appear to follow demoniac gods. Thieves are the most common folk at cities like Sur and Niadia.

Height: 60/55 + 3d6

Weight: 190/180 + 10d10

Starting Age: 15 + 1d6

Maximum Age: 100 + 2d20

Aging: 50/75/95

Racial Adjustments: +1 Strenght; -1 Charisma

Ability Requirements: 3/17 Int, Wis and Cha; 3/18 Dex; 9/18 Str; 12/18 Con.

Special Bonuses: Constitution Saving Throw Bonuses(such as dwarf on player`s handbook); +1 to hit dwarves, goblins and hobgoblins; Infravision:60 feet; Same detection abilities of dwarves(see player`s handbook).

Special Disadvantages: -1 to their attack rolls on sunlight; 30% chance to malfunction when using non warrior magical items; -3 reaction adjustment against humans, elves and dwarves; Starts with half of the starting money.

Allowed Classes: Cleric(8); Thief(12) and Fighter(15).

Thieving Skill Adj.: OL(+5%); F/RT(+10%); RL(-10%).

Role-Playing an Barren Orc: Every other civilized race thinks you are just a monster that came out of the Barren Mountains, and you must prove to them that you can make the things as good as any other race. Now that Zurtak has taken Sur and opened its portals to the humanoid races, you can work to show all the others that your race can run and manage a city as well as anybody. You are strong enough to enter any war and survive, cause you have passed many oppressions and intolerance before, and now its your time to teach the others how the orcs do fight a battle... With fierce skills and steel minds.

Half-Elves

Overview: Half-elves are the breed originated by a torannian human and a high elf parent. Because their parents are both considered noble races, they are the only mixed race that others treat normally and without much repugnance. As you bet, their appearances, clothing and skills vary between humans and elves. Generally, they posses a human father and an elven mother, because usually are the humans who don`t resist the charm of the female high elves! Half-elves normally live at the cities, and only a few ones are accepted inside the Mahul Council.

Height: 53/50 + 2d10

Weight: 120/100 + 8d10

Starting Age: 15 + 1d6

Maximum Age: 125 + 3d20

Aging: 62/83/125

Racial Adjustments: None

Ability Requirements: 3/18 Str, Wis and Cha; 4/18 Int; 6/18 Dex and Con.

Special Bonuses: 30% Resistance against Sleep and all Charm-related spells;
Infravision: 60 feet; (1 on 1d6) chance of locating secret doors when passing within 10 feet. (1-2) chance if searching, and (1-3) for concealed portals (if searching too).

Special Hindrances: None

Allowed Classes: Bard(U); Druid(9); Mage and Thief(12); Cleric and Fighter(14); Ranger(16).

Thieving Skill Adj.: PP(+10%); HS(+5%).

Role-Playing a Half-Elf: Life has always showed two distinctive paths to you... You are not entirely human, and so you still have a connection with the Mahul forest and its mysteries. But you are not elven too, and you just don't see the life with their noble and ancient eyes. Maybe you are both human and elven, maybe you haven't anything to do with them. Both ways will lead you to the same concept, though: That you must think for yourself, cause you are your only real parent.

Stonebridge Races

" They say that we are rude and stupid, but we don't refuse to aid any brother that asks for help. If the torannians at least consider that we are humans too, we might join them."

Baldin, leader of the south tribes

Rotunnians(Humans)

Overlook: Rotunnians are the barbarian men who populate the southern part of Stonebridge, and the Rain Islands. Most torannians say that they are less intelligent than them, and do not may be considered "noble" humans... Anyway the brave rotunnians just ignore their "words of wisdom", and don't seem to have any fear from their civilized structure. Most of all, rotunnians just stay at the savage lands because they really hate cities and everything related to an urban life. This folks are strong and very healthy, males usually have large shoulders and long hairs, females don't differ much from the torannian ones. They like to wear hides, girdles and basinet helms adorned with fierce bone horns. Of course females just use common dresses. Rotunnian warriors are very savage and fights with superior enthusiasm. Magicians are very, very rare on this folk, but clerics of the barbarian gods are very useful for the leaders to keep his tribes happy and united. Rotunnian thieves tend to be pirates that go for Zirmandia hoping to join some syllian orc boat, and are hated even by their own.

Height: $52/50 + 2d10$

Weight: $175/150 + 10d10$

Starting Age: $14 + 1d4$

Maximum Age: $65 + 2d20$

Aging: 45/60/90

Racial Adjustments: +1 Constitution

Ability Requirements: 3/17 Int and Wis; 3/18 Dex and Cha; 5/18 Str; 8/18 Con

Special Bonuses: None

Special Hidrances: -2 reaction adjustment against torannians; Starts with half of the starting money.

Allowed Classes: Bard and Fighter(U); Mage and Druid(7); Cleric and Thief(15); Ranger(18).

Thieving Skill Adj.: None

Role-Playing a Rotunnian: You are a savage, a barbarian, a being of the wilderness, and you are very proud of being who you are. The other civilized races thinks you are just rude and stupid humans, but you know that your folks have a strong culture too. Your race maybe not the wisest and advanced there is, but you know that you are much more than just a "man of the savage lands". You know the secrets of nature, the art of survival, and the ways of the great battles. You will always have the wild winds blowing past your face, and the immovable ground in silence just bellow your feet... And as long as they are with you, you will be a barbarian.

Dwarves

Overlook: The dwarves live at the fantastic city that is also the symbol of their pride: The High Helm, a city craved between the gargantuan walls of pure rock of the Rotunn Mountains. Males like to wear leather tunics and boots, females prefer silk blouses and fine dresses. So, you must know that all dwarves like to wear good clothing. Also, males do treat their beards as relics, and may kill someone that cut it. Dwarves make fierce warriors because of their amazing endurance. Clerics pray for the mountain gods, and some also pray for Thr, a dwarven god. Thieves doesn't seen to be much agile but are still tough.

Height: $43/41 + 1d10$

Weight: $130/105 + 4d10$

Starting Age: $40 + 5d6$

Maximum Age: $250 + 2d100$

Aging: 125/167/250

Racial Adjustments: +1 Constitution; -1 Charisma

Ability Requirements: 3/17 Dex and Cha; 3/18 Int and Wis; 8/18 Str; 11/18

Con

Special Bonuses: Constitution Saving Throw Bonuses(see player`s handbook); 20% chance of malfunctioning when using any non warrior magical item; +1 to hit orcs, half-orcs, goblins and hobgoblins; -4 AC against ogres, trolls, ogre magi, giants and titans; Infravision: 60 feet; Detection Abilities(see player`s handbook).

Special Hidrances: None

Allowed Classes: Cleric(10); Thief(12) and Fighter(15).

Thieving Skill Adj.: OL(+10%); F/RT(+15%); CW(-10%); RL(-5%).

Role-Playing a Dwarf: You are a child of the mountains. Your people live at the Rotunn Mountains, in the amazing city called The High Helm. You are bound with the underground, the mining, the jewels, the steel, the rocks and metals... You feel safer near the stones and grand mountains, cause you know their secrets, and they know yours. Your race have strong beliefs and very specific symbols of heraldry. The long beards symbolizes the health, the axe represents the glorious skills of battle, the jewels points the wealth, and the girdles the authority. The mountains are your supreme father, and for them you fight all your battles.

Hobbits

Overlook: Hobbits are the child-like ones who live at the plains east of Soldur. They have the back of their hands and feet covered with hair, and are so small that really look like the toranian childs. Both males and females like to use light clothing, and they rarely use any metal armor, mostly because the armors made for their size are very rare. Fighters tend to use their superior agility to compensate their fragile muscles. Clerics are adept of the torannian urban gods, and most of them live at Soldur with all the other priests. Hobbit thieves are master of the escape art, and most ones go to Mahul Maakh in the search of magical jewels and glorious adventures.

Height: $32/30 + 2d8$

Weight: $52/48 + 5d4$

Starting Age: $20 + 3d4$

Maximum Age: $100 + 1d100$

Aging: 50/67/100

Racial Adjustments: + 1 Dexterity; -1 Strength

Ability Requirements: 3/17 Wis; 3/18 Cha; 6/18 Int; 7/18 Str*(fighters do not roll for exceptional strength) and Dex; 10/18 Con.

Special Bonuses: Constitution Saving Throw Bonuses(see player`s handbook); Bonus to save versus poison equal to the constitution usual bonuses; +1 to attack rolls when using throw weapons or slings; Bonus to surprise opponents(see high elves); 15% chance to have 60 feet of infravision, if fails still have 25% chance of having a reduced infravision of 30 feet; Detection Abilities(see player`s handbook).

Special Hindrances: None

Allowed Classes: Cleric(8); Fighter(9) and Thief(15).

Thieving Skill Adj.: PP(+5%); OL(+5%); F/RT(+5%); MS(+10%); HS(+15%); DN(+5%); CW(-15%); RL(-5%).

Role-Playing a Hobbit: Peace and freedom are the two main objectives of your cause. There are many great values among the lands, but nothing can buy the happiness that you feel in being a free and peaceful being. Some of you go on adventuring the world in search of jewels and adrenaline, but even then they will return some day, cause no hobbit can live much time outside their rounded houses and their long smoke-pipes. One thing you will always know: there`s no better place in the world than the hobbit lands, and no better ways of life than the ones that you have always known.

Gnomes

Overview: Gnomes live very near the hobbits, but their villages are at the hills rather than at plain fields. They have some similarities with the dwarves, but their cultures are almost opposed. Gnomes are master inventors and engineers, they love the mathematics and physics and very often are called by the wise haladrians to aid with their study. Though gnomes doesn`t seem to be a very adventuring race, and will only enter any long travel or quest if some new discoveries are involved. Their clothing are very much alike the hobbits, but males tend to use all kinds of hats. Gnomish warriors are very rare, but these ones often make use of their newest weapon, the Powder Wand (arquebus), that functions by the use of something called "powder". Some gnomes learned the secrets of the illusionary magic and became skilled mages. Clerics also follow the urban gods, but they tend to stay at home rather than live with the others at Suldur. Gnomish thieves are also rare to find, and of course they love to steal anything that looks like "a new technology".

Height: 38/36 + 1d6

Weight: 72/68 + 5d4

Starting Age: 60 + 3d12

Maximum Age: 200 + 3d100

Aging: 100/133/200

Racial Adjustments: + 1 Intelligence; -1 Wisdom

Ability Requirements: 3/18 Dex, Int and Wis; 6/18 Str and Int; 8/18 Con

Special Bonuses: Constitution Saving Throw Bonuses(see player`s handbook); 20% chance of malfunctioning when using any non warrior-illusionist-thief magical item; +1 to hit kobolds and goblins; -4AC against gnolls, bugbears, ogres, trolls, ogre magi, giants or titans; Infravision:60 feet; Detection Abilities(see player`s handbook).

Special Hindrances: None

Allowed Classes: Cleric(8); Fighter(9); Thief(13) and Illusionist(15).

Thieving Skill Adj.: OL(+5%); F/RT(+10%); MS(+5%); HS(+5%); DN(+10%); CW(-15%).

OBS: I found a site with very original rules for gnomish inventions. Its called Enigma AD&D Page.

Role-Playing a Gnome: Mastering the science is the key to master the world. A fierce mind is much better than a strong body, and the correct mathematical calculation is much better than the non-linear study that is the research of magic. Your race has gained the gift of understanding the great sciences of the existence. Physics, mathematics, chemistry, engineering... Your race has started all the important studies and researches in the scientific area. The science is your best friend, cause from the day you have finally mastered it, it will never ever betrays you.

Uldras

Uldras are the folk who lives at the woods near the Great Water. They look just like a gnome, but are leaner and a little bit taller when compared. Have white, discolored hairs, long ears, but just like human ones, and pale gray skin. Males usually uses long beards, females like to use ponytails. All of them appears to have long and agile fingers in both hands and feet too.

This race are known of having a great sense of wisdom, because they rarely leaves the forest, having a calm and peaceful life in their villages opened to the power of nature. Some say that uldras never leave their homes because they doesn't have much of a health to travel around the world... The fact is that these folks are rarely seen at urban areas, but mostly cause they are very connected with the nature, its forests and rivers.

So, uldras are calm and gently people, with a great affinity with nature and its secrets. Usually they found themselves with a vast knowledge at the end of their lives, generating one of the most cultural races of the world.

They use very stylish clothing, and most of them have a long, conic hat at head.

Usually they doesn't use metal armors or weapons, but this is merely a preference, and no penalties are given for them if they use. By the way, uldras like so much the aspect of using natural stuff, that they have a +1 to hit rolls with any kind of wooden Weapon (including wooden bows, but not crossbows).

Uldras have a good infravision just like the gnomes, and can see for up to 60 feet in the dark.

Because of his deep connection with the nature and his elements, uldras became resistant to elemental based magic. They gain +2 to his saving throws against all elemental spells and elemental magic of any kind.

Uldras have a natural empathy with non-hostile animals, having a permanent +3 to reaction rolls against them.

Uldras can note if a passage is up or down grade 75% of the time(roll a 1,2 or 3 on 1d4), also, they can determine direction half of the time(roll a 1,2 or 3 on 1d6).

Finally, Uldras receive +1 to their Wisdom and -1 to their Constitution.

Height: 40/38 + 1d8 Weight: 62/58 + 3d6 Startin age/Aging: like gnomes

Allowed Classes: Fighter(10 maximum level), Ranger(13), Cleric(8), Druid(11) and Thief(12).

Racial Ability Requirements: Strenght (5/18*do not roll for exceptional strength), Dexterity(3/18), Constitution(7/18), Intelligence(7/18), Wisdom(4/18), Charisma(3/18).

Thieving Skill Adjustments: PP(+5%), OL(+5%),MS(+15%), HS(+10%), DN(+5%), CW(-15%).

Final Notes: Uldraric rangers are known as wanderers of the savage lands, and unlike their people, they have chosen the path of a nomadic life. Usually, uldaric druids never leave their home forest, braking this code only to make vital tasks for their superiors, or to preserve their home against intruders or eminent destruction.

Role-Playing a Uldra: Air for the thoughts, water for the sensibility, fire for the intuition, earth for the sensations... The nature rules our lives, and by studying and loving it, you will become wise and powerful. The elements are your grand guides, the trees your big security, and the animals your most trustable friends. The other races doesn't even have a clue of the secrets your race knows, they simply can't understand what is invisible for them. But you, you know the truth of the nature, and you will always search its mysteries. Until the day that you will be able to see the darkness fast enough to win the sunbean.

Other Races

" I see all this people of Torann and Stonebridge, thinking that they know very much about our lands... they are pathetic, and clueless about the real size of the world... "

Kithz Kopesh, dardean trader

Dardees(Humans)

Overlook: Dardees, also known as "daredees", are the brave people who dare to live at the greatest of all deserts, The Sand Ocean. They are survivalists, who work hard, day after day, for gaining their food and water from the sand... Of course most of them have their villages at some of the rare oasis, but a few ones actually live by wandering the savage lands of Dardeeh. Dardees like to use very light clothing, because of the heat of the desert, and men wearing any metal armor are quite impossible to find, unless they leave their homelands. Most of them use caps and tunics to protect their skins from the direct sunlight. Dardean warriors are very common to find, and almost all of them have high survival and endurance skills. Magicians are rare and tend to stay at the security of the oasis. Priests are so rare at the desert that only one oasis actually has a church. Dardean thieves tend to be very agile and skilled in pick pockets and move silently thieving skills.

Height: 50/48 + 2d10

Weight: 170/150 + 10d10

Starting Age: 15 + 1d4

Maximum Age: 70 + 2d20

Aging: 45/60/90

Racial Adjustments: None

Ability Requirements: 3/18 All

Special Bonuses: Since dardees are prime survivalists, all of them starts automatically with the survival (desert) and direction sense proficiencies, with no

cost.

Special Hidrances: Starts with half the starting money.

Allowed Classes: Bard, Fighter, Ranger and Thief(U); Cleric(8); Mage(12).

Thieving Skill Adj.: PP(+10%); MS(+5%).

Role-Playing a Dardee: Time means hard work, and life is equal to survival. The Sand Ocean is your home, it burns your skin and laugh at your fragility, but you are still there, surviving, cause its the only thing, the best thing, you can do. The oasis are sporadic paradises along the great hell that is the seas of sand. The water are the most sacred thing to your people, for it you search, fight and live. That`s your culture, the country of sand, and as long people call you a "daredee", you will retain the great honor of belonging to them.

Khitaian(Humans)

Overlook: Khiatainas are the humans from the distant and cold north. They have their own culture and education, and are quite different from the other humans in this topic. Their appearance are very calm, and almost all of them have distinct, almond-like eyes. They also wear very strange clothing, with robes and bandanas, and very often have some strange tatoos at their upper bodies. Most of all, khitaian seen to follow a strict code of honor, and we know that any khitaian deserted from their cities or villages by some evil act are known as "ronins". Course we know that because its usually these ronins that travels the long distance between our countries and tells more about their culture. All we know about khitaian warriors is that they use very weird weapons, like the katana and the shuriken. Some say that their magicians are quite powerful, but they never leave their lands. Some of the khitaian gods are known by our priests, and we think they have clerics too. Khitaian thieves are known as "nightblades", and they are skilled assassins that sells their skills for the evil khitaian lords. Obviously they are very feared, and hated, among their folk.

Height: $45/42 + 2d10$

Weight: $150/125 + 10d10$

Starting Age: $100 + 5d6$

Maximum Age: $70 + 2d20$

Aging: 45/60/90

Racial Adjustments: None

Ability Requirements: 3/18 All

Special Bonuses: None

Special Hindrances: None

Allowed Classes: All(U), excluding Druid and Paladin.

Thieving Skill Adj.: MS(+5%); HS(+5%); RL(-5%).

Role-Playing a Khitaian: Honor is everything. You cannot be a great warrior, a wise magician, a faithful priest or a skilled rogue without having honor inside your heart. Honor has nothing to do with the good or the evil, it's very above them, and you had always known that. The only person to whom you have to prove something is yourself, cause at the end only you will judge yourself, and discover if inside you there's honor or vileness... Until that day, you will continue to walk through the cold of Khitai, surviving with the hot of your heart and the agility of your mind.

Syllian Orcs

Overlook: This are the orcs who inhabit the Syll islands, they are rude pirates who have a dastardly reputation along the coasts. Syllian orcs differ from the barren orcs in both body shape and culture: Syllians are more thin and agile, and also doesn't seem to bother with the effects of sunlight. Actually their skins are almost brown instead of gray, and they commonly have lots of tattoos among their bodies. Culturally syllians seem to be more advanced, particularly in the navigation and construction topics. They like to use all kinds of leather armors, and will rarely use metal armor because of their weight. Skullcaps and large pants are also part of their clothing. Syllian warriors are known as "the tough crew" among their own. Mages doesn't exist among them, and clerics are very rare to find. Thieves are the most common to find, and almost all of them are skilled pirates that pillage and plague all of the Torann and Stonebridge eastern coasts.

Height: 55/50 + 3d6

Weight: 150/140 + 8d10

Starting Age: 15 + 1d6

Maximum Age: 100 + 2d20

Aging: 50/75/95

Racial Adjustments: +1 Dexterity; -1 Charisma

Ability Requirements: 3/17 Wis and Cha; 3/18 Int; 6/18 Str and Dex; 8/18 Con.

Special Bonuses: Constitution Saving Throw Bonuses(such as dwarf on player`s handbook); +1 to hit dwarves, goblins and hobgoblins; Since they are very bound with the sea, all of them starts automatically with the seamanship proficiency, with no cost.

Special Disadvantages: 30% chance to malfunction when using non warrior magical items; -3(-6 if became famous pirate) reaction adjustment against humans, elves and dwarves.

Allowed Classes: Cleric(8); Thief(15) and Fighter(12).

Thieving Skill Adj.: PP(+10%); OL(+5%); DN(+5%); RL(-10%).

Role-Playing a Syllian Orc: You are a child of the sea and the winds. Like the birds, you follow the breezes, free of heart, and with an eye kept on the fish. You doesn`t have to work, cause the other races are always doing that for you, and you just have to come, from time to time, to take a bit of their treasures... There`s no shame for you on doing that. That`s your culture and your love. Strike hard, fast, wisely, and then run away to hide again. The Syll islands or the great pirate ships are your only known home, but even them aren`t totally trustable. Yes, mariner, your best friend is your eyes. Look carefully, catch it at the blink of an eye, hide as fast as you can, then hope to continue living free, always miles away from the cages.

Kits

" You want to know what is a mirror house? It`s very simple indeed. someday a wise man made a question to himself: if there are so many mages utilizing the land`s mana for casting his spells, why we don`t build a "mana pool"? "

Marcus Odissey Biamindua, supreme sorcerer

Adepts

Description: Adepts are the noble magicians who studied the arcane arts at the city of the mages, also called the Magic House, that is sited east of Talantha. This city was planned and built by the torannian wizards, with the aid of some of his constructors of course. It is basically a huge tower that slashes the sky, involved by the city itself (it have not too much population like Talantha and Bak) and the city walls. The city has about 200 years, and it all started when his constructors realized that all the magicians use the same force to cast his spells, something invisible and ethereal, that they called "mana". So, the plan was to construct a tower where the wizards can absorb more of this mana from the world, and share this power between them.

The tower at the center point of the Magic House is called Arcann, and inside there various mages study and practice the arcane arts, day after day. At the top of the tower, a huge soluakh crystal is used to absorb the maximum mana possible (Soluakh are the best crystals knew for the absorption of mana, they are also very, very rare to find. This one at the top of the tower are the biggest ever found, and one of the most valuable artifacts of the world). The mana absorbed is also redirected by the mages for the "mirror houses" all around the land. Mirror houses are reduced versions of the Arcann tower, and each one have at least one piece of soluakh to receive the mana sent from there. Some of the known mirror houses are the mirror houses of Talantha, Bak, Pravokia and Niadia... Also, some experienced mages have been able to built his own mirror houses, but this ones are hidden along the lands, and will certainly not accept any mage asking for a mana recharge.

The adepts are bound by nature with the mana that flows from the Magic House, and by doing it they receive some extra power to cast his spells, as long as they keep recharging it at the mirror houses or at Arcann tower itself. So adepts are more powerful mages, but unfortunately they are equal subject to a infamous destiny... If someday, for some reason, the Arcann tower is destroyed by some disaster (well, we are very afraid right now that the Balrog takes it!), all the adept mages will loose automatically his ability to cast spells, until it`s rebuilt somewhere... Actually, some think that the adepts will still be able to cast spells, but as long as the Arcann tower is destroyed, these casts will be extremely painful for them!

Any torannian, high elf or half-elf can be adept. Only mages and specialists, of course, can take this kit. Also, to reflect the tough tests that the adepts must pass to enter the Magic House school, all adepts must have the following minimum ability scores: Intelligence 15 and Wisdom 12.

Role: In the most part of the civilized lands, the adepts are very respected because of their noble profession. But there`s so many other that doesn`t seen to have any like for them, particularly the mages that were not accepted by the Magic House school. But, after all, the simple fact of being an adept automatically reflects his high intelligence and knowledge of the arcane arts to almost anyone of his own culture.

Weapon Proficiencies: The adepts use the same rules for normal mages. And some of the preferred weapons are the dagger and the quarterstaff.

Nonweapon Proficiencies: Bonus: Ancient History, Reading/Writing and Religion.
Recommended: Ancient languages, spellcraft, artistic ability, cooking, dancing, etiquette and modern languages.

Special Benefits: Adepts can absorb the mana from the Arcann tower and the mirror houses, these mana raises the number of spells that they can cast, **but not per day!** These bonus must be kept by the side of the normal spells they can cast, and it`s used the exactly same way, **except that this bonus spells are only refreshed when the mage enter a mirror house or the Arcann tower, and spends at least 30 minutes absorbing the soluakh crystal`s mana.** Also, they can only refresh one time per day, they can`t, for example, get his bonuses at morning, go on adventuring until afternoon, and refresh it again. In this case they will have to wait for the other day to refresh it.

The bonus spells that an adept gains is based in his own level and rank among the Magic House scholars. So, there`s a table for the bonuses they receive:

Table 1: Adepts Bonus Spell Progression

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

Special Hidrances: As talked above, the adepts are very dependants of the Arcann tower, and if someday it is invaded or destroyed, the adepts will automatically loose all their abilities to cast spells, **both from their bonuses and their normal spell ability.**

Also, if anyway this wizards had to make their spells, they will loose 10 hit points per level of the spell being casted. This loose hits are only recovered by resting, any magical healing will fail to restore it... Even wish spell will heal only half of the wizard`s lost hits.

The only chance for the adepts survival if some terrible thing happens to their tower is to build another tower somewhere, but it will surely take years of hard work. Well, being an adept is both a great thing and a great risk!

Nightblades

Description: The nightblades are rogue kithaians magically trained by the kithaian lords for special, covert missions. Such as assassination, spying, infiltration, and so on...

All nightblades seem to be very skilled with stealth and assassination skills. They have a magical ability to disguise, hide in the shadows, move in utter silence, or even turn themselves invisible. Also, almost all of them have the abilities to breed and use poison for maximum deadly efficiency on their blows!

Normally, all nightblades are khitains who follow one of their shadow clans leader, but most stories say that some torannians and dardees that have traveled to the distant lands of Khitai often learn the secrets of the nightblades and are accepted into their shadow clans. However, this is very, very rare to happen.

Only rogues can take this kit. They must have also a Dexterity score of 15 or more, and an Intelligence score of 11 or more. Not every ordinary rogue have all the attributes to be magically enchanted by the khitaian lords.

Role: The nightblades are feared among the khitaian folk, basically cause their primary intentions are murdering and poisoning their clan's opponents... But not all nightblades are evil. After all, there some shadow clans and his lords who actually likes to maintain the order and upholding the good on their lands, and this clan's nightblades will only do missions of murdering to prevent some imminent conflict or war between the clans.

Also, nightblades doesn't seem to have a personal life. They are always hidden, waiting for his next mission at some khitaian village... They are always disguised, and even his words must be disguised to not let the truth appear. Normally, when a nightblade becomes famous, he will be very likely to die suddenly, murdered by one of his brothers in arms. Cause no shadow clan like to get his dark secrets revealed.

Weapon Proficiencies: Such as Rogue, tough nightblades tend to use khitaian weapons.

Nonweapon Proficiencies: Bonus: Disguise, Herbalism (Mostly used for brewing poisons). Recommended: Forgery, Tumbling, Brewing, Cooking, Heraldry.

Special Benefits: Being magically enchanted by the khitaian lords, all nightblades have some special magical abilities that they can use an amount number of times per day. Each ability used takes a certain amount of Magical Points from the nightblade's daily reserve. First, we have to determine the number of Magical Points that the nightblade gains per level, to do so just consult the table below:

Table 2: Nightblade Magical Points

Intelligence Score	# of MP gained per lvl.
11-14	2
15-16	3
17	4
18	5
19+	7

Well, now we have to determine what abilities the nightblade can use, and how many Magical Points each of these abilities take from his daily reserve to be made. Now you have to look at this other table below... All these abilities have the same effects of the same Wizard spell, such as Range, Duration, Casting Time, etc... The casting level of nightblade is equal to his own level.

Table 3: Nightblade Special Abilities

Special Ability	MP cost	Special Ability	MP cost
Alarm	3	Shadow Door	20
Change Self	5	Telekinesis	25
Feather Fall	5	Teleport	25
Jump	5	Death Fog	45
Wall of Fog	8	Mislead	45
Blur	8	Shadow Walk	65
Fog Cloud	10	Teleport W.E.	65
Invisibility	10	Screen	85
Infravision	12	Weird	100
Imp. Invisibility	18	-	-

Note that to use his abilities, the nightblade **may not be wearing any kind of armor other than leather, and no shield**. He can use any of his allowed weapons, tough.

Special Hidrances: Being a tremendous powerful rogue brings some hidrances to the nightblade too:

- Nightblades must earn 20% more experience points to pass for another level.
- Nightblades gains only 20 points per level to distribute among his thieving skills.
- Nightblades receive -6 reaction adjustment when dealing with any khitaiian that actually knows he's an agent of the shadow clans.

-Nightblades must follow his clan's orders and maintain himself hidden when there's no mission available. If a nightblade breaks this rule he will be chased by all members of his clan until he's dead or banned from Khitai.

Knights

Description: Knights are the most skilled, strong, smart and brave warriors of all Near World. They are hardly trained from their young age to the adulthood, trained to be the ultimate warriors and the most noble of the heroes. There are three distinctive types of knights: The Knights of the Purple Army, centered on the warrior culture of Bak, and commanded by Deldor Daryll. The Knights of the Royal Army, who studies both fighting and magical skills, to be the better tacticians of the lands. They follow the orders of Ultar Brightarm, governor of Talantha. The Knights of the White Cross, the religious warriors of Soldur, that follows Eleanor to the death.

Generally, knights belongs to noble families residing on their respective cities, but its not rare to see ordinary men becoming knights, tough these lucky ones must pass to tough tests to prove that what they lack in nobility they have in skill and strength. Knights are trained and maintained by his cities governors, they receive lots of benefits and shelters of the cities nobles, but something are expected from them in exchange!

The knights must protect his cities, his governors, his citizens and his cities purposes... And must do that with fearless conviction! Knights are expected to be the great heroes who will kill the demons and save their cities, and every knight wants nothing less than that. Its very hard for a knight to go adventuring the world, or to have any kind of "entertainment life", the knights are always protecting his beloved cities.

Sometimes, the most brave knights are sent on personal quests by his commanders, but those responsibilities are only given to the most experienced and skilled ones. Anyway, every knight must pass by at least one tough quest: When a knight reaches the 9th level, he will be sent to some special mission by his respective governor... No failure can be accepted on these missions, if the knight completes his task, he will receive some special gift, and will be able to continue earning experience as before. If the knight fails, and do not got killed on his quest, he will loose all his kit special abilities, and will start to earn only half of his gained experience points until he reaches the 12th level, at which he will receive the forgiveness of his governors, as well as all his kit abilities back. No other quest will be given to that poor knight...

To be a knight, the character must be of any lawful alignment (Tough LE knights are not supposed to exist... Anyway, who knows?) and have at least the following minimum ability scores: Strength 15, Dexterity 12, Constitution 12, Intelligence 10, Wisdom 10. Fighters and Paladins may be knights; Rangers may not. Only torannians and half-elves may be knights.

Role: The knight is a mighty hero who has the respect of the majority of the population (the criminal classes and evil characters excepted). He has the good-will of the people (reflected as bonuses to his reaction rolls), but the people also make many demands of him: When there's danger, when someone is in trouble, the people turn for the knight for help. This character does not get much time for rest and relaxation.

Weapon Proficiencies: Bonuses for the Knights of the Purple Army only: Sword (any; player choice) and Lance (any; player choice). Required for the other Knights: Sword and Lance. Recommended for all Knights: All other Swords, all other Lances, all Horsemen's weapons, Dagger, Spear, Bows, Crossbows.

Nonweapon Proficiencies: Bonus proficiencies for all Knights: Riding (Land-based, horse), Etiquette. Bonus proficiency for the Knights of the White Cross: Religion. Bonus Proficiency for the Knights of the Royal Army: Ancient History. Recommended for all Knights: Animal Handling, Animal Training, Dancing, Heraldry, (Priest, double slots unless Paladin or Knight of the White Cross) Healing, Musical Instrument, Reading/Writing. (Warrior) Blind-Fighting, Endurance. (Wizard, double slots unless Knight of the Royal Army) Reading/Writing.

Special Benefits:

Knights of the Purple Army: They gain two free weapon proficiencies (as listed above). Also, to reflect their hard training, these knights start to receiving some bonuses for their attack maneuvers with any sword or lance (though the lance must be used from horseback): At 1st level, they get a +1 to hit with these weapons. This bonus goes up +1 every six experience levels (so they'll be +2 at 7th level, +3 at 13th, etc...) These pluses to hit do not add to damage, and don't allow them to hit a monster that can only be hit by magical weapons.

Knights of the Royal Army: They start up with the Ancient History proficiency, and can take Wizard proficiencies with no extra cost (as listed above). Also, at 9th level, they gain the limited ability to use magical scrolls. Their understanding of magical writings is far from complete, however. They have a 25 percent chance to read the scroll incorrectly and reverse the spell's effect.

Knights of the White Cross: They start up with the Religion proficiency, and can take Priest proficiencies with no extra cost (as listed above). Also, at 9th level, they gain the limited ability to use clerical scrolls. Their understanding of magical writings is far from complete, however. They have a 25 percent chance to read the scroll incorrectly and reverse the spell's effect.

Other benefits: The knights are completely immune to the fear spell. Because they are so brave, they inspire others to courage, and so, while they are in fighting, they actually radiate an emotion spell in a 10' radius. This emotion spell radiates courage (see the write up for the 4th-level wizard spell emotion), but only to the extent that it negates fear; it does not bestow the berserk fury that the actual wizard spell provides.

The knights are +4 to save vs. all magic which would affect his mind, such as the wizard spells charm person, friends, hypnotism, sleep, irritation, ray of enfeeblement, scare and geas, and the clerical spells command, charm person or mammal, enthrall, cloak of bravery and symbol.

The knights receive a +3 reaction from anyone of his own culture (except criminals and evil characters, from whom they receive a -3).

And finally, the knights have the right to demand shelter. When they travel, they can demand shelter from anyone in his own nation who is of status lower than nobility. And most people of their own status or higher will be happy to offer them shelter when they are travelling.

Special Hidrances: For all those benefits, the knights have some pretty hefty hidrances as well... Note that LE Knights may "forget" some aspects of the Code of Chivalry.

- Knights cannot attack an opponent at range if they can stead charge ahead and attack him in melee or jousting combat. They could shot to protect an innocent, but not to protect anyone who is fighting the enemy honorably, including their own friends.

- In any combat, knights must attack the enemy who is the biggest and most powerful-looking.

- Knights must always have the highest quality of armor they can afford (they also prefer a suit of ordinary field plate than a set of banded mail +5).

- Knights must follow the very strict Code of Chivalry: "Must cheerfully perform any noble service or quest asked to him by his governor or commanders; Must defend, to the death, any person or item placed in his charge; Must show courage and enterprise when obeying his governor; Must show respect for all peers and equals; Must honor all those above his social class; Must demand respect and obedience from those bellow his social class; Must scornly those who are lowly and ignoble (he will not help the illmannered, the coarse, the crude; he will not use equipment which is badly-made or inferior; he will fight on foot before riding a nag; etc...); Must show courtesy to all ladies (most knights are male, very few females are accepted); Must regard war as the flowering of chivalry; Must regard battle as the test of manhood, and combat as glory; Must achieve personal glory in battle; Must slay all demons; and must choose death before dishonor."

- Finally, if a knight loose his honor, and in the period of survival after a failed quest, he will loose all his kit special abilities, and a permanent -3 reaction from anyone of his own culture.

Channelers

Description: Channelers are the mages who studied in depth the secrets of nature, and somehow archived the ability to "became as one with the nature ways", using its mystical forces to their own benefit. Channelers are pure magical conduits of the nature magical essence. Some say that the channelers are just a "better version" of the adepts, since they absorb the nature forces by their own, without having to use the soluakh crystals... But

nobody knows if the mana of the adepts is the same force that the channelers use on their spells. Since there are very few channelers on the world, it will be a secret for yet many years.

The following minimum ability scores apply for a channeler: Constitution 9, Intelligence 15, Wisdom 13, Charisma 12. Only pure mages can be channelers, since their spells come from no school of magic. Torannian channelers are generally not well respected as the other wizards and adepts... Since their race are all devoted to the study of traditional magic, and the understanding of the mana, they simply do not consider mages that drain their powers from nature as "true mages". Elven channelers are even more rare... Since the elves have a deep respect to the forces of nature, the use of its powers as magic are considered a puny act by the Mahul Council. Because of that, all elven channelers are banned from the council, and the forest itself, as fast as they are detected. Half-elves suffer both punishments: They are banned from Mahul Maakh, and not well viewed by the torannians. No other race can claim the Channeler kit.

Role: Some wise men say that the channelers are feared at the same level as they are bad reputed. But not all channelers are evil... They are very rare to see, yes, but the truth is that almost all of them are just solitary wizards that decided to follow his own ways to magic. They are mostly neutral, just like the nature itself. They have the courage to study the old ways of sorcery, the now forgotten ancient magic, which deals directly with the nature power, with no schools, no spellbooks, and no soluakh crystals on its way!

Channelers do not use spellbooks, they don't need them. Since a channeler learns a spell, its never forgotten, they will have the ability to cast it for the rest of their lives. But to do that, they must always stay connected with the nature, away from the urban areas, and free to see all that their ancient magic has to offer...

Weapon Proficiencies: Channelers are restricted to the use of wooden weapons. Their preferred weapons are the Quarterstaff and the Sling.

Nonweapon Proficiencies: Bonus: Survival (Forest). Recommended: Ancient languages, ancient history, astrology, spellcraft, cooking, brewing, hunting, direction sense, weather sense and herbalism.

Special Benefits: Channelers have 25% bonus when trying to learn his spells (see hidrances, tough). They must not have a spellbook, and they don't forget the spells when they cast them... Instead, their powers are reduced every time they cast a spell. In other words, they have the same spells per day as a common mage, but they don't have to choose what spells they will use at each day, they can use them all!

Channelers gain +1 to saving throws against elemental based magic, and their opponents suffer -1 to their saving throws against their spells. At the beginning of each new level, the channeler can choose 1-3 new spells to be automatically learned... And they start to play with 2-8 spells as well.

Finally, for every week that the channelers passes inside a forest, they raise their casting level by one (to a maximum of plus 5 points to casting level. 5 weeks inside a forest).

Special Hdrances: Channelers can only learn and cast spells from the four elemental schools of magic (see the Tome of Magic)... But note that they do not treat them as "schools", remember that the only school they study is the nature itself, after all.

Channelers cannot use scrolls, since their understanding of magic is based on forces rather than written books. Also, they don't start automatically with the reading/writing nwp, as many DMs often decide. Because of the exact same reason, channelers must find other channelers to learn new spells, since their study are not written, just passed from one person to another, like an ancient secret.

Channelers suffers -2 (-3 if eleven) reaction adjustment against all people from their own race and culture. Its much harder for a channeler to create a new spell or magical item than for the other wizards, but its up to the DM to determine "how much harder" it is.

Finally, for every week that the channeler passes outside of a forest, they reduce their casting level by one (to a maximum of minus 5 points to casting level. 5 weeks outside of a forest).

Great Cities

" Even the most great of the cities must be built the same way as a common brick house: block by block. "

Oldagg, master-smith of the High Helm

Bak

Walls! City walls, guard towers, wood fences... This is the city of army, a genial engineering project planned to be the ultimate protection against the demons that spread all over the open lands. At the moment Deldor Daryll heard about the surge of these monsters, he immediately called Oldagg, a master dwarven smith, and Gnoshia Galliezzo, a grand inventor of the gnomish folk, to make the ambitious project of Bak.

It took about ten years for the construction of the new walls and steel cannons, but the "new" Bak is finally finished... This city is totally devoted to the military and warrior arts, here we can find the better weapons, armors and war chariots of all Near World. Here we have the better warrior school of all, and obviously the most skilled warriors and mercenaries that you can find.

The governor of Bak is called Deldor Daryll, he`s a noble paladin that reach this position by doing a marvelous work as a knight of his country. Daryll is loved by almost every noble warrior and paladin of our lands, that calls him as the "yellow paladin", because of his famous golden full plate that he gained from the governor of the friend city of Talantha, Ultar Brightarm.

Daryll is very concerned about the dangerous situation of our world this days, so he also created an army of knights to protect the weak from all the dangers of the lands that surround Bak... This army is called the Purple Army, and they cover the lands between the edge of the South Wood and the end of the Crow Hills, that surrounds the city. Only the most strong, skilled and noble are accepted in the Purple Army.

The city has about 150,000 habitants, most of them torannians, tough high elves, dwarves and rotunnians are also very common to see inside it`s walls. The city economy is prosper

and very dependant of his arms production, the most skilled blacksmiths, weaponsmiths and armorers live there. Also, there`s a great space covered by farms just outside the city area, and the Purple Army make their security too.

Bak is allied of almost all the other cities, that sure need their weapons to make a stand against the demon charge... But Zirmandia, as you may expect, aren`t much beloved by Daryll and his strong principles.

The High Helm

Craved between the rock walls of the Rotun Mountains, the High Helm is symbol of the dwarven pride. It is almost na underground city, with caves and tunnels that lead to the dwarven mines, but of course the houses are actually outside the mountain, and they form the passage between the walls of pure rock.

No one knows when the High Helm was built, but it`s believed to be as old as the city of Talantha, and that means that it was built right after the Red War. But the dwarves aren`t worried about their history, they are always thinking in the gold that they will mine the next day...

Bhrodain is the governor of the High Helm, he`s a very olden dwarf that left his life as warrior to enter the dwarven politics, and succeed. Tought he`s not exactly acclaimed by their own, Bhrodain does a nice job of keeping his folk in the dig of gold and construction of new defenses to his city. Course the governor has his own army too, formed by strong and skilled dwarves wearing plate mails and huge axes.

Inside it we can count almost 80,000 dwarves, and other races, particularly elves and orcs, are very rare to find at the High Helm. The economy lives by the hard work on the mines, and also by the forging of weapons and armor... So, if a dwarf isn`t a miner, he surely will work as a smith.

Bhrodain is very diplomatic, and his city is allied of all other cities, excluding the city of the orc Zurtak, Sur, for obviously reasons.

The Magic House

Warning, here be magic! The Magic House is the city of the adepts, magicians that use the Soluakh crystals to absorb the mana of the world to their own corpses, and become more powerful that way. Course they are also very dependant of the Arcann tower, the building

at the center point of this city, that is called "the mana pool". Some say that if this tower is destroyed, all the world adepts will lose their ability to cast spells!

The city was planned and built by the torannian wizards, with the aid of some of his constructors of course. It is basically a huge tower that slashes the sky, involved by the city itself (that isn't much inhabited like Talantha and Bak) and the city walls. The city has about 200 years, and it all started when his constructors realized that all the magicians use the same force to cast his spells, something invisible and ethereal, that they called "mana". So, the plan was to construct a tower where the wizards can absorb more of this mana from the world, and share this power between them.

The tower at the center point of the Magic House is called Arcann, and inside there various mages study and practice the arcane arts, day after day. At the top of the tower, a huge soluakh crystal is used to absorb the maximum mana possible (Soluakh are the best crystals known for the absorption of mana, they are also very, very rare to find. This one at the top of the tower is the biggest ever found, and one of the most valuable artifacts of the world). The mana absorbed is also redirected by the mages for the "mirror houses" all around the land. Mirror houses are reduced versions of the Arcann tower, and each one have at least one piece of soluakh to receive the mana sent from there. Some of the known mirror houses are the mirror houses of Talantha, Bak, Pravokia and Niadia... Also, some experienced mages have been able to build his own mirror houses, but this ones are hidden along the lands, and will certainly not accept any mage asking for a mana recharge.

The Magic House is supervised by Marcus Odissey Biamindua, known as "the best mage of the world". But it's a part of Talantha, and is governed by Ultar Brightarm. The city doesn't have a economy of it's own, and it serve for the purposes of all the torannian wizards who study and develop his magical skills and culture. Other races are very unlikely to enter this city, but the allied high elves and the common breed of half-elves are often accepted as students of the arcane arts.

Niadia

The northern city of Niadia is almost a huge marketplace, here one can find all the traders that come from the south exchanging his goods with the dardean caravans that come from the Sand Ocean... It's basically that, no big army, no big laws, no big security, just an area open for the trade.

Niadia was once an caravan camp: The dardean caravans started to stop by there between his long travels from the north to the south, and vice-versa. As time passed it became a famous place for the trading of both common goods and rare, most stolen, magical items and artifacts. Actually the only city with more merchants and thieves than Niadia is the coast city of Zirmandia.

The city doesn't even have a governor, but a mayor was suggested by the dardeans to control the trades inside it... Of course these mayor will follow anyone who pays him more, and so the corruption of Niadia's army is almost the great in all Near World (loosing again to Zirmandia). The actual mayor is Huij Othar, a dardean merchant, but this city's mayors change very frequently, as they are commonly murdered by the thieving clans that one day doesn't agree with their positions anymore.

The habitants vary too much, but it's believed to have more than 20,000 residents in Niadia. The economy is based only on the commerce and trade between the merchants that passes by it, but there's also a few farms beside the city's area. Niadia get along with all the other cities, basically cause everyone likes to go there to buy it's rare items.

Pravokia

Green! Gardens, giant trees, exotic flowers, rare herbs... This is the city of Pravokia, situated in perhaps the most beautiful spot of Near World, between Mahul Maakh and the Great Water, this is definitely a place for the nature lovers.

Some say that it was settled by the high elves of Mahul Maakh, and then populated by the torannian rangers who adventure the forest, but officially it was built by the legendary Mister Riggs, an antique and famous druid gardener that made his fame at Talantha... Tough the exact age of Pravokia is unknown.

Today the city is very dependant of Talantha, and so they have a mayor stead of a governor: His name is Omar Tutelys, and he is a glutton totally controlled by Ultar and his generous gold contributions to his family. Actually the army of the city is formed on the Talantha warrior schools too. So, like the Magic House, this city is almost a district of Talantha.

Pravokia has about 9,000 residents, and they all live at houses built on the top of the enormous trees that grows inside it's area (the city also doesn't have any kind of walls or fences limiting his land). Among the residents we may find a lot of torannians, high elves, hobbits and also rotunnians who came from the barbarian lands.

The economy is based upon the production of medicinal and special (some say magical) herbs which sells very costly. Also there are a few farms around the open fields... Finally, this city has good relationship with almost every other city of Near World, but with the arrival of orcs at Sur the elves are having some problems with this cities alliances.

Soldur

This is the city of light. Where clerics from all around the world came to pray for their beloved gods. Soldur is a totally religious city, and his habitants follow various religious rules and restrictions, according to their own god. It was believed to be the ancient land where the emissaries came to feed the goldmen (see Ancient Lores), and so it's venerated by the followers of the Holy Codex... But many other religions adopted this city for their own praying too.

Because of all that the city hasn't a governor, yet they have a high priest that administrates the city and take care of the dislikes between the various religions to maintain the harmony... The actual priest is a priestess: Eleanor, the high priestess of Soldur, a woman of incredible charisma and power of oratory who are loved not only by the followers of the Holy Codex, but even by every other religious person inside Soldur.

The city is also very protected by his city walls and the White Cross, an army of clerics and paladins who protect Soldur with strength and faith. Also, inside it's walls any people hurt normally receive an excellent magical healing treatment, but of course it costs some gold...

The population vary because the city receive lots of visitors looking for a help from their gods, but it's believed to have almost 35,000 people living inside it's walls. The economy is very strong, based on the farms around the city, and also on the contributions that the prayers give to their clerics. Also, this city has a fairly alliance with every other city of this world.

Sur

Many barren orcs live at Sur, because his former governor, Garlik, was forced to open his gates to the most uncivilized races, in an desperate attempt to reflourish it's economy... The talanthians questioned this act and in response Garlik left the government of Sur to Zurtak, a barren orc, in exchange of an antique sword that Zurtak and his followers found at the deep underground of the Barren Mountains. So Zurtak now is the most famous orc of the world, and his city is growing up with the entrance of the most varied races, day after day...

Sur is a city very much alike the olden Bak, it is very militaristic, and of course her you will find lots of warriors and mercenaries, except that her this warrior will be orcs, hobgoblins, gnolls, and so on...

As soon as Zurtak entered Sur, he started to reinforce it's city walls, and also to contract more and more people to his army. Tough he still accepts "civilized" races, most of his

arms men came from the humanoid villages around the Barren Mountains... Because of all that, this city is also called "the monster city" this days.

Before Garlik`s abdication, the city population were about 160,000 persons, but now nobody knows how much beings live inside it`s walls. The once dead economy is now growing up, mostly because of the high city taxes, and the transactions between Sur and the humanoid villages near it... Farms are now very rare around Sur, specifically the torannian ones.

As you may expect, the relations with another cities are very chaotic now... The High Helm are declared enemies, and Talantha, with Pravokia, also dislikes Zurtak`s government... Actually only Soldur have a fair relationship with Sur.

Talantha

Known as "the world`s capital", Talantha is the most brightly and civilized city of the Near World. Believed to had been settled right after the Red War, it may also be the most olden city of the lands.

Here you may find almost everything: Marketplaces, city tribunes, city walls, warrior arenas, bard theaters, magic libraries, beautiful churches, and so on... All that governed by the noble Ultar Brightarm, a descendant of the ancient kings of Torannia, with the wise advice of his right arm, the loremaster Tellius Tolken (hey, that`s me and I will not count my talents here...).

Ultar has his own army, called the Royal Army, tough no kings are found anymore, excluding at Khitai... This army have not only skilled warriors and noble paladins, but also most adepts, trained to fight as battle mages! So, you bet this city, and it`s governors, are very protected against the demon surges... At least for now.

It is also the most populated city: About 230,000 torannians live here... But of course you may find every other civilized race inside it`s walls, tough orcs are still very rare. The economy is also brightly, with extensive farmlands, skilled smiths and powerful alchemists... Also there`s a huge marketplace in the center square, and the warrior`s arena, that attracts fans from all around the lands.

Talantha have a fair relation with all other cities, tough Sur and Zirmandia are just tolerated because the trades generate more funds for the city. Who doesn`t like gold?

Zirmandia

"The city of thieves" isn't so bad as its reputation... Yes, here you will surely find the most chaotic and evil thieves and burglars from the world, but the city has also its good points. One of them is the great seaport, that generate a enormous trade and fishing industry, that sells all over the eastern coast... Unfortunately, because of this industry, Zirmandia also receive lots of syllian orcs looking for their loved work as seamen.

It was settled by the thieves who got banned from the other cities, and became with time a "thief paradise"... More than at Niadia, here are lots of thieving gangs and assassin organizations, so you better take care of your pocket here, to not say your life!

The governor of this city is known as "the death skull", nobody ever seen his face, covered by an human skull helm, but he`s believed to be a famous torannian assassin who escaped from jail when he`s about to suffer his death sentence... So, you better take distance from this one also.

The death skull has his own bodyguards, yes, not an army, just a group of skilled bodyguards to protect his skin from the other clan leaders, and to secure some of the rich merchants who pass by the city from time to time... But, laws? No, here you will not find anything like that...

The population is about 90,000 people... Most of them torannians and syllians, but many other civilized races can be found here, including high elves and rotunnians. The economy is based, as said before, in the sea industry... But you may expect that they don't make a live only by that, it's cause there are so many thieves, of course.

This city relations are very complex, but they surely make lots of trades with Talantha, Bak, Sur, Niadia and also Soldur... The High Helm are not much inclined to make transactions with Zirmandia.

Tellius Tolken, Loremaster of Talantha

Note on the cities politics: All the cities of Near World, excluding the ones at the Khitaian kingdom, are under a type of government that resembles the Republic. There`s a Governor who have the same powers of a king, but this governor is elected by an council of old citizens (almost all of them are rich torannians, dwarvens at High Helm, comerciants with more than 40 years of age) and have to follow some of their requests... Also, the Governor can be taken out by the habitants if he make some evil act or misconduct that can be proven.

Helping the Governor, there are the Loremasters and Commanders, who make various tasks for the city, such as guiding the agriculture, creating some new military tactic, protecting some noble, making diplomatic relations with other cities or even telling the possible disasters that the city may pass...

Note about towns and villages: Just to end all this, it's obvious that there are many other urban areas at Near World territory, but unlike these Great Cities, they are small towns and villages, with much less importance and no need to be described. Town and villages doesn't have governors or mayors, they are simply small urban areas made by the folks who aren't willing to live at the huge cities.

Note about the Royal Path: The pointed lines that links the Great Cities at the map are called the Royal Path, a huge path of roads that are always watched by the cities guards. This roads are much more secured against monsters and burglars than the ordinary ones, and have many town and villages among its extension.

Famous Places

" It takes much more than 700 years to discover all the mysterious places and magical realms that our world hides among the lands. "

Fiodras, member of the Mahul Council

Anahul Maakh

Known as "The Shadow Forest", Anahul Maakh is in much aspects alike the Mahul Maakh woods, excluding the fact that there you will not find friendly and almost peaceful elves... Cause this is the homeland of the drow elves, and all their shade familiars.

Situated to the east of Niadia, Anahul Maakh is a forest considerably distant from the civilized lands, and mostly because of that, its very uncommon to find any civilized race wandering inside its trees. Actually only the most brave and skilled adventurers dare to enter this dangerous place.

If the high elves are a noble and civilized race, their shade brothers are known to be the exact opposite... Beginning with their pale dark skin color, passing by their scary white eyes that have no pupils and are able to see well even at the extremely dark areas of their woods, and finally ending with their cruel and evil alignment, the drow seen to be very different from their brothers.

As the high elves, they also posses a council inside its trees, a council that decides everything that happens with their folk, making plans that always look to bring more knowledge and magical powers to them. Also, the drow elves posses innate magical abilities, and are powerful black magicians... One of their most scary abilities is to control the giant spiders that live inside their woods, using them both as pets and lethal companions.

The Crossed Bones

The sinister island situated at west of Sur, known as The Crossed Bones, are a place so dangerous that is also called "The Hell Island". There you will find all the pirates, thieves, assassins and other folk with shade souls...

All those people came there to avoid the laws of the continent, and on this island... Well, there the words "laws" and "order" are just non-existent. The only aspect of organization you will find there is the famous mansion of Monterrey Caliguri, the Sea Rogue.

The Caliguri family is a famous family of torannian pirates, and legend says that they started to build a village at this island about centuries ago... Monterrey is the last Caliguri alive, and rule his island with iron fists (or fist and hook, as you want..).

So, the only law that really exists on The Crossed Bones is the law of the taxes: Caliguri gives the protection that the pirates and thieves need, and in exchange they must donate some of their pillages and robbery to Caliguri's cause... Easy and just, at least for the rogues.

Devil's Pit

The Barren Mountains hides more secrets than you might ever expect, and Devil's Pit maybe the most interesting and dangerous of them...

It looks like a volcano, but nobody ever seen any lava spreading out from it... After all, very few people actually have seen Devil's Pit.

The very few who had traveled by there and survived came to their cities almost insane, saying things about other worlds, powerful demons, magical portals and such things... From what I know I can't tell you much about this place, but I have once talked to an old adventurer that returned from Devil's Pit totally crazy, and passed years to regenerate his mental abilities... That old man told me that all Near World is nothing but a tiny peace in the infinite space that covers all the universe. He said that he entered the volcano, and passed by some kind of portal that sent him to a weird city called Sigil, where people from all other worlds meet. Also, he told me about various gods, new gods, gods that I never ever heard about...

Well, he told me a lot of things, and at some point I were not following the old man anymore... The point is: What mysterious places and portals this volcano hides on its depth? This my friend, you will have to discover by yourself.

Dragon Islands

Dragons are very rare to find across our lands, but the islands known as Dragon Islands seems to be a kind of "dragon country". Some explorers say that all the dragons of these islands inhabit it simply because it's the better place for them to live in peace, and far away from the ignorance of men... But many others say that it have a religious cause.

Some ancient tales, took from the dragon culture, say that all live dragons are descendants of a golden dragon called "The Great Wyrn"... This dragon was the first of all dragons, created by the True God (obviously for the dragons God have a dragon form) and awesome wise and powerful. He were so big that some hills were smaller than his tail, and this dragon lived for hundreds and hundreds of years.

But the dragon were very lonely, having no other member of his own species to talk, or, to breed! So the Wyrn asked God to create a female for him, so he can procreate his species and live happy... God said: "You can procreate, my son, but your sons will not have even a half of your power and wisdom... Do you accept this treat?". Wyrn answered a loud "Yes!".

From his first breed, the first dragons alike we know by now were born... And this glorious birth took place exactly at the Dragon Islands, and a temple is set at the place to remind all dragons of the birth of their great and powerful race. It seen that all dragons respect this holy place, but warn you traveler: Not all the dragons are just wise and peaceful... Many others are known to be chaotic treasure hunters, hunting humans and other races just to get their magical garments and shiny gold.

The Five Deaths

This archipelago of five mysterious islands is feared among the lands, and these islands doesn't have this name for nothing...

People say that this islands are inhabited by the demons that live at the distant continent of Dordread. Nobody knows why these demons stay there and doesn't try to enter our lands, but nobody wants to discover that as well... We are all happy with the fact that these vile beings are living their own life, and very far away from our cities!

I even heard about a hidden portal, situated on these islands, that lead to another world, called Kwadryn - Realm of Shadows... But if that's the truth or not you will have to find by your own, traveler.

Glory Ruins

Some say that the Glory Ruins, just west of Talantha, are the ruins from the legendary city of Torannia (see Ancient Lores)... And this ruins might have, deep inside it`s ground, the so called KaranBlade! But folks who spread these words may be fools, or even totally stupid ones...

The fact is that nobody knows what exactly these ruins is, or were. They look like a part of a very antique city, probably constructed much before the Red War, and its architecture is totally mysterious and different of any other type of architecture known on the civilized world.

Many historians and explorers often visits this place, but no one ever got a clue about its real origin. Its not a too dangerous place tough, because its considerably near the protection of Talantha, and monsters seen to avoid this place by also unknown reasons...

The great notice this days is that Garlik, former governor of Sur, is living alone on the depths of these ruins... I always suspected of Garlik`s fragile sanity, but now he is convincing me that he is really insane!

Mahul Maakh

The lair of the noble high elves, Mahul Maakh is the most famous and mysterious forest of Near World. Situated on the western coast of the Great Water, and having the city of Pravokia inside its area, the forest is very visited by adventurers, travelers and rangers... Well, but if you are willing to leave the Royal Path and actually explore the forest inside, you will have to take care of yourself!

Inside these mysterious woods you will find not only the elves, but faeries, leprechauns, pixies, goblins, black trolls, and a few hobbits too... But the great mystery of Mahul Maakh lies on the elvish secret villages, and the incredible magical powers of the Mahul Council.

Some half-elves who actually found the elvish villages and saw the members of The Mahul Council said some strange things to us. The first thing was about the villages mystery: They are always changing places, and it`s known that they can appear from one day to another at any part of the woods... How? Some half-elves talked about strange magical portals and warps inside the woods that leads to "another smaller forest dimension", where the elves

can live freely without bothering themselves with the presence of other races. Its hard to believe that, but who knows everything about the elves?

The second thing was about the Council itself: Fiodras, Limolas, UnNarah, Ysdasil, Danreynn, Oah and Krewerk, the seven members of the Council, and also the oldest elves alive, are known to have unearthly magical powers that can only be compared to Yaal Kin Futh, the Grand Druid of the uldaric woods... From where their powers come? The half-elves said that the Council is very bound with the "forest essence", and that they simply drains their powers from the forest ground, rocks, water and trees. We don't know if they are right, but the fact is that not all elves can do that. Only the Council members know the secrets of their race, and the mystery of Mahul Maakh lies inside their wise minds.

Nymph Wood

The paradise forest called Nymph Wood is, obviously, inhabited by nymphs...

Descendants of the elves and the faeries, nymphs are beautiful and charismatic beings! They live at their woods in total peace and harmony, just like the uldras, excluding the fact that nymphs hate to be disturbed on their own home... It's really rare to see a nymph giving any attention to other races, they generally simply avoid them, and make sure they will not interrupt their daily life.

Nobody ever seen a male nymph, and many wise men defend the fact that nymphs are magical beings, created from the forest own ground to protect it against dangerous explorers and destroyer civilizations.

Nymphs are believed to be good aligned, but there are tales about men that got seduced by this magnificent beings, and never returned from their trips to the Nymph Wood... Who knows all the truth about this place?

Purplefog Swamps

Legends say that a long time ago, a titan that lived among these lands got so huge and powerful that tried to challenge the gods for a place on their kingdom... The enraged gods decided to puny this vile being, and sent an army of one hundred giants to stop the titan's intent.

The battle of the titan with the giants took years to end, and the lonely titan got a tremendous victory, to claim his right of being a god right after... Then the gods decided to

really punish the titan: They offered him a glass with a strange purple liquid, saying that the titan only had to drink the liquid to become a real god!

So, the ingenu titan drank the liquid, and felt hard to the ground, instantly killed by the poison that the gods offered to him... At a last attempt to live, the titan started to pray for the True God to give strength to him, and the titan's body began to grow even more, taking limitless proportions...

But the titan's pray wasn't made with conviction, cause the titan was still wanting to become a god, taking a revenge against the other gods... And so, the titan died.

His body took the size of a great forest, and from his decomposed corpse strange fogs of purple color started to spread among the air, creating an enormous swamp that today is called the Purplefog Swamps.

Well, that was the legends, and even knowing about that huge pieces of bone, having the size of an entire city, found on the swamp's area, I can't tell you if this legend says the truth or not... Anyway, this swamps are a very dangerous place, inhabited by hostile monsters and vile undeads.

Sand Ocean

The greatest desert of Near World, the Sand Ocean hides along its endless plains of sand the dardean race. Since the ancestral times, these folks have inhabited the rare oasis that the desert offers, surviving the dangers and hot temperatures, laughing to the face of death...

Now this territory is governed by the tyranny of the caravans who makes the commerce of food and goods between the desert tribes and the great cities. They demand absurd taxes to the dardees for bringing them this facility, and because there's very few ways to find food on the sand, they must pay, or die from hunger.

Many rebels have tried to end this situation, but the caravan organizations are strong, particularly the Blacksand caravans, owned by Kithz Kopesh, a man with vast influence on the Torann and Dardeeh politics. So, because they are so far away, and because of the gold that this trades make to Talantha and other cities, the toranians are not willing to help.

South Wood

The most huge forest of all Near World is also the less magical of all. Instead of the elves and faeries of Mahul Maakh, the drow and vile beings of Anahul Maakh, the Nymphs of the Nymph Wood and the Uldras of the ularic woods, this forest hides various other races... Many of which have no contact with magic of all, but can be as dangerous as a charming nymph!

Rotunnians are the most common habitants, having many tribes along the southern part of the forest, they are all leaded by Baldin, the Bigrock. Many barren orcs also came from Torann mountains to habit these woods, though the long exposure to the sunlight seen to have decreased their formidable health, they are still very fierce warriors. Many of them live in caves on the western part of the Rotun Mountains.

Many goblins, hobgoblins, kobolds, gnolls, bugbears, troglodytes and ogres can also be found inside these woods, for the misfortune of the orcs and rotunnians... Though many of these races are considered vile and rude monsters, many of them have been able to settle very civilized villages among the area, having a life as ordered as any other nomadic race.

The fact is that South Wood is a dangerous place for those who never entered and knew it, this cause to know all of its secrets and strict racial divisions and cultures, you have to live there since his childhood. So, traveler, to adventure inside this forest, you better be friend of some that live inside it, probably a village leader or shaman... Anyway, your best protection there will still be your weapon, and your skill with it...

The Wall

House of the giants, these mountains situated beside the Grand Fall river, at Dardeeh, have no particular name, though many dardeans learned to simply call it "The Wall".

They are gargantuan pieces of rock, that hides the scary villages of the many giant races that live there... Only the greatest warriors and bravest explorers dare to travel this land, and even the "daredees" seen to lose their courage while facing its giant stones.

There are known tales about a portal situated at the top of the greatest mountain of them, this secret portal lead his passengers to a even more great mountain, called Mount Celestia... Some say that this land is the lost paradise where the goldmen still live in supreme happiness. But, hey traveler, if you will trust every tale the people say to you, you will sure get disappointed, cause almost all of them are just another fantasy that creative people think during their tedious days...

Tellius Tolken, Loremaster of Talantha

Monsters

" So, all the people turned to the deep horizon, and saw a giant demon surging far away... "

Wick the Old, famous storyteller

Balrog

CLIMATE/TERRAIN: Any land
FREQUENCY: Unique
ORGANIZATION: Lord of all demons
ACTIVITY CYCLE: See below
DIET: Omnivore
INTELLIGENCE: Supra-genius (20)
TREASURE: See below
ALIGNMENT: Chaotic Evil (Neutral)

NO. APPEARING: 1 (plus about 50-500 lesser demons)
ARMOR CLASS: -3
MOVEMENT: 9, Rush 15
HIT DICE: 300hp (approx. 70 HD)
THACO: -5
NO. OF ATTACKS: 6 or weapon (see below)
DAMAGE/ATTACK: 1-12/1-12/2-24/4-40/1-10/1-10
or by weapon (see below)
SPECIAL ATTACKS: Aura of inferno, terror
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 35%
SIZE: G (50` long)
MORALE: Fearless (19-20)
XP VALUE: Campaign end or 153,000

The legendary Balrog is the most dreaded demon of the Near World. The creature is a scaly biped with two horns on its head, a lashing tail and a tough skin covered by flames. His eyes are just like two small suns, and his face resembles the most terrible nightmares. Around the creature there's an aura of infernal flames that burns everything on its path. Also, the Balrog is always followed by an infernal hord of flying, human-sized demons (5d10x10 Winged Demons). The Balrog seen to only speak a specific demon tongue, that nobody could ever understand, for giving orders to his demon army.

Combat: The Balrog is a nihilist being, and when he's permitted to attack the civilization (see below), he's most likely to end it. Normal attacks are with two forelimb claws (1d12 points of damage each), a sweeping tail lash (2d12 points of damage), a savage bite (4d10 points of damage), and two thrusting horn attacks (1d10 points of damage each). Also, he can summon a giant flame whip to his hands, and make one single, but devastation attack, with it. The whip does 5d10 points of damage in a common slash, plus acts as a sword of sharpness, severing a limb on a natural attack roll of 18 or better. The demon can choose to make a called shot (-4 to hit) with this whip, grappling the target on a succesfull attack. A target grappled by this whip will suffer 50 points of damage per round, and the only way to get free from it by physical moves is by rolling a natural attack roll of 18 or better. Normally, the Balrog will use this whip when attacking specific heroes trying to stop him.

Once every turn, the normally slow-moving Balrog can rush forward at a movement rate of 15, making all horn attacks cause double damage and trampling anything underfoot for 4d10 points of crushing damage.

The mere sight of the Balrog causes creatures with less than 3 levels or Hit Dice to be paralyzed with fright (no saving throw) until it's out of their vision. Creatures of 3 or more levels or Hit Dice flee in panic, although those of 7 or more levels or Hit Dice that manage to succeed with a saving throw vs. paralysation are not affected (though they can still decide to run away).

The Balrog's body is surrounded by an aura of infernal flames. Those who dare to engage in a melee combat with him must save vs. breath weapon for every turn of fight to avoid 2d10 points of bruise damage. Also, normally flammable items will burn away, and magical items must succeed the same saving throw to avoid the damage. Needless to say that any metal armor will stun its wearer and make the fighting impossible. Note that this aura isn't magical, it's just normal flames spreading from the creature's body. Obviously the Balrog is totally immune to all heat and fire, and it regenerates hit points at a rate of 1 hit per round. Only enchanted weapons (+1 or better) have any hope of harming the Balrog.

Habitate/Society: The Balrog only showed himself a long time ago, and the legends say that only the might Galtar Karan with the Sword of Eternal Fire was able to stop his anger and send him to another long sleep. Some say that the Balrog only surge when the civilization starts to loose his union, and that he only attacks to finish what the beings themselves started... Anyway, the only objective that this dread demon follow is the objective of destroy all civilization, every being alive. Nobody knows the exact time of the creature's sleep, but it's surely measured by centuries.

Ecology: Slaying of the Balrog is said to be impossible. Even if the monster is reduced to -30 or fewer hit points, he will just be carried away, piece by piece, by his army, to be regenerated in a safe place. Not even a wish spell can defeat him, although it can surely make his regeneration time a lot longer. Legends say that only the ancient artifact called the Sword of Eternal Fire can end his anger and send him to another sleep, but this relic is believed to be permanent lost from the Near World.

Another tales say that when the Balrog is defeated and sent to another sleep, every step that he takes goin out of the lands leaves a great amount of gold, jewels and the most powerful magical items on the ground... But, who knows the truth?

The location of the Balrog remains a mystery, as it rarely leaves witness in its wake, and nature quickly grows over all remnants of his presence.

Defeating the Balrog is the main objective of any KaranBlade campaign, and normally the campaign will end after the final battle with the demon, making all the victorious players legends alive on the Near World. But, if the DM and the players want to continue playing, it's suggested to start playing at another campaign seeting: Planescape. This basicaly cause when the Balrog leaves the world, all the powerful monsters that surged on the campaign will vanish with him. Anyway, the campaign paths is always chosen by the DM, of course.

Giant Eagle, torannian

CLIMATE/TERRAIN: Eagle Rocks

FREQUENCY: Rare

ORGANIZATION: Solitary or clan

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: High (13-14)

TREASURE: Nil (In lair: O, P, Q)

ALIGNMENT: Neutral Good

NO. APPEARING: 1-20

ARMOR CLASS: 5

MOVEMENT: 3, Fl 48 (D)

HIT DICE: 4 + 3

THACO: 14

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-6/1-6/2-12

SPECIAL ATTACKS: Dive

SPECIAL DEFENSES: Surprised only 10% of the time

MAGIC RESISTANCE: Nil

SIZE: L (10` stand)

MORALE: Champion (15-16)

XP VALUE: 650

These are the intelligent and honorable giant eagles of the Eagle Rocks. They are very loved by the defenders of good, because they doesn't hesitate to aid any adventurer against monsters and evil beings... Also, they often serve as transport for a lucky few. The torannian giant eagles can spoke torak, and also have their own tongue, based on loud screams.

Combat: The torannian giant eagles stand 10 feet tall, and have wing spans of up to 20 feet. They share the coloration and fighting methods of their smaller cousins. However, if a giant eagle dives more than 50 feet, it adds +4 to its attack roll and doubles its claws damage. Giant eagles have exceptional eyesight and hearing and cannot be surprised except at night or in the lair, and then only 10% of the time.

Habitate/Society: Far more social than normal eagles, up to 20 nests can be found in the same area, one nest for each mated pair. Also, there's a few known clans that have dozens of nests hidden at some cave among the Eagle Rocks... There's a few brave thieves who hunt these nests to steal it's rare eggs. These eggs sell for 2000 to 3500 gp.

Ecology: Torannian giant eagles are very bound with their habitat, and it's almost impossible to see one of them out of the Giant Rocks area. Some evil hunters managed to capture some of them, but jailed far from their home they become weak and die in several months... These marvelous beings are very intelligent, tough, and can serve as a sky army if the world is in imminent danger. A few lucky rangers managed to befriend one of these animals, and use him as a mount.

Troll, black

CLIMATE/TERRAIN: Barren Mountains & Mahul Maakh

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Semi- (2-4)

TREASURE: Q

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1 (10% 1-6)

ARMOR CLASS: 4

MOVEMENT: 12

HIT DICE: 10 + 7

THACO: 10

NO. OF ATTACKS: 3
DAMAGE/ATTACK: 5-8/5-8/5-12
SPECIAL ATTACKS: See bellow
SPECIAL DEFENSES: Regeneration
MAGIC RESISTANCE: Nil
SIZE: L (11`)
MORALE: Fanatic (17-18)
XP VALUE: 4,000

Trolls are horrid carnivores found to the west of the Barren Mountains. Most creatures avoid these beasts, since trolls know no fear and attack unceasingly when hungry. The black trolls are very much like the others, except for their reduced intelligence, superior health and high vulnerability to the sunlight. Black trolls have dark-brown skin, and long deep eyes that glows yellow at dark.

Combat: Black trolls attack with two clawed hands and their bite, and they can attack at multiple opponents. In the rare case that a black troll wields a weapon, it attacks with +9 damage bonus. Black trolls regenerates at an amazing rate. Starting three rounds after first blood, the creatures recovers 4 hit points per round until healed. Black trolls reduced to 0 or fewer hit points fall to the ground, prone but not slain. Prone trolls continue to regenerate and stand up to fight as soon as they have a positive number of hit points.

Unlike his cousins, black trolls are not vulnerable to fire nor acid. Instead, they can only be defeat by the sunlight. Since exposed to the very thin ray of sunlight, black trolls starts to petrify. The petrified statues of black trolls decompose and meld with the earth (if there's no earth nearby, which is very unlikely, they just vanishes) in about 10 rounds of exposure. If the exposure is shorter than 10 rounds, its possible for the black troll to regenerate again from 0 hit points.

Habitate/Society: Black trolls are solitary ferocious carnivore creatures, and they are only interested on eating their food. Its not rare to see a black troll carrying a large sack at which they maintain the bodies of their prey (some of which maybe still alive, and suffering...) for later eating. Nobody knows exactly how these scary monsters ever appeared at the Mahul Maakh forest, but its having been a problem for the elves even before the demon surge. As well, nobody knows if the decomposed black trolls really dies, or if they just melds with the forest ground and surge again at night... Its a big mystery.

Ecology: Black trolls pray on all but the most powerful creatures, having no fear at all. The black troll's green blood is used to manufacture both poison antidotes and healing potions. The blood from one black troll, worth 400 go, can make three such potions.

Winged Demons (Baldreads)

-	Lesser	Greater	Commander
CLIMATE/TERRAIN:	Any land	Any land	Any land
FREQUENCY:	Uncommon	Rare	Very rare
ORGANIZATION:	Servers of the Balrog	Servers of the Balrog	Servers of the Balrog
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	High (13-14)	Genius (17-18)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil
NO. APPEARING:	Varies (1-500)	Varies (1-100)	Varies (1-10)
ARMOR CLASS:	5	2	-3
MOVEMENT:	9, Fl 9 (D)	9, Fl 9 (D)	9, Fl 9 (D)
HIT DICE:	5	8	12
THACO:	16	13	9
NO. OF ATTACKS:	3 or weapon	3 or weapon	3 or weapon
DAMAGE/ATTACK:	1-4/1-4/1-10 or wp.	1-6/1-6/2-12 or wp.	1-8/1-8/3-18 or wp.
SPECIAL ATTACKS:	Fire breath	Fire breath	Fire breath
SPECIAL DEFENSES:	See bellow	See bellow	See bellow
MAGIC RESISTANCE:	Nil	Nil	25%
SIZE:	M (5`-6` tall)	M (6`-7` tall)	L (7`-8` tall)
MORALE:	Elite (14)	Champion (16)	Fanatic (18)
XP VALUE:	1,200	5,000	13,000

The winged demons, known best as the baldreads, are the servers of the Balrog. Some say that they are created and maintained alive by the Balrog`s own forces, but it maybe not true... Anyway, it says in the legends that once the Balrog start to sleep again, all this demon fiends vanishes, burned to ashes by their own fires!

This monsters have various forms and appearances, but almost all of them are humanoids with wings, sharp claws, red skin and other demoniac looks. The most common and weak are called lesser baldreads, the ones who managed to get more fighting skills and strength are called greater baldreads, and finally, the few ones who reached the glorious position of army leaders are known as the baldreads commanders.

Combat: Baldreads can breath fire three times per day in a cone 30 feet long with a 10-foot base diameter. Damage depends upon the type of demon breathing. Lesser and greater baldreads cause 3d6 and 5d6 points of damage, respectively, while commanders inflict 7d6 points per breath attack. A sucessfull saving throw vs. breath weapon reduces damage by half. Baldreads tend to use their breath only when they are in eminent danger, or if they can kill lots of beings with one.

All baldreads are immune to charm, hold, sleep, polymorph, and fear spells. Greater and commanders are also impervious to weapons with less than a +2 bonus. Many of these creatures are invulnerable to one or more additional forms of attack (e.g., cold, fire, eletricity). Lesser baldreads have 50% chance, while greater baldreads have 80% chance of

being impervious to one additional attack form. Commanders are resistant to magic (25%) and are always immune to two additional forms of attack. They can also make a suggestion, as the spell, once per round, even when engaged in combat.

Baldreads doesn't wear any type of armor, but they can wield any kind of weaponry, attacking with them instead of his claws and bites.

Habitate/Society: Generally, baldreads are always besides their master, the Balrog, but sometimes they are seen around cities spying the plans of the governors. While alone or in small groups, probably these demons will not fight to death, trying to evade if they get serious damage. After all, this folks are absolutely nihilist and evil, and will never accept any treats or pacts for betraying their master. The baldreads serve the Balrog to the death and beyond...

Ecology: Baldreads are carnivore, and can eat almost any type of meat, although they always try to eat recent killed beings.

Ancient Lores

*" We cry for a distant place
we cry high for a vanished race
we sing this song at the end
a song for a distant land "*

Tempus Fugit bards

The Goldmen

The oldest of all this world's tales talks about the primary habitants of Near World, called the goldmen. Those men were the race chosen by the true God to populate the world at its birth... They were almost perfect: Had golden skin, that shine high with the sun; Invulnerability to all kinds of disease or poison; The ability to fly as an giant eagle; Higher reflexes and intelligence... And that's just a few of their talents.

Well, well, these men had a beautiful life, with no evil, no violence, no war... Tough they still had to eat for survive. But it wasn't any problem, cause they hadn't to bother with go hunting animals, nor to plaint at ground: Their beloved God created a group of seven emissaries to give them all the food they need. And these emissaries worked hard for the bring of food, each day of the week was given to one of the emissaries work, while the rest stay resting from their work. So, at any given day of the week the goldmen had just to ask for the day's emissary to bring all the food they want.

Years passed, glorious years of peace and tranquility for the goldmen... But, someday one of the emissaries started to feel very tired from their life as a mere slave of these men. This emissary started to hate his creator too, and decided to try to steal the God's throne as the king of everything...

This emissary made his own diabolical plan, that started with a simple commentary that he made to one of the proud goldmen, while delivering their day's food:

"_You think you are the most perfect beings of the world, don't you? Well, I have to say that another race exists here, and they are much more powerful and wise than you: they are called the crystalmen."

From now and then the goldmen, with all their proud, started to be more suspicious about their creator. As time passed, more and more of them started to refuse his God, feeling a great envy about these crystalmen that the evil emissary invented. This mutiny got so high that the goldmen started to plan a rebellion, a dastardly revolution against the most powerful of the gods! It was all that the evil emissary wanted.

But God sets up their upset about these puny traitors, and sent a revenge of no mercy against the goldmen: A cloud of infernal fire that flied all around the lands, burning and destroying everything in it's path... That was the sad final of the race known as the goldmen...

Also, God doesn't forget his evil emissary, and condemned him to stay at the once dead world for all the eternity! Those emissary, locked at an once infernal world, started to sleep... But time passed again, a long, long time, and the world awake from its punishment with a renewed fauna and flora. It was the time of the actual world's race birth, life found it's way again.

Unfortunately it was not the end of the evil emissary yet, and he would wake up someday, to start the most critical war that this world has passed... This day he would be called as the Balrog, the most dread demon alive!

Wick the Old, famous storyteller

The Red War

It was a peaceful time for the lands, and the wise king Andallon were ruling all the known lands. The capital of this great kingdom was the great city of Torannia, where the most noble paladins share sits with the wisest magicians at the Andallon's round table. There were no known monsters, nor wars between the races... But, someday, strange things started to happen...

The skies started to look like the petals of a red rose, and some weird and evil creatures were noticed along the lands, killing everyone in their sights... The king started to worry about these strange happenings, and called his loremaster, Meldor the Sage, to explain this things.

Meldor studied hard with his royal followers during long years, and he finally got the answer... By talking with the entities and gods of nature, Meldor discovered all the truth about these monsters, and the worst: He also discovered that the evil emissary of the ancient tales were very real, and were awakening again to destroy all the civilization!

Once these news were spread among the lands, everyone started to mistrust all strange beings, to a point where all the lands races started to get upset with each other... The so bright union of the world were broken, and then various wars surged between the men of Torannia, the dwarves of the Rotunn Mountains, the elves of Mahul Maakh and the Orcs of the Barren Mountains.

While all the lands were being destroyed by these pointless wars, the Balrog finally woke up from his eternal sleep, to destroy the now fragile rest of the known civilization... But a might hero, a savior sent by the mercy gods, defeated this evil incarnation. The man knew as Galtar Karan, finally killed the Balrog after years of painful wars and endless disgrace. He wielded the artifact called as the Sword of Eternal Fire, a sword made by the demons in the distant lands of Dordread, a sword that is also known as KaranBlade!

After the defeat of the Balrog, legend says that all the demons that plagued the world burned in it's own fire, and the sky started to shine blue again... Galtar rebuilt the world as the new king, and the Balrog, seriously hurt, escaped to Dordread and started to sleep again.

That's what legend says, but now we know that this tales were the very truth... And the Balrog is starting to wake up again... God give us his mercy when this beast starts to walk our lands again.

Just to finish: Some say that the Glory Ruins, just west of Talantha, are the ruins from the legendary city of Torannia... And this ruins might have, deep inside it's ground, the so called KaranBlade! This city might be our only hope to defeat the Balrog, but, who will wield the sword this time?

Tellius Tolken, Loremaster of Talantha

The Holy Codex

I will tell you what is the Holy Codex in fact... It was written a long time ago, precisely at the years of disgrace that the races passed during the development of the Red War. At this time, while the union of our world was falling apart because of the lack of trust between the

... races, a man, a glorious man, walked by our lands. This man, known as Sananda the Consoler, was sent by the true God, that never forgot his sons, to bring the unique truth known at the heavens, to tell the reason why this Red War has to happen...

Born from the sacred waters of the Peace River, Sananda reached a farmer's house in a cradle of vines that flowed above the water... He grew up as a normal farm boy, until he reached his torn age. From this day and then the once farm boy would start a revolution in all the concepts of the known world.

Sananda preached among the lands, healing all physical diseases, and aiding all that were mentally disturbed... Sananda said: "There's no reason to this war, there's no need to fear the Balrog, nor the God that sent him too! These poor fallen emissary exists only to bring us back to the reason, the common love... He will surely not harm you, or any of your cities, as long as you stay united, as long as you love each other and stay united... But, if your world loose its union, the God will have to act, and bring you once more to the right path."

Obviously the puny people of the epoch doesn't trust Sananda's words of wisdom and supreme love... But, fortunately for us, clerics and preachers, some men and women followed Sananda across his travels, and wrote his thoughts in an immense book... This book is called the Holy Codex, and its now in the safety of Soldur's libraries, to bring the truth of the unique wisdom and love to all who decide to follow the path of the true clerics, whose pray for the only God that really exists!

And I'm not over yet... It's a sad thing to do, but I have to tell you what happened to Sananda those times: As he tried to enter Torannia and preach for the population in a public square, he was caught by the guards and sent to the prison. Following Meldor's advice, the "not-so-wise" king Andallon condemned Sananda for inciting a rebellion against the king... Andallon gave two choices for Sananda, the banishment from the civilized lands, or the death by poison ingestion...

Of course Sananda had to follow his own preach, and decided to die by the poison... It was the saddest of all days, and these day sealed the destiny of our descendants, cause without the words of love and union to help the people from this epoch, the Balrog was free to bring his punishment to the lands. And the most guilty man from all this tale was the loremaster of Torannia, Meldor, who incited the king to condemn Sananda... All that because he believed that the Balrog was really the evil one... But we all know that the evil isn't outside, it's inside our harts, and we fight to contain it, and transform ourselves into holy people, divine beings that we really are!

Eleanor, high priestess of Soldur

The Forge

It was a long, long time ago, and the angels of Heaven were disguised as demons, under the depths of the Nine Hells... They were sent on a precious mission by the high angels of war to forge a powerful sword that would be able to end the demoniac plague forever! That sword, forged on the kingdom of evil, but with holy steel, blessed by the True God, should have the power to poison, destroy and slay all the demons and all vile beings that serves them!

But the angels were discovered by the demon lords just after finishing the forge of that holy blade... A long and bloody battle between the forces of evil and good took place then, a battle that lasts centuries! The demons finally got their victory after those many years, and the angels bodies were burned for the eternity on the same forge that they made the weapon. Then the demon lords searched for that powerful sword, to destroy it as fast as possible... But, they didn't find it!

A strange creature, half-demon and half-fairy, named Mullog, stole the sword under the eyes of both angels and demons, who were fighting each other... That agile rogue then ran away of the Nine Hells with the sword on his hands. Mullog finally reached a peaceful world after years of runaway... His long flight ended up at our world, and he lived very well till his death. Then the sword, the sword which carries the holy steel of God, and the eternal fire from the depths of the Nine Hells, was left somewhere at our world...

But both angels and demons didn't gave up on their quest to find that artifact, and then our world were invaded by the forces of good and evil. So, our age of peace and tranquility ended forever, and the sages cried all over the lands...

Rudolph the Wise, polemic philosopher

Items & Artifacts

" So he took the sword with his own hands, and felt a power beyond his knowledge... An evil power! "

Wick the Old, famous storyteller

Flamberge swords

Wield by the biggest, burliest and sometimes most flamboyant mercenary troops of Near World, massive two-hand swords are used to break the opposing army's front line. Carried by selected soldiers, the two-hander would be rushed forward to break the heads off the enemy's pikes. Once the line was jumbled, its user could choke up his grip for close quarters thrusting and chopping by holding the ricasso. It became so popular that whole schools of fence are devoted to its use. Eventually, the two-handers evolves into useless, ornate monstrosities called "bearing swords" which were carried in parades and sometimes weighed over 18 lbs! The flame blade, or "flamberge" is believed to cause more serious injuries, which may be not true, but certainly looks fearsome all the same. Hand forged, superbly tempered blade by Bak Steelcrafts is complemented by a grip and ricasso covered in leather.

Overall-63½" * Blade-46" long, 17/8" wide

Item	Cost	Weight (lbs.)	Size	Type	Speed	Damage S-M	Damage L
Flamberge	100gp	18	L	S	11	1d12	2d10

Soluakh crystals

This crystals are used by the adepts to absorb the mana from the world, unfortunately for them they are also very, very rare to find... The greatest ones ever found are true relics, and functions as major mana absorbing devices. They are located at the Arcann tower (see Cities & Places) and at the various mirror houses. Smaller crystals are more common (though still rare to see), but doesn't have the same capability of the greater ones. Anyway, every soluakh crystal seen to have another ability: They can absorb the sunlight too, using it as a simple lantern, or redirecting as deadly bolts of pure light!

Some say that this rare jewels can only be found at the northern mountains of Dardeeh, called as "The Wall", but some skilled dwarven miners often find soluakh at the Rotun Mountains underground...

Using a smaller (about the same size of a common crystal ball) soluakh crystal, adepts can try to absorb some mana from the world, even without going to a mirror house...

Unfortunately, through this method, they can only absorb up to 5 spell points per day. Use that as one 5th lvl spell, one 3rd lvl and one 2nd lvl spells, five 1st lvl spells, or any other combination resulting in five. Note that they cannot overlap his normal abilities, an 2nd lvl adept can't cast a 5th lvl spell this way, he will have to wait until he is able to cast it normally.

Also, there's the sunlight absorption. If a soluakh crystal passes at least three hours exposed to the direct sunlight, or five hours if it's not direct (such as if the user is walking around a forest and the crystal passes by shadows from time to time...), the soluakh user will be able to cast one of the following magical effects:

- Cantrip(1st lvl wizard spell)for about 5 hours without concentration.
- Dancing Lights(1st lvl wizard spell) for one turn.
- Light(1st lvl wizard spell)for five turns, centered on the crystal itself.
- Flaming Sphere(2nd lvl wizard spell) for five rounds. The sphere is the crystal itself, so the caster is better be not touching it during the casting.
- Fireball(3rd lvl wizard spell) for 5d6 points of damage.

Finally, adepts can't use soluakh crystal until they are bound with it and it's effects. To do so, an adept must spent at least one week trying to use the crystal about one hour per day. Once they understands the function of one of this crystals (every spell cast with the crystal have special command words), they will be able to use them all... But look for something: More soluakh crystals will not add more spell points per day to the adepts. So, an lucky adept carrying three of this jewels will only be able to absorb 5 points of spells per day, anyway. Though he can use the sunlight effects with everyone of them.

If you haven't noticed it yet, soluakh crystals are better used if they are attached to some wand or staff. It can also be used as a thrown weapon, acting like an Oil of Fiery Burning; But note that it will only break after being thrown if the mage desires. There's a 1% chance of the explosion being converted to a dimensional portal to the Elemental Plane of Radiance as well, sending all the matter inside its radius to a very distant place!

The Sword of Eternal Fire (Unique Artifact)

The Sword of Eternal Fire, also known as the KaranBlade, is the legendary artifact that Galtar Karan wielded to defeat the Balrog (see Ancient Lore)...

The sword itself is a very common long sword, except that within his blade there are twelve craved tiny red rubies, forming a circle right above it`s grip. The grip is covered with leather, and the blade looks like a very ordinary one... But this sword is much, much more than an ordinary long sword!

It is a Long Sword +5 with the following powers:

- Delivers +10 damage, instead of +5, to any demon or demon kind.
- It severs any limb on an attack of 17 or more, and any head on 20.
- Gives total invulnerability to fire and any fire related attacks or creatures. No saving throw required.
- Can travel to the elemental plane of Fire (though the user must know it`s existence first) and survive there.
- Can ignite itself (requires one round), becoming a flaming blade and adding +1 to damage.
- While ignited can shoot one fireball per turn, as a 17th lvl mage.
- Has an intelligence of 17, and can speech or telepathy with flame tongue, demon tongue, ancient torannian, modern torannian, elven tongue and red dragon tongue.
- Has the chaotic neutral alignment.
- And finally the most important one: Can end the Balrog`s rage, sending him to another long sleep, if takes at least one point of damage from him.

Legends also say that this sword was forged into the depths of The Nine Hells, and also that a fire elemental looses it when some great magician from Near World summoned him... But no one can say exactly from where this artifact is, nor where it have been. Just one thing you can say about it: It`s a real deadly weapon!

Ring of the Black Scorpion (Unique Artifact)

The Ring of the Black Scorpion is a legendary artifact of the khitaian culture. Many antique tales of these folks say that the Black Scorpion was an evil god, a god that managed to transmute himself into an ordinary scorpion, and he sent a telephatic suggestion to the most deadly scorpions of the lands, calling them to aid him in a diabolical plan. The evil god planed to plague the khitaian cities with the mortal bites of his army of poisonous creatures... Some say that the only objective of this god, called the Black Scorpion, was to kill all living khitaians, and start a new race of monsters based on his beloved scorpions...

But the khitaians discovered his plan, and sent another army, an army of ferocious warriors, to kill all scorpions alive. It was Haw-Matso-ju who finally killed the Black Scorpion with his katana, but the creature doesn`t simply got destroyed... Instead, it turned itself into a

mysterious black ring, with a distinctive non-reflective metal. Unfortunately, and also unwisely, Haw-Matso-ju took these ring and set it into his own fingers... Immediately, he suffered an extreme pain, and felt that the ring craved itself into his fingers with tiny blades that surged from the part which makes contact with the skin. Scared, the warrior tried to take the cursed ring out his finger, but it simply didn't managed to do that in a normal way, cause the ring was really deeply craved into his finger!

So, the desperate khitaian took his dagger and cut his own finger out... Amazingly, the blood who did spread out his injury had a light yellow color, but at this time Haw-Matso-ju wasn't yet alive to see that... It is just a legend, but many khitaian wise men says that this ring really exists, and right now it is craved into someone's finger, someone who will have to wear it till the end of his days...

Well, let's go to the "technical" aspects of this mysterious artifact:

- It looks like a normal black metal ring, just a bit wider than a common wedding-ring, but it has a distinctive aspect: the metal is totally non-reflective.

- As anyone put it on his/her own finger, the ring craves itself on the wearer's finger, and from now on can only be taken if the entire finger is cut (though if the wearer knows its function he will sure avoid this..)

- Craved on the wearer, the ring immediately starts to turn all the wearer's blood into a unknown substance that functions as both blood and a deadly liquid poison... This process may take up to 5 minutes (in which the wearer can still cut his finger and stay alive), and the liquid has a light yellow color.

- After the 5 minutes, if the wearer takes the ring out, he will dies automatically (unless some wish spell or some powerful magic can be cast to avoid this..).

- The ring adds 1 point to his wearer's Constitution score, and gives him totally invulnerability to any kind of poison (no saving throw required, and no damage taken by any means).

- The wearer's blood is treated like a strength "J" poison (-5 to saving throw), and his deadly powers are always effective, no matter if the wearer want this or not.

- The ring has a chaotic evil alignment, and can be detected easily by any detect evil spells.

Dagger of the Eagle (Lesser Magical Item)

This dagger looks just like an ordinary one, excluding the tiny face of an eagle sculpted on the end of its grip... Actually, no magical powers will be revealed from this item until some blood drops upon the eagle's face. Well, when that occurs, the dagger will start to show its magic:

- It will be treated as a Dagger +1 for the first round following the contact with blood, + 2 for the second round, + 3 for the third... And so on, until it reaches a +5 bonus at the fifth round. Also, during these rounds the dagger will glow a weak white light from its blade.

- At the start of the sixth round, the dagger will glow a strange red light, and will start to shake on its wielder hands (or on any other place it was left). During that round no attacks

will can be made with the dagger, but the wielder will note that the dagger is seeking some living target to strike... If there`s no living target in 10-foot radius, the dagger will seek its own wielder next round. If the dagger was left on the ground, it will seek the nearest living target.

-Finally, at the seventh round, the dagger will fly alone to strike the desired target, just like a magic missele. It will take 1d8+5 points of damage, and will remain stuck on its victim.

-Now the dagger`s blade and grip will turn black, and it will be treated as a Dagger -1 for the next 24 hours, in which any blood contact will have no effect at all...

Urban Gods , greater

" There are many gods on our lands, but only one was there... at the Creation."

The Holy Codex

The Urban Gods deal with the humanoid beliefs, feelings and struggles. Being much more present on the civilized world than the Gods of Nature, these gods claim to be powerful and immortal beings whose eyes can watch everything...

The Greater Powers among the Urban Gods are described below.

The Creator *(The True God)*

Greater Power, LG

Portfolio: Space, Time, Creation, Truth... Almost Everything
Aliases: The True God
Superior: None
Allies: Anthor, Kaldinsky
Foes: Ballog, Diadria
Symbol: A great ball of pure light
Wor. Alignment: LG, NG, CG, LN, TN, and CN

The Creator was the original God. He was the one who calmed the chaos at the dawn of time. He is said to have the greatest power of all the gods. However, even more than the other gods, he rarely involves himself in the working of mankind. He is seen to be withdrawn and reclusive, not involved in what happens in Near World.

The Church	
CLERGY:	Clerics, Specialty Priests, and Paladins
CLERGY ALIGN:	LG, NG, LN, and N
TURN UNDEAD:	C: yes, P: yes, Pal: yes
CHARM UNDEAD:	C: no, P: no, Pal: no

All clerics and specialty priests of The Creator receive religion as a bonus non-weapon proficiency.

Dogma: The priests of the Creator seek to bring truth and nobility to Near World. They act for their god in defending the innocent and weak, or those that lack the ability to defend themselves.

Major Centers of Worship: The Creator has temples in the cities of Soldur, Talantha, Bak, Niadia, and Sur

Affiliated Orders: The Creator has only one affiliated order: the Order of Truth, a group of noble paladins.

Specialty priests (Truthseekers)

Races Allowed: All

Requirements: Intelligence 10, Wisdom 12

Prime

Requisites: Charisma, Wisdom

Alignment: LG

Weapons: All type B weapons

Armor: Any

Major spheres: All, Astral, Charm, Combat, Creation, Divination, Summoning, Sun.

Minor spheres: Elemental (All).

Magic Items: Same as clerics

Required proficiencies: Etiquette

Bonus Proficiencies: None

Special Abilities:

- +3 reaction adjustment with non-hostile beings
- Spells cast from the creation sphere have their effects doubled (eg range, duration)
- Once per day, a truthseeker can cast detect lie (priest spell, 4th level)

Paladin Normal

Ballog (*The Lord of Chaos*)

Greater Power, CE

Portfolio: Total Chaos, Nihilism, and Armageddon.

Aliases: None
 Superior: None
 Allies: Diadria
 Foes: The True God, Anthor, Mahacto
 Symbol: A trident involved by flames
 Wor. Alignment: N, CN, LE, NE, and CE

Ballog is the lord of chaos and all that is inherently evil. He is the lord of all the demons in Near World. His main goals are the destruction of life and to plunge the world into chaos and darkness. It is said that Ballog seduced the Balrog to his cause when he was a young emissary in the service of the True God. Ballog is feared greatly by mortals of the world and the blame for all evil falls heavily upon his shoulders. Although Ballog does not have an all-powerful church, he has many extremist underground cults. Most followers of Ballog tend to be lone agents who attempt to seed the world with chaos and death.

The Church	
CLERGY:	Clerics, Specialty Priests, Anti-Paladins
CLERGY ALIGN:	CN, LE, NE, and CE
TURN UNDEAD:	C: no, P: no, Pal: no
CHARM UNDEAD:	C: yes, P: yes, Pal: yes

All clerics and specialty priests of Ballog receive religion as a bonus non-weapon proficiency.

Priests of the Lord of Chaos are commonly referred to as chaoslords, or chaosladies (which commonly retains higher positions among the cultists).

Dogma: The clergy of Ballog believe that the spreading of chaos and strife throughout the realm is the best way they can serve their god. Those who cross the clergy of Ballog must be tormented by the entire clergy until they have met a fate worse than death.

Major Centers of Worship: In Near World, Ballog is scorned by the general population. They blame him for all the bad things that happen to them. As such, the clergy of Ballog rarely act openly and they are forced to worship their god in secretive temples, usually very well hidden. The only region where Ballog is widely revered and accepted is in the continent of Dordread, particularly at the Isles of Disgrace, where the major temple of Ballog is set.

Affiliated Orders: There is only one associated order that follows Ballog: the Order of the Dark Heart. The ranks of the Black Fist consist of many warriors, with the paladins of Ballog leading them.

Specialty priests (Chaoslords)

Races Allowed: All, excluding Uldras and Hobbits

Requirements: Intelligence 12, Wisdom 15.

Prime Intelligence, Wisdom

Requisites:	
Alignment:	Any Chaotic or evil.
Weapons:	Any
Armor:	Any
Major spheres:	All, Charm, Combat, Guardian, Healing, Necromantic, and Protection
Minor spheres:	Elemental (Fire and Air), Divination, Sun (reversed only).
Magic Items:	Same as clerics
Required proficiencies:	None
Bonus Proficiencies:	None
Special Abilities:	<ul style="list-style-type: none"> • Aura of fear: 5' radius/level. (Usable 1 time/day at first level + 1 use per every 5 levels of experience.) Opponents who fail a ST vs Rod/Staff/Wand will either (70% chance) flee at their maximum movement rate for 1-4 rounds or (30% chance) attack the priest. The ST is made with a +3 bonus at first level and for every 3 levels of the priest the ST gains a -1 penalty • Charm undead: Instead of destroying undead, the priest will control them (look in PHB to see if they are turned or charmed).
Paladin	Reversed

Diadria (*The Lady of Death*)
Greater Power, NE

Portfolio:	Death, Disease, Corruption and Darkness.
Aliases:	None
Superior:	None
Allies:	Ballog, Sembral
Foes:	Celenia, Anthor and Kaldinsky
Symbol:	A bleached white skull
Wor. Alignment:	N, CN, LE, NE, and CE

Diadria is the queen of the dead. She rules over the dead with an iron fist. She is the presence that hovers over the terminally sick and wounded, waiting patiently for their soul. As such, she is one of the most powerful gods as everybody returns to her sooner or later.

The Church	
CLERGY:	Clerics, Specialty Priests

CLERGY ALIGN:	N, CN, LE, NE and CE
TURN UNDEAD:	C: no, P: no
CHARM UNDEAD:	C: yes, P: yes

All clerics and specialty priests of Diadria receive religion as a bonus non-weapon proficiency.

Dogma: Priests of Diadria worship death in all its forms. They seek to help cause deaths. A priest of Diadria will not willingly heal someone who is dying. They can use their healing powers to heal minor wounds, but nothing that could possibly cause death. Although serving the Lady of Death, priests of Diadria do not go on ruthless killing sprees. They prefer to wait for death to occur naturally.

Major Centers of Worship: The bulk of Diadria's worshipers are centered in Torann with large temples in the cities of Sur, Talantha and Niadia. The next largest temple is situated in the distant lands of Dordread.

Affiliated Orders: There are several orders of monks that hover around dead battlefields showing allegiance to the Lady of Death. It is rumored that there are several orders of assassins that work for Diadria as well.

Specialty priests (Darkbringers)

Races Allowed: All

Requirements: Constitution 10, Intelligence 12, and Wisdom 14.

Prime

Requisites: Constitution, Intelligence, and Wisdom

Alignment: CN, NE, CE

Weapons: All type B weapons, scourges, scimitars and scythes

Armor: Limited to non-metal armors. No shield.

Major spheres: All, Combat, Divination, Guardian, Healing (reversed only), Necromantic, Protection, Summoning, Sun (reversed only)

Minor spheres: Elemental (Earth and Fire), Healing

Magic Items: Same as clerics

Required proficiencies: Herbalism, Scythe

Bonus Proficiencies: None

- Darkbringers have their charisma's lowered by 2
- Darkbringers shun the bright light of day and suffer -1 to all rolls when in sunlight, or in the presence of a continual light spell
- Darkbringers suffer a -3 to all reaction rolls with the living
- Darkbringers charm undead at 2 levels higher than normal and with double effects
- Darkbringers are disease carriers. They can

Special Abilities:

- catch and pass on any disease, but due to a boon from Diadia, a darkbringer will suffer no debilitating effects from any disease
- All Darkbringers receive 60' infravision. If the character already has infravision, it gets a range boost of 30'
 - Spells cast from the Necromantic sphere have their effects doubled (Range, area of effect, ect)
 - Darkbringers can cast spells from the wizard school of necromancy. These spells are cast as if the priest was a wizard of the same level, the darkbringer does not have to memorize these spells but prays for them instead.

Sembral (*The Lord of War*)

Greater Power, CN

Portfolio:	Battle, War, Fighting and Warriors.
Aliases:	None
Superior:	None
Allies:	Diadria, Mahacto
Foes:	Kaldinsky, Anthor
Symbol:	A hand holding an axe
Wor. Alignment:	Any

Sembral is the lord of battles. They say that Sembral's influence can be felt in Near World by the continual wars that plague the land. Sembral does not seem to care for the destruction warfare brings, only for the glory of battle. Sembral is worshiped by many of the warriors in the realm because he symbolizes strength, courage and prowess in battle. Sembral is quick to anger and even quicker to battle. He is impatient and always looking for a good fight. Due to his chaotic nature, Sembral will give favor to any side in any given battle and will often switch sides to prolong the battle.

The Church	
CLERGY:	Clerics, Specialty Priests, and Warriors
CLERGY ALIGN:	NG, CG, LN, N, CN, NE, and CE
TURN UNDEAD:	C: no, P: no

CHARM UNDEAD:	C: no, P: no
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All clerics and specialty priests of Sembral receive religion as a bonus non-weapon proficiency.

Priests of Sembral are commonly known as battlelords or battleladies (though priestess's of Sembral are not very common).

Dogma: The clergy of Sembral are in a continual search for battle. Most priests of Sembral are quick to anger and quick to fight anything that offends them. The faithful of Sembral will charge into battle when they see it, but should flee when against overwhelming odds. The clergy of Sembral will never seek to avoid a battle.

Major Centers of Worship: Due to his nature, Bak suits the battlelords designs for a city, and host the major temple of Sembral. There are many others, particularly at Soldur and Talantha.

Affiliated Orders: Sembral has many orders devoted to him. Nearly all the warrior guilds and mercenaries follow the faith of Sembral.

Specialty priests (Battlelords)

Races Allowed: All

Requirements: Strength 12, Constitution 14, and Wisdom 9.

Prime Requisites: Strength, Wisdom

Alignment: CG, N, CN, and CE

Weapons: Any (no missile weapons are allowed. Thrown weapons which can also be used as melee weapons, such as warhammers, spears and daggers, are allowed but no bows or crossbows)

Armor: Any

Major spheres: All, Combat, Creation, Guardian, Protection and Sun

Minor spheres: Elemental (Fire and Earth), Divination, Healing,

Magic Items: As for clerics and fighters

Required proficiencies: Hunting

Bonus Proficiencies: None

- After reaching 3rd level, Battlelords can specialize in any one melee weapon as a warrior (they must spend the properly WP points, of course)

Special Abilities:

- As he progresses in level, a battlelord's number of attacks per round progresses as a warrior (eg 3/2 at 7th, 2 at 12th)
- Once per day, before entering battle, battlelords

can spend one complete round praying. After doing this, they receive +1 to hit and damage for every 5 levels of experience

Kaldinsky (*The Minister of Arts and Knowledge*)
Greater (Intermediate) Power, NG

Portfolio: Art, Knowledge, History, Wisdom, and Philosophy.
Aliases: None
Superior: The Creator
Allies: The Creator, Anthor and Celenia
Foes: Ballog, Diadria, Maldread and Sembral
Symbol: A book with a quill and ink pot beside it
Wor. Alignment: LG, NG, CG, LN, and N

Kaldinsky is the god of art, knowledge and philosophy. It is said that he knows everything that has transpired, but will not reveal anything but the smallest portion to anyone. He is extremely intolerant of ignorance and goes to great lengths to educate Near World. It is said that Kaldinsky is losing his power these days, approaching a Intermediate Power level, and made an alliance with True God to maintain his church powerful.

The Church	
CLERGY:	Clerics, Specialty Priests
CLERGY ALIGN:	LG, NG, CG and N
TURN UNDEAD:	C: yes, P: yes
CHARM UNDEAD:	C: no, P: no

All clerics and specialty priests of Kaldinsky receive religion as a bonus non-weapon proficiency.

Dogma: The clergy of Kaldinsky seeks to enlighten the world by bringing knowledge to all those in need. They run most of the schools and academies in Near World and allow anyone with the desire to increase their knowledge to come and learn.

Major Centers of Worship: Kaldinsky has at least a small temple in every town in Torann and Stonebridge. The largest of these temples are situated in Talantha, Soldur and Pravokia.

Affiliated Orders: There are several monastic orders that devote their lives to the pursuit of knowledge.

Specialty priests (Scribemasters)

Races Allowed: All

Requirements: Intelligence 12, Wisdom 14.

Prime Requisites:	Intelligence, Wisdom
Alignment:	NG
Weapons:	All type B weapons
Armor:	Limited to leather armors. No shield.
Major spheres:	All, Astral, Charm, Creation, Divination, Guardian, Healing, Plant, Protection, Summoning, and Sun
Minor spheres:	Elemental and Necromantic
Magic Items:	Same as clerics
Required proficiencies:	Ancient History, Local History
Bonus Proficiencies:	Ancient Language (pick one), Modern Languages (pick any two), Reading/Writing <ul style="list-style-type: none"> • Scribemasters can learn any non-weapon proficiency with no cross-over penalties. • Divination spells cast by scribemasters are cast at three levels higher than their actual level.
Special Abilities:	<ul style="list-style-type: none"> • Can read languages as a Bard (starts at 10%, and progresses at 5% per level) • Can cast identify (as the first level wizard spell) once a week • At 3rd level, they can cast comprehend languages (as the first level wizard spell) once a day.

Urban Gods , lesser

" The Mighty One have started it all, but we all know that these days He prefers to give the job to The Lesser Ones."

Rudolph the Wise, polemic philosopher

The Urban Gods deal with the humanoid beliefs, feelings and struggles. Being much more present on the civilized world than the Gods of Nature, these gods claim to be powerful and immortal beings whose eyes can watch everything...

The Lesser and Intermediate Powers among the Urban Gods are described below.

Celenia (*The Lady of Cure*)

Intermediate Power, CG

Portfolio:	Healing, Love, Peace and Serenity.
Aliases:	None
Superior:	None
Allies:	True God, Anthor and Kaldinsky
Foes:	Ballog, Diadria and Sembral
Symbol:	A white rose
Wor. Alignment:	Any

The Lady of Cure is the most benign of the Near World pantheon. She is kind and compassionate and never says a bad word about anything. She cares not for war, combat or battle. The intentional wounding of another being is completely against her views.

The Church	
CLERGY:	Clerics, Specialty Priests
CLERGY ALIGN:	LG, NG, CG, LN, N, and CN
TURN UNDEAD:	C: yes, P: yes
CHARM UNDEAD:	C: no, P: no

All clerics and specialty priests of Celenia receive religion as a bonus non-weapon proficiency.

Dogma: The clergy of Celenia believe that warfare and combat are wrong. They roam the lands striving to put an end to combat, acting as mediators to end such conflicts in search of a peaceful solution. The clergy of Celenia will always heal the wounded at no personal gain. Their healing services are offered to friend or foe, with no squabbling as to who receives it. It is the will of the lady that all are healed.

Major Centers of Worship: More temples are dedicated to The Lady of Cure than any other god of Near World. Her temples are bastions of peace and serenity. No one will draw blood on the holy ground of Celenia. There are temples devoted to Celenia in Soldur, Talantha, Bak, Sur, Pravokia, Niadia, and even at Zirmandia!

Affiliated Orders: None at the present time.

Specialty priests (Healers)

Races Allowed: All

Requirements: Intelligence 12, Wisdom 15

Prime

Requisites: Intelligence, Wisdom

Alignment: NG

Weapons: The only weapons they can use are the quarterstaff, the lasso, the net and the sap

Armor: Limited to non-metal armors

Major spheres: All, Animal, Charm, Creation, Divination, Guardian, Healing, Protection, Summoning, Sun, and Weather

Minor spheres: Elemental (Air and water), Necromantic

Magic Items: Same as clerics

Required proficiencies: Herbalism

Bonus Proficiencies: Healing, Reading/Writing

Special Abilities:

- A healer can **never** start a fight. If they do so, they will be subject to loose all their powers for an undetermined period of time
- Healers are immune to all forms of disease
- Healing spells cast by a healer receive a special bonus (a bonus of +2 per die rolled)
- Healers can heal by laying on hands as a paladin, curing 2hp/level once per day
- Healers can cure diseases as a paladin, healing up to one diseased person for every 5 levels once per week
- At 13th level, healers starts to regenerate 1hp/6 turns, just as they had a Constitution score of 20

Author (*The Lord of Honor and Chivalry*)

Intermediate Power, LG

Portfolio: Law, Honor and Chivalry

Aliases: None

Superior: The Creator

Allies: The Creator, Kaldinsky

Foes: Ballog, Diadria
 Symbol: A shield with two long swords crossed behind it
 Wor. Alignment: LG, NG, CG, LN, N, and LE

Anthor is known for his great sense of honor. He is never seen to act with anything but honor. Anthor seeks to bring law to the realms and many of his clergy are active members in town guards. Those who serve Anthor with honor and remain true to themselves will be rewarded for their good deeds. As a god of honor, many of Near World's paladins and noble warriors serve him.

The Church	
CLERGY:	Clerics, Specialty Priests, and Paladins
CLERGY ALIGN:	LG, NG, LN, and N
TURN UNDEAD:	C: yes, P: yes, Pal: yes
CHARM UNDEAD:	C: no, P: no, Pal: no

All clerics and specialty priests of Anthor receive religion as a bonus non-weapon proficiency.

Dogma: The clergy of Anthor believe honor is the most important trait in any man. In the eyes of Anthor "Those who live without honor, do not truly live". Members of Anthor's clergy seek to uphold the laws of whichever nation-state they are in (unless it conflicts with their deep sense of honor).

Major Centers of Worship: The largest temple devoted to Anthor resides as a monastery outside of Bak. There are also small temples in Talantha and Soldur.

Affiliated Orders: Many of Near World's paladins follow Anthor.

Specialty priests (Honorblades)

Races Allowed: All

Requirements: Wisdom 12, Charisma 15.

Prime Requisites: Wisdom, Charisma

Alignment: LG

Weapons: All type B weapons, plus the longsword (which must be made of steel or silver)

Armor: Any

Major spheres: All, Charm, Combat, Creation, Divination, Guardian, Healing, Summoning, Sun.

Minor spheres: Elemental (All), Weather

Magic Items: Same as clerics

Required: Heraldry

proficiencies:**Bonus****Proficiencies:** Etiquette**Special****Abilities:**

- +3 reaction adjustment with non-hostile beings
- Can cast charm person (wizard spell, 1st level) once a day at 3rd level
- Can cast suggestion (wizard spell, 3rd level) once a day at 7th level

Paladin

Normal

Meldread (*The Deceitful One*)

Lesser Power, CE

Portfolio: Lies, Confusion, Mistrust, Thievery and Deceit.
 Aliases: None
 Superior: None
 Allies: Diadria and Ballog
 Foes: Kaldinsky, Anthor and True God
 Symbol: An arrow with two points
 Wor. Alignment: CG, N, CN, NE and CE

Meldread is the god of lies and confusion. He will always try to confuse everyone with false riddles and tales. After all, every path pointed to by this god will always be the wrong path.

The Church	
CLERGY:	Clerics, Specialty Priests
CLERGY ALIGN:	CN, NE and CE
TURN UNDEAD:	C: no, P: no
CHARM UNDEAD:	C: no, P: no

All clerics and specialty priests of Meldread receive religion as a bonus non-weapon proficiency.

Dogma: The clergy of Meldread can never be trusted in any way, shape or form. They twist their words and the words of others so that a new meaning appears. As such, the clergy of Meldread will never admit to being a faithful worshiper of the god of deceit.

Major Centers of Worship: The temples of Meldread will always be disguised as something else. The temples move as soon as their true nature is discovered.

Affiliated Orders: Many thieves guilds worship Meldread.

Specialty priests (Concealers)

Races Allowed:	All
Requirements:	Dexterity 14, Wisdom 12.
Prime	
Requisites:	Dexterity, Wisdom
Alignment:	CE
Weapons:	Same as thieves
Armor:	Same as thieves
Major spheres:	All, Astral, Charm, Divination, Guardian, Healing, and Sun
Minor spheres:	Necromantic, and Protection
Magic Items:	Same as clerics
Required proficiencies:	Disguise
Bonus Proficiencies:	Forgery, Reading Lips
Special Abilities:	<ul style="list-style-type: none">• Tricksters can use thief skills as a thief can, but they receive no initial discretionary points. The modifiers for race, armor and dexterity still apply. Each time a Trickster gains a level, he gains 20 points to allocate amongst his abilities, with no more than 10 points assigned to any one ability.• Concealers are totally immune to detect lie spells or powers• At 3rd level, concealers can cast Charm Person (as the first level wizard spell) once a day• At 5th level, concealers can cast Suggestion (as the third level wizard spell) once a day• At 9th level, concealers can cast Confusion (as the fifth level wizard spell) once a week

Elenar (*The Trickster*)

Lesser Power, CN

Portfolio:	Mischief, Trickery, Stealth, Luck.
Aliases:	None
Superior:	None
Allies:	Meldread
Foes:	Anthor
Symbol:	A silver hook

Wor. Alignment: NG, CG, N, CN, NE, CE

Elenar is the trickster, a constant annoyance of the Near World pantheon. When something is missing, he is usually the first one accused, even though he has never actually been caught... He is prone to be mischievous and is worshiped by many a thief in the realm. More often than not, a random occurrence in the realm will be blamed upon him.

The Church	
CLERGY:	Clerics, Specialty Priests, Thieves
CLERGY ALIGN:	CG, N, CN, CE
TURN UNDEAD:	C: no, P: no
CHARM UNDEAD:	C: no, P: no

All clerics and specialty priests of Elenar receive religion as a bonus non-weapon proficiency.

Dogma: The clergy of Elenar believe in creating mischief and havoc. They will randomly steal from others for no other purpose than enjoyment. Elenarites are often gamblers and love to show their expertise at gaming with others. As such, they will seek to set up places of gambling in cities.

Major Centers of Worship: Elenar is worshiped widely in Near World, except in Dardeeh. The clergy does not form temples in the normal sense of the word. Rather, they set up gambling establishments or safe-havens for those in need. As a result, Elenar's major temples are in the trading towns of Niadia and Zirmandia.

Affiliated Orders: Many thieves guilds and bard colleges show devotion to Elenar.

Specialty priests (Tricksters)	
Races Allowed:	Torannians, Elves, Half-Elves, Syllian Orcs, Gnomes and Halflings
Requirements:	Dexterity 14, Wisdom 12
Prime Requisites:	Dexterity, Wisdom
Alignment:	CG, CN, CE.
Weapons:	all type B and P weapons.
Armor:	same as thieves

Major spheres:	All, Astral, Charm, Creation, Divination, Guardian, Healing, Sun
Minor spheres:	Protection, Necromantic
Magic Items:	Thief and Cleric Items
Required proficiencies:	Gaming
Bonus Proficiencies:	Forgery
Special Abilities:	<ul style="list-style-type: none"> • Tricksters can use thief skills as a thief can, but they receive no initial discretionary points. The modifiers for race, armor and dexterity still apply. Each time a Trickster gains a level, he gains 20 points to allocate amongst his abilities, with no more than 10 points assigned to any one ability. • Tricksters enjoys a uncommon, annoying kind of luck. Anytime that they find themselves on a really dangerous situation, they can claim to roll their dices again (once per adventure) • At 3rd level, Tricksters can cast phantasmal force (as the 1st level Wizard spell) • At 5th level, they can cast invisibility (as the 2nd level Wizard spell) • At 9th level, they can cast spectral force (as the 3rd level Wizard spell)

Mahacto (*The Spirit Inside All Swords*)

Intermediate Power, LN

Portfolio:	The Sword, The Sun, Battle Skills and Bravery.
Aliases:	None
Superior:	Sembral
Allies:	Sembral
Foes:	None
Symbol:	A glowing sword, set upon a sun.
Wor. Alignment:	LG, LN, N, CN, and LE

Mahacto is the faithful servant of Sembral, god of war. He seeks no dominance of others, just that souls that venerate him be brave and faithful to the sword. In the lands of Dordread, Mahacto is worshiped as the punishing god of the sun. There are some sects of his church who actually believe that Mahacto is the spirit inside KaranBlade, and that he can be felt inside any other sword as well...

The Church

CLERGY:	Clerics and Specialty Priests
CLERGY ALIGN:	LG, NG, LN, and N
TURN UNDEAD:	C: no, P: no, B: no
CHARM UNDEAD:	C: no, P: no, B: no

All clerics and specialty priests of Mahacto receive religion as a bonus non-weapon proficiency.

Dogma: The worshipers of Mahacto are seen to be honorable guardians of Near World. They seek to prove themselves in battle with bravery and honor. A priest of Mahacto lives to serve, and will carry out any given order by a person of authority to its full extent (whether they feel it is just or not).

Major Centers of Worship: The clergy of Mahacto has minor temples set up in Talantha, High Helm and Sur. Mahacto's major temple resides in Bak.

Affiliated Orders: The Order of the Blade is a contingent of blademasters that serve Mahacto

	Specialty priests (Blademasters)
Races Allowed:	All, excluding Gnomes, Hobbits and Uldras
Requirements:	Strength 12, Dexterity 10, Constitution 12, and Wisdom 12.
Prime Requisites:	Strength, Constitution, and Wisdom
Alignment:	LN
Weapons:	All swords
Armor:	Only armors made of leather (padded and studded)
Major spheres:	All, Combat, Divination, Guardian, Protection, Summoning, Sun.
Minor spheres:	Creation, Elemental (All), Healing
Magic Items:	As for clerics and fighters
Required proficiencies:	Running, Endurance
Bonus Proficiencies:	Weaponsmithing
Special Abilities:	<ul style="list-style-type: none"> • May select warrior proficiencies with no group cross over penalties • Can feel magical swords of any kind up to 60 feet away • Can use any sword without non-proficiency penalties • At 3rd level, a priest of the blade can opt to specialize in any one sword (must still spend two weapon proficiencies on it) • At 5th level, a priest of the blade can enchant

**Worshiper's
obligations (All
worshippers):**

his sword to be +1 to hit and cause **double damage** on a successful blow (lasts for 1 round per level). He can use this ability three times in any given week, and he will be unable to cast spells for the next 1 to 6 turns.

- All worshipers must pray to Mahacto at least once every evening when the sun is setting.
 - All worshipers must take great care of their weapon, polish it and clean it after each usage.
 - All worshipers must pray beside the body of the creature they killed.
 - All worshipers must wear a symbol of Mahacto on a necklace at all times.
 - Mahacto's worshipers cannot eat meat.
- Any violation of these obligations will be greatly punished by Mahacto, who will remove all spell casting ability, weapon usage and any power he granted the worshiper for 2 weeks. During this time, if the worshiper refuses to fight anybody to hide how weak he has become, he will also lose -2 to all statistics and dice rolls he has to make.

Gods of Nature

"I see all this governors saying that they rule the cities, the lands, the world... I laugh at their faces, cause we all know that is the nature who rules our lives. And the gods control the nature."

Antysa, dwarven priest

The Gods of Nature are *responsible* for the elements (fire, water, air and earth), the fertility, the seasons and many other vital components of nature. Most of these Gods are good, but a few still think chaos should rule the world.

Tyre (*The Tree of Life*)

Greater Power, NG

Portfolio: Creation, Nature, Fertility, Fauna & Flora
Aliases: None
Superior: None
Allies: Celenia, The Creator
Foes: Diadria, Ballog, Sembral
Symbol: Giant tree at the center of a forest, illuminated by rays of light coming from the sky.
Wor. Alignment: LG, NG, CG, N, CN

Tyre is the goddess of life and fertility. She is concerned about the balance of nature and harmony between all races and animals. It is said she was the first tree in the world, bringing peace and tranquility. She will do her best to prevent any destruction, and will nurture life wherever possible.

The Church	
CLERGY:	Clerics, Specialty Priests, Druids, Rangers
CLERGY ALIGN:	LG, NG, CG, N, CN
TURN UNDEAD:	C: yes, P: yes
CHARM UNDEAD:	C: no, P: no

All clerics and specialty priests of Tyre receive religion as a bonus non-weapon proficiency.

Dogma: The clergy of Tyre believe all life is sacred and will give their lives to protect a living being. They will often congregate in natural settings, as they prefer peace and tranquility to the oppression and restrictions of city life.

Major Centers of Worship: The church of Tyre has no established temples. Instead, they have druidic shrines within the confines of a natural setting (e.g. A mountain top, a forest grove, etc).

Affiliated Orders: Tyre has many affiliated orders of rangers and druids.

Specialty priests (Naturlist)

Races Allowed:	All
Requirements:	Wisdom 12, Charisma 15
Prime Requisites:	Wisdom, Charisma
Alignment:	NG, N.
Weapons:	Only type B weapons
Armor:	Limited to non-metallic armors and shields
Major spheres:	All, Animal, Creation, Elemental (All), Healing, Necromantic, Plant, Summoning, Sun, Weather.
Minor spheres:	Charm, Protection
Magic Items:	Same as clerics
Required proficiencies:	Herbalism
Bonus Proficiencies:	Healing
Special Abilities:	<ul style="list-style-type: none">• Naturlists turn undead as if they were 3 levels lower than their actual level• The Naturlist can learn the languages of woodland creatures as a druid can. For each NWP slot spent learning them, the Naturlist chooses any two.• At 3rd level, the Naturlist can cast speak with animals (as the 2nd level Priest spell)• At 7th level, the Naturlist is immune to charm spells cast by woodland creatures.• At 11th level, the Naturlist can shapeshift into any natural mammal once a day.

Aqualie (*The Ever Flowing River*)

Intermediate Power, N

Portfolio:	Water, Change, Cycles, and the Sea
Aliases:	None
Superior:	None
Allies:	Aerie, Tyre
Foes:	Fyrre
Symbol:	A circle of water.
Wor. Alignment:	Any

Aqualie is the goddess of the Sea and the balance of nature. She is the most analytical of the gods, weighing each and every situation to maintain balance before she acts. As the goddess of water, Aqualie brings on the seasons, drawing water away in the hot months and making it plentiful in the colder, wetter months.

The Church	
CLERGY:	Clerics, Specialty Priests, Druids
CLERGY ALIGN:	LN, N, CN
TURN UNDEAD:	C: yes, P: yes
CHARM UNDEAD:	C: no, P: no

All clerics and specialty priests of Aqualie receive religion as a bonus non-weapon proficiency.

Dogma: The priesthood of Aqualie believes in maintaining the balance at all costs. Before acting, they will weigh the possible outcomes of their actions and then choose the one that will be of the most benefit to all parties.

Major Centers of Worship: Like most gods of nature, Aqualie has no permanent temples. Instead, her followers create temporary shrines around rivers and seas and move on when they have the desire to.

Affiliated Orders: The Protectors of the Flow is a nomadic order of druids that are faithful to Aqualie. They travel the lands cleaning waterways and protecting them from pollution.

Specialty priests (Wavekeeper)

Races Allowed:	All, excluding Dwarves and Barren Orcs
Requirements:	Intelligence 9, Wisdom 12
Prime Requisites:	Intelligence, Wisdom
Alignment:	N
Weapons:	All type P weapons
Armor:	Only non-metallic armors
Major spheres:	All, Animal, Charm, Creation, Elemental (Air), Elemental (Water), Healing, Weather
Minor spheres:	Divination, Elemental (Earth), Protection, Sun
Magic Items:	as for druids and clerics
Required proficiencies:	None
Bonus Proficiencies:	Swimming
Special Abilities:	<ul style="list-style-type: none"> Wavekeepers turn undead as if they were two levels lower than their actual level. Once per day, wavekeepers can immerse

themselves in a natural body of water and heal or hurt any creature (including themselves) by 2hp/level, though the intended target must be immersed at the same body of water (consider a maximum range of 60 feet).

- At 3rd level, they can cast detect good or detect evil (as the 1st level priest spell) three times a day
- At 9th level, they can shapeshift into any natural waterborne creature.

Terrarie (*The Immovable Stone*)

Greater Power, LN

Portfolio: Earth, Guardians, Stasis, Protection
 Aliases: None
 Superior: None
 Allies: Thr, Tyre, Anthor
 Foes: Aerie, Aqualie
 Symbol: A shield of rock.
 Wor. Alignment: LG, NG, LN, N, LE, NE

Terrarie is the hardest of all the gods and unchanging in his ways. He cannot abide by chaos or even change. He sees the world as a stone block that should remain that way forever. He is the primary god of the dwarven race and many warriors pray to Terrarie to grant them vigilance.

The Church	
CLERGY:	Clerics, Specialty Priests
CLERGY ALIGN:	LG, LN, N, LE
TURN UNDEAD:	C: yes, P: yes
CHARM UNDEAD:	C: no, P: no

All cleric and specialty priests of Terrarie receive religion as a bonus non-weapon proficiency.

Dogma: The cleric of Terrarie like things to remain the same. If something is changing, they will fight to resist the change.

Major Centers of Worship: Terrarie is mainly worshiped in Stonebridge, but has minor temples throughout the rest of the continent. The largest temples are in High Helm, Soldur and at the south of the Rotun Mountains.

Affiliated Orders: Many warriors devote their lives to Terrarie, but there is no order

among them at the moment.

Specialty priests (Stoneguardian)

Races Allowed: All

Requirements: Strength 12, Constitution 14, Wisdom 12

Prime

Requisites: Constitution, Wisdom

Alignment: LN

Weapons: Any

Armor: Any

Major spheres: All, Combat, Elemental (Earth), Guardian, Healing, Protection

Minor spheres: Divination, Elemental (Fire), Necromantic

Magic Items: as per fighter and cleric

Required proficiencies: Stonemasonry

Bonus Proficiencies: Endurance

Special Abilities:

- Stoneguardians turn undead if they were 2 levels lower than their actual level
- Stoneguardians gain a +2 bonus to all saving throws
- Stoneguardians do not need to ever sleep when they are on guard

Fyrre (*The Burning Flame*)

Intermediate Power, CN

Portfolio: Fire, Burning, Heat, the Sun
Aliases: None
Superior: None
Allies: Ballog
Foes: Anthon
Symbol: A fist covered with flames.
Wor. Alignment: NG, CG, N, CN, NE, CE

Fyrre is the god of the flame: undying, indestructible and all-powerful. Fire is this god's favorite toy and he immensely enjoys watching it destroy something. He is one of the more chaotic gods and his whims are subject to change without notice.

The Church	
CLERGY:	Clerics, Specialty Priests
CLERGY ALIGN:	CG, N, CN, CE

TURN UNDEAD:	C: no, P: no
CHARM UNDEAD:	C: no, P: no

All clerics and specialty priests of Fyrre receive religion as a bonus non-weapon proficiency.

Dogma: The clergy of Fyrre have a fascination with fire in all its forms. Fyrre's temples will always contain a flame that the priesthood will never let die out. The clergy of Fyrre always offer a prayer to their god with the rising of the sun each day.

Major Centers of Worship: The largest temple to Fyrre is in Sur. Fyrre also has minor temples in Soldur and High Helm.

Affiliated Orders: The Warriors of Flame are a group of warriors that wander the lands seeking the eternal flame.

Specialty priests (Flamewarriors)

Races Allowed: Any

Requirements: Strength 14, Constitution 12, Wisdom 12

Prime Requisites: Constitution, Wisdom

Alignment: CG, CN, CE

Weapons: Any

Armor: Any non-metallic armors and shields

Major spheres: All, Combat, Elemental (Fire), Guardian, Protection, Sun, Weather

Minor spheres: Divination, Elemental (Air), Healing

Magic Items: As per fighter and cleric

Required proficiencies: Fire-building, blacksmithing

Bonus Proficiencies: Weaponsmithing

Special Abilities:

- Flamewarriors are immune to non-magical fire
- Flamewarriors receive a +2 ST vs magical fire
- Non-living targets (including structures) receive -3 penalty to their saves against Flamewarrior spells dealing with fire
- At 2nd level, they can cast burning hands (as the first level wizard spell) once a day
- At 5th level, they can cast flaming sphere (as the second level wizard spell) once a day
- At 7th level, they can cast fireball (as the third level wizard spell) once a day

Aerie (*The Never Ending Winds*)

Lesser Power, CG

Portfolio: Air, Movement, Freedom, The Wind
Aliases: None
Superior: None
Allies: Aqualie, Tyre
Foes: Diadria, Anthor
Symbol: A pair of wings with represented gusts of wind behind it.
Wor. Alignment: NG, CG, N, CN

Aerie is the god of freedom and movement. His travels through the celestial heavens are rarely hindered. He has a wild spirit and will not submit to any laws or bureaucracy. While against the laws of common society, he believes strongly in natural law, the law of nature and natural order. As such, he will ally against those who kill needlessly and without justifiable reasons.

The Church	
CLERGY:	Clerics, Specialty Priests, and Rangers
CLERGY ALIGN:	NG, CG, N, and CN
TURN UNDEAD:	C: yes, P: yes
CHARM UNDEAD:	C: no, P: no

All clerics and specialty priests of Aerie receive religion as a bonus non-weapon proficiency.

Dogma: The clergy of Aerie believe in unhindered movement and freedom. They do not follow the laws made by governments, relying purely on their moral compasses.

Major Centers of Worship: Aerie is worshiped in major wilderness areas and has no established temples. The clergy of Aerie do not like to be held in any one place for any length of time. There are, however, many shrines devoted to Aerie set up in the mountain ranges of Near World.

Affiliated Orders: Aerie has several orders of Rangers that wander the lands, bringing freedom to the oppressed of Near World.

Specialty priests (Windwanders)

Races Allowed: Any

Requirements: Dexterity 12, Wisdom 14

Prime

Requisites: Dexterity, Wisdom

Alignment: CG

Weapons:	Only type B and P weapons
Armor:	only leather armors, no shields
Major spheres:	All, Animal, Charm, Creation, Elemental (Air), Elemental (Water), Healing, Plant, Summoning, Sun, and Weather
Minor spheres:	Divination, Protection
Magic Items:	same as clerics
Required proficiencies:	Direction sense, Mountaineering
Bonus Proficiencies:	Riding (Airborne)
Special Abilities:	<ul style="list-style-type: none"> • +3 bonus to initiative and surprise rolls (cannot be combined with the fast perk) • At 3rd level, they can cast pass without trace (priest spell, 1st level) once per day • At 7th level, they can haste (wizard spell, 3rd level), themselves only once a week. The windwander is not aged by using this ability • Windwanders cannot be held through the use of magic • Windwanders turn undead as if they were two levels lower than their actual level

Thr (*The Mountain Lord*)
Lesser Power, NG

Portfolio:	Mountain, Royalty, Endurance, Might
Aliases:	None
Superior:	Terrarie
Allies:	Terrarie
Foes:	Ballog, Diadria, Aqualie
Symbol:	An enormous mountain with the sun behind it.
Wor. Alignment:	LG, NG, CG, LN, N, CN

Thr, the first and original peak in Near World, was created to secure the lands together with his unyielding might. Thr is the protector of the land, shielding it from the wrath of the other gods. He only failed in his task for a brief time, yet it was enough to let part of the sky fall... He has yet to recover completely for failing in his duties.

The Church	
CLERGY:	Clerics, Specialty Priests, Rangers

CLERGY ALIGN:	LG, NG, CG, N
TURN UNDEAD:	C: no, P: no
CHARM UNDEAD:	C: no, P: no

All clerics and specialty priests of Thr receive religion as a bonus non-weapon proficiency.

Dogma: The clergy of Thr are vigilant guardians of the land. They roam the lands and prevent the races of the realm from spoiling the land. They often work closely with the clergy of Terrarie.

Major Centers of Worship: Thr has only one established temple, which exists in High Helm, but like many of the nature gods, he has many shrines devoted to him in the wilderness.

Affiliated Orders: Thr has scores of devoted rangers who have pledged to protect the land.

Specialty priests (Mountainlord)

Races Allowed:	Rotunnians, Dwarves, Gnomes and Barren Orcs
Requirements:	Constitution 14, Wisdom 12
Prime	
Requisites:	Constitution, Wisdom
Alignment:	LG, NG, CG
Weapons:	Any
Armor:	Any
Major spheres:	All, Combat, Elemental (Earth), Guardian, Healing, Protection
Minor spheres:	Divination, Necromantic, Animal
Magic Items:	As fighter and priest
Required	
proficiencies:	Mountaineering, Running
Bonus	
Proficiencies:	Endurance
Special Abilities:	<ul style="list-style-type: none"> • Mountainlords can use Fighter proficiencies with no cross-over penalties • A Mountainlord's THAC0 progresses as a Fighter, not as a Priest • A Mountainlord receives a +2 bonus to all saving throws • Rangers who worship this god gain access to the sphere of Elemental Earth instead of the Plant sphere

DM`s Guide

*" Lonely wandering forgotten worlds
capturing pieces of past and future
The Lord of a Thousand Tales "*

Tempus Fugit Bards

KaranBlade`s languages

Have you figured out that I just forgot to put the languages for each race on the race`s page? Well, pardon.. Here`s the languages and it`s descriptions:

-Torak: That`s the common tongue of all Near World. It`s the ancient language spoke by the torannians of a distant past... With the passing of the years it has got a few differences, but it`s still the same tongue.

-Rotuk: That`s a dialect spoke by the rotunnians. It has a primitive form of writing too, based on sketches of animals and hunts engraved on the rocks and caves of the barbarian lands.

-Dardiuk: That`s the language of the dardees. It has a very complex writing form, based on symbols and strange fonts. Only a few dardees actually master their tongue.

-Khitak & Kyanak: This are the two tongues spoke at the distant Khitai. Both of them have a very complex writing form, based on mystical symbols. The first one is spoke by almost any khitaian, but the second one is the feared dark cant, and only used by the shadow clans and it`s agents of the night.

-Mahuan: That`s the melodious language of the high elves. It has also very stylish fonts, and some say that the ones who master this tongue gain the power of making magical suggestions by simply talking...

-Dwarvish & Gnomish: This two languages are almost the same, with a little accent differences and a few non-equivalent fonts... Because of that, some wise man say that the dwarves and gnomes belongs to the same ancestral.

-Orkish: That`s the grotesque tongue of the orcs. It`s very loud, with strange grunts among the phrases, but it`s still speakable. There`s a few accent differences between the barren and the sylians, but they can understand each other very well, tough they doesn`t necessary like to do so.

-Hobbitish: That`s the language of the hobbits. It may be the most simple and learnable tongue of all, and it`s used by a few torannian teachers for making their work a little easier.

-Uldaran: That`s the unrecognizable tongue of the uldras. It`s based on whistles and animal grunts, and hasn`t any writing form. It`s also very rare to see any non-uldarc being knowing this language.

-Zirmandian: That`s a shade tongue spoke by the thieves of Zirmandia. It`s also known as thieves` cant. It uses numeral codes as fonts, so it`s a hard job to master it`s writing form.

-Adpet torak: That`s a variation of the torak, used by the adepts to maintain their scripts more safer.

New proficiencies

Here are some new non-weapon proficiencies for the KaranBlade campaign:

Anatomy

3 slots

Category: Warrior

Ability: Intelligence

Check Modifier: -2

Characters who learn this highly specialized proficiency can try to figure out the health of their opponents, and know if they are at 3/4, 1/2 or 1/4 of their total hit points. Failed checks will result in false information. The DM must make the roll out of player's view.

Hide Item

1 slot

Category: Rogue

Ability: Dexterity

Check Modifier: +3 to -5

Characters can conceal small items or weapons on their bodies, using a tunic or a cloak, and carrying this items hidden from unwanted vigilant eyes. See the table below for adjustments to this proficiency check:

No guards	+2	Tiny item	+1
Guards	0	Small item (up to 1lb.)	0
Very observant guards	-3	Small item (up to 3lbs.)	-2

Monster Lore

2 slots

Category: General

Ability: Intelligence

Check Modifier: -3

Characters have studied in depth one specific monstrous broad race or culture (if applicable). Characters may also use this knowledge while fighting opponents from this culture. On a successful proficiency check that must be made before the battle begins, the character is allowed to choose **one** of the following bonuses: +1 to his attack rolls, +1 to his AC or +1 to his saving throws. Note that these bonuses only function against the opponents of the specific broad race that he chose to study!

Demon Lore, Dragon Lore, Faerie Lore and Undead Lore are possible choices for this proficiency. Note that the DM may not allow very mysterious races to be chosen, or may apply minuses to the check... Finally, Rangers enjoy a +3 bonus for this proficiency check (so, they overcome the normal penalty).

Politics

1 slot

Category: General

Ability: Intelligence

Check Modifier: 0

Characters know the cities governments, governors and relations.

Soluakh Feel

2 slots

Category: Wizard (Adepts only)

Ability: Wisdom

Check Modifier: -2

Adepts are deep connected with the soluakh crystals, and this proficiencie enable them to detect such jewels for up to 60 feet away. This ability can only be used in 3 hour intervals.

The DM must make the roll out of player`s view.

Streetwise

1 slot

Category: Rogue

Ability: Charisma

Check Modifier: -1

Characters are aware of the events that take place in the cities underworld, and have the ability to make contacts with the people who run and live in the underworld society.

Criticals and Fumbles

Well, I know its a very hard job to determine what exactly effects does a critical blow (20 on d20 roll) or a fumble move (1 on d20 roll)... Many people over the web tried to make his own system for this, some used a variation of the M.E.R.P. and Rolemaster tables, others decided to make more fast and easier to follow tables. So, being just another AD&D fan site over the web, KaranBlade will show you its own Critical/Fumble system.

Note that this system is almost entirely based on the rules of Fighter`s Handbook for *Striking specific body parts*.

Critical Blows (20 on d20 attack rolls)

A critical blow immediately does double damage before any other special effect, and this damage is doubled **before** any other strength or specialization bonuses, only weapon`s magical bonuses are doubled too.

After calculating this damage, you must compare the value with the opponents **TOTAL HP** (not temporary, the full value... rounds fractions up) and consult the table bellow for the Critical Severity:

% of Opponents TOTAL HP	Critical Severity
25%	Numbed - Effects lasts 1 round
50%	Useless - Effects lasts untill fighting is over, plus +2d6 minutes or imediatelly magical healing
75%	Destroyed - Effects lasts untill full HP recovery and 1d6 days of rest
100%	Lethal - Effects lasts untill 1d6 months of rest after life recovery

Optional: Any spell that does physical damage may apply for a critical, you just have to reduce one level of severity. So, a *fireball* that takes more than 50% of an opponent's TOTAL HP should does a critical of Numbed severity, as if it just had taken only 25% of his HP.

Now that you have figured the Critical Severity, you just have to roll 1d6 to determine what opponent's specific body part was hit by your critical blow, and apply the Special Effects:

d6 Roll	Part of Body Hit
1	Left Arm
2	Right Arm
3	Left Leg
4	Right Leg
5	Midsection (Chest & Stomach)
6	Head

Part of Body Hit	Additional Special Effects
Arms	Opponent drops the weapon. Opponent will not drop a shield strapped to the arm, but not does not get the AC benefit of shield until the effect ends.
Legs	Opponent must make a Dexterity check: If he succeeds, he remains standing (on one foot) ; Otherwise, he flops to the ground and any further attempt to strike him will get a +4 bonus. His movement drops to 1/4 of normal. Every time he is hit for more than 2 points of damage, he has to make another Dexterity check until the effect ends.
Mid-section	Opponent has the wind knocked of him and has a hard time defending himself. His movement drops to 1/2 of normal, and his attackers have +2 to hit until the effect ends (This bonus <i>is</i> cumulative with any other attacker bonuses for blindness or bad position).
Head (Roll 1d4)	1 Blindness - Opponent is blinded until the effect ends. Attackers get +4 to hit, as he suffers -4 to his attacks. 2 Deafness - Opponent hears ringing in his ears until the effect ends. He cannot hear orders or warnings shouted at him. 3 Dizziness - Opponent is confused and dizzy. He performs any Dexterity ability rolls with -4 penalty until the effect ends. Anytime he is hit in combat for more than 2 points of damage, he must make a Dexterity check to avoid falling down (as the Legs critical effects). 4 KnockOut - Opponent is knockout by the force of the blow, and will remain stunned (cannot attack, attackers get +4 to hit) until the effect ends.

Note 1: Basinetts avoid the Dizziness head effect, and Great Helms avoid all the head effects except the KnockOut (we finally got some real use for the head stuff).

Note 2: Berserkers or Enraged opponents are totally immune to any critical effect until their rage ends.

Note 3: Some monsters are obviously immune to some effects due to critical blows... Examples are all the undeads, who does not have any organs or nerves, and are totally immune to any critical effect; Or the beholders, who just have too many eyes to suffer blindness with just one blow :o)

You must also consider the size differences between the attacker and the opponent. A dwarf striking a hill giant with his axe can only do a critical blow to the giant's legs, and so on...

Fumble Moves (1 on d20 attack rolls)

That`s much easier to determine than the critical blows, though its much less glorious too...
You just have to roll 1d6 and consult the table below:

d6 Roll	Fumble Effects
1	Loose Grip - No further activity this round (if you had another attacks you will just loose then)
2	Slip and Fall - You have fallen ridiculously to the ground, and your opponents will get +4 to hit you this round (No further activity).
3	Weapon Flies Away - Incredible inept move make your weapon flies 2d6 feet away to some specific direction (Roll 1d6: 1 Straight Ahead/2 Ahead, Right/3 Behind, Right/4 Straight Behind/5 Behind, Left/6 Ahead, Left).
4	Break Weapon - You missed your target badly and stuck your weapon into some hard thing. You must succeed on a Item Saving Throw with -5 penalty to avoid breaking your weapon (weapon`s magical bonuses may apply to or avoid this check).
5	Self Hit - Unbelievable mishandling of your weapon make you hit yourself, roll weapon damage with no strenght or specialization bonuses.
6	Stumble Over Weapon - Worst move seen in ages. You strumbled and felt hard to the ground, hitting yourself with your own weapon. Roll normal weapon damage. Opponents have +4 to hit you this round.

Melee Maneuvers Table

I always felt that the Fighter`s Handbook needed a table with all the melee maneuvers resumed... So, I decided to put one here. Who knows? I think its useful :o)

Melee Maneuvers	Modifiers
Called Shots	+1 initiative; -4 to hit
Striking a Specific Body	Normal Called Shots to Torso, Arms & Legs. Additional -4 to hit against Head & Stun Points (Midsection). Then see the effects at the Critical Tables.

Part	
Smash Something Being Held	Normal Called Shot. Then determine the hit points of the specific object.
Bypassing Armor	Normal Called Shot. Delivers great damage, and may even kill outright. Only used against almost invulnerable opponents.
Carving Initials into Someone	Normal Called Shot. 1 or 2 points of damage, and a simple letter can be carved at opponent's flesh. Can reduce morale or earn a foe for life :o)
Cutting Buttons Off	Normal Called Shot. Can snip off one button, brooch, gem or other sartorial element from an enemy's outfit. Can also be used to flip a necklace off someone's head, spring the catch on a bracelet, etc.
Stapling	Normal Called Shot. Must be performed with some ranged weapon, or even with a sharp melee weapon. The target must be near some piece of furniture or wall, he suffers -2 AC while pinned. Duration is one non-combative round or three combative ones.
Hostage-Taking	Normal Called Shot to put a knife on the hostage throat (must be grabbed first). Then can drive the knife home at any time, for twice (maybe more) normal damage.
Disarm Single-Hand Weapons	Normal Called Shot (its even possible with throw and missele weapons, with an additional -2 to hit). Then consult Weapon Flies Away at Fumbles.
Disarm Two-Handed Weapons	Normal Called Shot. Opponent's automatically loses all further attacks this round, and the initiative on the next. Two disarms at same round can send the weapon away, but just for 1d6 feet.
Disarm Shields	Normal Called Shot. Opponent's loses AC benefits derived from his shield for the rest of this round. Bucklers can even fly away as well.
Expert Disarm	Double Called Shot (+2 initiative; -8 to hit). You can send the weapon to anywhere you want. Should be unavailable in realistic campaigns :o)
Grab Object	Normal Called Shot (must have one or two hands free). Then compare your Str (-3 if using just one hand) check with the opponent, whichever rolls better against his own ability keeps the object.
Block an Attack	Normal Attack Roll against the opponent, you also can use your shield for +2 to hit bonus. If you hit, the attack is then blocked. You lose all your actions this round as well. Obs: With polearms, you can even block an attack intended to a friend near you!
Pin	Normal Called Shot. Both you and opponent can't use your weapons until the pin is broken. At same round the opponent can break free if defeats you on the Str checks (same as Grab Object), but if he fails he loses all his actions this round. At other rounds he gains one free Str check try against you without wasting his actions.
Pull/Trip	Normal Attack Roll against the opponent. Then opponent must make a successful

	Dex check to avoid falling down. Modifiers to this check: +6 If Not Moving; -3 If Unaware of Attack. This move may be not possible sometimes.
Sap	Double Called Shot (+2 initiative; -8 to hit). Opponent have 5% chance of being Knockout for every point of damage, up to a maximum of 40%. 75% of this damage is temporary. Magical bonuses of weapons does not apply at all. Against an asleep opponent the hit is automatic and the KO chance is 10% per point of damage, up to a maximum of 80%.
Shield-Punch	Normal Attack Roll against the opponent. A shield does 1-3 damage, plus your Str bonus. You loose your shield's AC bonus for the rest of the round.
Shield-Rush	Normal Attack roll against the opponent, but you must start rushing at least 10 feet away. If you hit, both you and the opponent must make an Dex check to avoid falling down. Modifiers to this check: 0 You; +3 Opponent Moving Towards You; +3 Opponent Was Not Moving; -3 Opponent Hit from Behind; -3 Opponent Unaware of Attack. If you misses, you (and only you) must check your Dex with -6 penalty to avoid falling down.
Strike/Thrust	Normal Attack roll against the opponent. Then does normal damage as well, how exciting!

Power Groups

" We will only get a chance against him if we stay united, if we can help each other as in a brotherhood... So, I think we are already lost. "

Rudolph the Wise, polemic philosopher

Hail travelers, here you will find a general description and overview of the most powerful and known groups, armies, clans and factions of all Near World. Hope you don't confound these groups with the great city governments and even the monarchy of Khitai, which are even more representative and stronger organizations... So, here we go:

Royal Army

The Royal Army is the most antique army of the lands, its creation dates from the ancient times of king Andallon's round table and the glorious city of Torannia. At those ages, the royal army was created to bring protection to the lands outside Torannia, cause they were being attacked by the ferocious demons of the first legendary demon surge. So, while the round table protected Torannia, the royal army traveled the lands to give protection to the towns and villages which didn't had an army to protect them.

It's basically why its still called "Royal" Army while the city it protects now, Talantha, is ruled by a governor, and not a king. During the first attack of the Balrog, the city of Torannia and its round table was destroyed and burned down to ashes, but because the royal army were a traveling army, it escaped from this dark fate. For many centuries them, this army was maintained only by the honor and goodness of many noble warriors and paladins which maintained the tradition and traveled the lands offering a helping hand to those who were in necessity... But now its not an army based in this noble ideals. Now the Royal Army is just an army that protects Ultar Brightarm and the city that he governs.

Purple Army

As soon as the governor of Bak, Deldor Daryll, heard about the second demon surge at the lands, he immediately started to reform his city, building new walls, guarding towers, and even bringing the gnomish cannons to his halls of weapons. Soon, he also created an army of knights to protect the weak from all the dangers of the lands that surround Bak...

This army is called the Purple Army, and they cover the lands between the edge of the South Wood and the end of the Crow Hills, that surrounds the city. Only the most strong, skilled and noble are accepted in the Purple Army.

White Cross

The city of Soldur is very protected by its walls and the White Cross, an army of clerics and paladins who protect this city with strength and faith. Being created a long time ago, by the first high priest that Soldur elected, Barnabez, the White Cross are still a very organized and faithful army. Being leaded now by the high priestess Eleanor, they are not only skilled on the ways of war and death, but also on the healing and holy ways.

Society of Adept Magic

The society of adept magic was created during the building of the Magic House. Its just a couple of skilled and intelligent torannian adepts who joins themselves to bring a organizational structure to the House and all its students. Its leader, of course, is the most powerful mage inside the House, called Marcus Odissey Biamindua. They are also responsible of keeping track of all the mirror houses on the lands, as well as maintaining the magical discoveries of the adepts away from the ordinary magician`s view.

Mahul Council

The forest of Mahul Maakh hides the elvish Mahul Council: Fiodras, Limolas, UnNarah, Ysdasil, Danreynn, Oah and Krewerk, the seven members of the Council, and also the oldest elves alive, are known to have unearthly magical powers that can only be compared to Yaal Kin Futh, the Grand Druid of the uldaric woods... From where their powers come? The half-elves said that the Council is very bound with the "forest essence", and that they simply drains their powers from the forest ground, rocks, water and trees. We don`t know if they are right, but the fact is that not all elves can do that. Only the Council members know the secrets of their race, and the mystery of Mahul Maakh lies inside their wise minds.

The Golden Sickle

The Golden Sickle is the most famous clan of druids among the lands. But, as it is formed only by recluse druids, not much more than that is known about them. It probably have members inside all the three great forests of Near World: South Wood, Mahul Maakh and Nymph Wood. But of course them doesn`t have any power at the uldaric woods, nor at the drow forest of Anahul Maakh. There are also rumors about the existence of only one Grand Druid to whose all these druids must give their vote of honor, but nobody knows if that man really exists...

The Red Mantle

The Red Tower is the magicians refugee. It was built decades ago by brave wizards that dare to came to Dordread and study its fearful magical forces. These mages are believed to be all evil, but that`s what the ones that doesn`t have their courage say. They form a clan that is called the Red Mantle. All the mages of this powerful clan share the curiosity about the power of these evil lands, as well as some priceless relics and spells that were found at Dordread. Many bounty hunters and explorers are often hired by their organization to find rare magical items and substances around the continent.

Blacksand

Blacksand is the name of an organization of caravans which makes the commerce and trade between the Sand Ocean and the south cities like Niadia and Talantha. its owner and leader, called Kithz Kopesh, enjoys a very comfortable life after so many years of trade. He also got a huge experience during his long journeys, and knows the lands of Near World like no other man can know. The Blacksand caravans are so important for the economy of the big cities that Kopesh can be also considered a strong political figure at the lands.

Rudolphians

The most polemic of the philosophers, Rudolph the Wise lives far away from the great cities, at a small village called Saneta, to the north of Soldur. Many adventurers seeking for knowledge steps by this site to hear the wise words of the man who thinks that good and evil are the same thing at the end, cause both ones are necessary for our existence. There are so many followers of Rudolph`s ideology, that they are also called as Rudolphians.

Tempus Fugit Bards

The Tempus Fugit Bards are a society of artists that travels the lands to show their amazing talents around the cities, towns and villages. They all wear very stylish clothing, and their colorful barracks and camps are very appreciated by the children. Not only musicians and cantrip mages forms the Bards, but also many skilled artisans who give their lives to serve the art. Their leader is the famous bard called Andrea Ollem.

The Bonemen

"The Bonemen" is a generic name given to the pirates who lives at The Crossed Bones island, ruled by Monterrey Caliguri. The Caliguri family is a famous family of torannian pirates, and legend says that they started to build a village at the Crossed Bones island about centuries ago... Monterrey is the last Caliguri alive, and rule his island with iron fists (or fist and hook, as you want..). So, the only law that really exists on The Crossed Bones is the law of the taxes: Caliguri gives the protection the pirates and thieves need, and in exchange they must donate some of their pillages and robbery to Caligury`s cause... Easy and just, at least for the rogues.

Roguish Clans of Zirmandia

The roguish city of Zirmandia hides dozens of well organized thieving gangs and assassin organizations, here you will find a brief description of the most important and representative of them. There are rumors which says that these clans are operative at many other great cities, including Bak, but nobody can prove that for now... Here they are:

-Oversea Merchant League: The richest of the clans, formed by smart and corrupt merchants who buys the pillage of the syllian orc pitates by a very low price and sells it back to anyone interested at easy selling prices. Their monthly income from these negotiations is nearly unbelievable.

-The Knife: A scary organization of shade assassins who simply acts as mercenaries. But their knowledge of subterfuge skills and using of the most lethal poisons makes them a group to be avoided...

-The Blood Ruby: A clan of prime bounty hunters whose runs the lands in the search of valuable jewels and ornaments. They also deal with the commerce of magical items. Some can act as assassins too, though this clan is not devoted to these acts.

-Sewer Rats: Under the city of Zirmandia there are a few miles of complex sewer mazes, and inside it lives the Sewer Rats, a group of miserable burglars who acts as a brotherhood that likes to pick your pockets and run away.

-Keyway Burglars: That`s a generic name to the many smaller gangs of burglars who pick tons of pockets at the Keyway, the most populated street of Zirmandia.

-The Purple Lotus: A organization of magic using thieves who often makes reunions to discuss the relations of magic and thieving, and also to exchange spells and knowledge, since the Magic House won`t accept any of them. They hate to be confounded with the Purple Army.

-The Shinny Clown: A bizarre group of apparent helpless madmen who wants to bring the anarchy to the lands. They are mostly thieves...

Shadow Clans of Khitai

Since the ancient times, the Khitai kingdom presence an eternal struggle between its monarchy and the criminal shadow clans which wants to steal the power of the king. Not much is known about these clans, but we all know about the nightblades, magically enchenced khitaian rogues whose serves the desires of the shadow lords, the clan leaders. If you someday step by the distant Khitai, tell me more about them...

Tellius Tolken, Loremaster of Talantha

Famous Persons

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Antysa (8th lvl. Dwarf Cleric of Thr) : The most representative dwarf in Soldur is the female called Antysa. One of the rare prayers of nature that actually have the control over

temples at the religious city, Antysa is well known by his determination on fighting for her ideals, and her deep love with the powers that rules the natural ways.

STR 8, DEX 11, CON 15, INT 13, WIS 17, CHA 12; Alignment NG, HP 54, AC 8, Thaco 16 (13 w/Staff), #ATT 1, DAM SM/L 1d6+3/1d6+3 (Staff +3), Magical Items Quarterstaff, Magical (+3); Boots of Spider Climb (always on, as wizard spell).

Bhrodain (15th lvl. Dwarf Fighter) : Member of one of the most noble and rich family from the High Helm, Bhrodain made his way to the top by using both his intelligence and his money. Accused by opposing noble families of being way corrupt, he still have the respect of his people, mostly from the miners, who seen to really love Bhrodain`s "way of government". He`s also a fierce fighter, and though the passing of years lessened his superb dwarven wealth, his mind is still fresh...

STR 17, DEX 9, CON 17, INT 16, WIS 13, CHA 11; Alignment LN, HP 112, AC 2, Thaco 7 (4 w/Axe), #ATT 5/2, DAM SM/L 1d8+2/1d8+2 (Battle Axe +2) Also +3 str&spc bonuses, Magical Items Battle Axe +2, +4 vs. Giants; Dwarven Plate Mail +1, 5 Potions of Extra-Healing.

Deldor Daryll (18th lvl. Torannian Paladin, Purple Knight) : The once grand paladin of Torann is now the wise governor of Bak. Unfortunately, he seen to be very tired of his political life... Deldor has an incredible look, even for his old age (47y). His voice is graceful, his eyes seen to uncover a man`s soul, and his determination inspires even the most coward. Also called as "the yellow paladin", because of the golden full plate that he received as a gift by the governor of Talantha, Deldor is sure a formidable opponent yet these days.

STR 18/45, DEX 16, CON 17, INT 16, WIS 16, CHA 17 (18); Alignment LG, HP 107, AC 8 | -3 w/Full Plate | -6 w/Shield, Thaco 1 (-2 w/Sword), #ATT 2, DAM SM/L 1d8+3/1d12+3 (Long Sword +3) Also +3 str bonus, Magical Items Golden Full Plate +2 (treated as a chain mail for purposes of movement and weight, gives +1 Charisma as well); Long Sword +3; Shield +2; Horn of Blasting, 4 potions of Extra-Healing, 1 potion of invulnerability (very rare); Special Abilities See the paladin class at PH and the kit Knights of Purple Army for details.

Eleanor (15th lvl. Torannian Cleric of True God) : Known as the Lady of Dawn, Eleanor is obviously a very charismatic figure among the prayers of the lands. The youngest woman to ever hold the position of high priestess of Soldur, Elenaor surely have many angels watching for her steps. Her faith is unshaken, her determination immutable, and her preaching a breeze of hope to the ones who suffer. If there`s one person who can turn a demon back to hell by only gazing at him and calling to the light of God, that person is Eleanor!

STR 11, DEX 14, CON 15, INT 15, WIS 18, CHA 18; Alignment LG, HP 72, AC 3, Thaco 12 (9 w/Hammer), #ATT 1, DAM SM/L 1d6+4/1d6+3 (War Hammer +3), Magical Items Chain Mail of Command, War Hammer +3, Ring of Protection +2, Medallion of ESP, Divine Rod of Ressurrection (very rare, 27 charges left).

Floro Galduick (5th lvl. Hobbit Thief) : Floro is the smart and yet charismatic mayor of the hobbit lands. As you must expect from a hobbit, he`s very peaceful and calm. But tough

his days as a skilled burglar are over, the hobbits can always count on his experience in a possible war.

STR 14, DEX 18, CON 12, INT 16, WIS 9, CHA 15; Alignment NG, HP 23, AC 1, Thaco 18 (16 w/Sword), #ATT 1, DAM SM/L 1d6+3/1d8+3 (Short Sword +3), Magical Items Leather Armor +2; Ring of Protection +1; Short Sword +2.

Garlik (3rd/17th lvl. Torannian Fighter/Mage) : Please take a look at Dordread to know more about the "Man-Demon".

STR 17, DEX 12, CON 9, INT 18, WIS 16, CHA 8; Alignment TN, HP 49, AC 6, Thaco 14 | from 13 to 9 w/Swords, #ATT 1, DAM SM/L 1d8+(1-4)/1d12+(1-4) (Swords +1 to +4) Also +3 str&spc bonuses, Magical Items Garlik holds a collection of magical blades with various powers, Bracers of Defence AC 6, Ring of Chameleon Power, Ring of Fire Resistance, Wand of Fire (66 charges left), Amulet of Life Protection (rare), Boots of Elvenkind (rare); Special Abilities Additional to his combat and spellcasting abilities from his dual-class, Garlik have another secret magical powers that he developed during his travel to Dordread.

Huij Othar (4th lvl. Dardee Thief) : This corrupt dardean merchant is the current governor of the hopeless city of Niadia. Othar is totally controlled by the rich merchants and pirate leaders who are always counting on Niadia to make their obscure negotiations... But Othar is intelligent enough to steal his gold from time to time.

STR 9, DEX 12, CON 8, INT 13, WIS 7, CHA 11; Alignment CN, HP 18, AC 5, Thaco 19, #ATT 1, DAM SM/L 1d8/1d12 (Long Sword), Magical Items None.

Kithz Kopesh (12th lvl. Dardee Thief) : Owner and leader of the caravans who makes the commerce and trade between the Sand Ocean and the south cities like Niadia and Talantha, Kopesh enjoys a very comfortable life after so many years of trade. He also got a huge experience during his long journeys, and knows the lands of Near World like no other man can know. His caravans are so important for the economy of the big cities that Kopesh can be also considered a strong political figure at the lands.

STR 16, DEX 9, CON 18, INT 17, WIS 15, CHA 6; Alignment NE, HP 70, AC 4, Thaco 15 (13 w/Scimitar), #ATT 1, DAM SM/L 1d8+2/1d8+2 (Scimitar +2) Also +1 str bonus, Magical Items Scimitar +2; Bracers of Defense AC 4; Various powerful potions and oils; Daern's Instant Fortress (very rare); Helm of Comprehending Languages and Reading Magic; Pouch of Accessibility (w/ the potions & oils).

Marcus Odissey Biamindua (20th lvl. Torannian Mage, Adept) : One of the most powerful wizards of Near World, and also the supreme sorcerer of the Magic House, Biamindua is the world's most famous mage. Son of middle classed merchants from Talantha, he made his way through the adept magic with his superior intelligence. Like a man destined to the glory, Biamindua passed over 50 years researching magic and acquiring higher ranks at the Magic House, till finally becoming its leader.

Well known by his charisma, Marcus is a very humorous old mage... During his now rare travels around the lands, he always brings **Thr (13th lvl Dwarf Fighter)**, an surly and old dwarven warrior, as his body guard.

STR 8, DEX 16, CON 12, INT 19, WIS 17, CHA 15; Alignment NG, HP 40, AC 3, Thaco 14, #ATT 1, DAM SM/L 1d6/1d6 (Staff), Magical Items Innumerable potions and scrolls, White Robe of Archmagi (very rare), Soluakh Crystal (pinned to his staff), 3 tiny soluakh crystals, Efrete Bottle (rare), Deck of Many Things (very rare), Crystal Ball, Wand of Paralysis (25 charges left), Ring of Feather Falling, Ring of Mind Shielding ; Special Abilities His high Intelligence gives him immunities to certain spells, see PH for details. See the kit Adept for more details.

Oldagg (0th lvl. Dwarf) : The genial master-smith of the High Helm devoted all his life to the study and understanding of architecture and engineering. He's so wise that even the gnomes listen to him and admire his works. His best work ever may be the reconstruction of Bak for the protection against the demon surge... Deldor Daryll paid a great amount of gold for Oldagg and his team to build the incredible walls and forge the fear-inspiring cannons of his city!

STR 15, DEX 15, CON 12, INT 16, WIS 10, CHA 10; Alignment LG, HP 7, AC 4, Thaco 20, #ATT 1, DAM SM/L 1d6+1/1d6 (War Hammer), Magical Items None (he doesn't like it) Special Abilities Oldagg has the gift of creativity, and can project modern structures and weapons as a gnome.

Omar Tutelys (0th lvl. Torannian) : The fat and funny governor of Pravokia is just a member of a noble family from Talantha who happens to love the gardens and flowers of the city that he lives and governs. A very "sensible" man, Tutelys is often called ridiculous by the other governors. The truth is that Pravokia is very dependant of Talantha contributions, as well as Tutelys family is.

STR 13, DEX 6, CON 15, INT 12, WIS 15, CHA 17; Alignment LN, HP 6, AC 10, Thaco 20, #ATT 1, DAM SM/L 1d2/1d2 (Punch... Ouch!), Magical Items Flower of Delicious Smell; Philter of Love (you gotta fear that).

Wick the Old (0th lvl. Torannian) : I'm a very old and, fortunately, very famous storyteller that lives at Bak. From my quite long existence at this great world, I heard a million fantastic stories and tales... Some of them are quite imaginative and fictional, but a few others are just the exact truth. I dedicated all my life to the study of the ancient history of Near World, so I think I have a lot to say to the younger folks. But, I'm yet learning, and that's the ultimate wisdom!

Notes: Wick is very sick, and even the most skilled healers of Soldur can't help him anymore...

STR 6, DEX 11, CON 4 (9 before disease), INT 15, WIS 19, CHA 17; Alignment NG, HP 2, AC 10, Thaco 20, #ATT 1, DAM SM/L 1d6/1d6 (Staff), Magical Items 3 Potions of Cure Disease (3rd Clerical Spell), 1 Potion of Heal (6th Clerical Spell); Special Abilities His high Wisdom gives him immunities to certain spells, see PH for details.

Baldin (16th lvl. Rotunnian Fighter) : Being the leader of all rotunnian tribes at South Wood and to the west, near the gnomish lands, Baldin the Bigrock, as he's called, is the most famous and feared of the barbarians. Strong as a rock, Baldin commands the rotunnians around him with his strong presence and fearless look, but many say that he's not the bravest of the rotunnians, because he's not a rebel like Jukhatar, leader of the Rain Island tribes, who goes against the power and racism of the torannians.
STR 18/72, DEX 13, CON 18, INT 11, WIS 15, CHA 15; Alignment CN, HP 121, AC 4, Thaco 2 (0 w/Axe), #ATT 5/2, DAM SM/L 1d8+2/1d8+2 (Battle Axe +2) Also +5 str&spc bonuses, Magical Items Bracers of Defense AC 4, Battle Axe +2, Horn of Fog, 4 Potions of Extra-Healing.

Ecklaus (0th lvl. Torannian) : A well respected wise of Talantha who dedicated his past years to the deep study of demonology. He's also very curious about the lives of other famous and mysterious persons like Garlik and Noah, even writing controversial articles about them.
STR 9, DEX 12, CON 11, INT 15, WIS 17, CHA 12; Alignment LN, HP 5, AC 10, Thaco 20, #ATT 1, DAM SM/L 1d6/1d6 (Staff), Magical Items Figurine of Wondrous Power, Golden Lions (at the gardens of his house in Talantha, very rare).

Fiodras (21th lvl. High Elf Enchanter) : The only female that vote at the Mahul Council, formed by the elders of all high elven race, Fiodras is an olden (may have more than 700 years of life) and powerful enchanter. Some say that she can cast suggestion spells by simply talking, and others say that if she gazes at a male for more than a few minutes, his heart may be stolen forever. She looks pretty young (just like a 40-45y human) for his hundreds of years, but there's still a rumour which attributes her illusionary magic for that.
STR 7, DEX 13, CON 11, INT 19, WIS 19, CHA 19; Alignment NG, HP 45, AC 3, Thaco 15, #ATT 1, DAM SM/L 1d4/1d3 (Dagger), Magical Items Bracers of Defense AC 3, Crystal Ball with Telepathy (very rare), Cloak of Elvenkind, Wand of Illusion (55 charges left), Ring of Mammal Control; Special Abilities Being a member of the Mahul Council gives Fiodras various magical gifts. Her high Intelligence and Wisdom scores gives her immunity to various spells (see PH for details).

Gnosha Galliezzo (3rd/4th lvl. Gnome Illusionist/Thief) : The master-inventor of the gnomish lands, Gnosha Galliezzo is one of the most brilliant minds of all Near World. Being the creative genius behind various mechanical discoveries of the gnomes, Gnosha is very respected by his folk. Surprisingly, because the gnomes are basically governed by an anarchy like system, Gnosha can also be considered the gnome with more political force at the gnomish territory. He also studies a bit of illusion magic, and is a very agile thief in times of need.
STR 11, DEX 17, CON 13, INT 18, WIS 13, CHA 14; Alignment CG, HP 13, AC 5, Thaco 17, #ATT 1/3, DAM SM/L 1d10/1d10 (Arquebus), Magical Items Gnosha possesses one of the very rare Powder Wands (Arquebus at PH), which he built and is very skilled on.

Jukhatar (15th lvl. Rotunnian Fighter) : The leader of the Rain Island tribes of rotunnians, Jukhatar the Wildwind is a rebel who wants to invade the civilized world and claim the recognition of the rotunnians as a noble race. He's very concerned on cracking

down all the racism that the torannians and high elves have against the rotunnians. More than that, he's a very skilled warrior, and a genius of the naval strategy.
STR 18/88, DEX 16, CON 18, INT 15, WIS 6, CHA 10; Alignment CG, HP 117, AC 2, Thaco 3 (1 w/Sword), #ATT 5/2, DAM SM/L 2d4+2/2d8+2 (Bastard Sword, 2hd +2) Also +6 str&spc bonuses, Magical Items Chain Mail +1, Bastard Sword +2, 3 Potions of Extra-Healing.

Kalimn`Shann (14th lvl. Dardee Ranger) : A mysterious ranger who got banned from his home, the Sand Ocean. There are rumors which says the opposite, that he's in reality a hero who tried to free his people from the tyranny and high taxes of the wealthy merchants whose control the economy of the desert tribes with their caravans full of soldairs. Kithz Kopesh tells another history, that he's a dastardly murderer of lawfull merchants, and offers a great amount of gold for his head!

STR 16, DEX 17, CON 16, INT 14, WIS 14, CHA 8; Alignment NG, HP 87, AC 3, Thaco 7 (5 w/Scimitar), #ATT 2 (5/2 w/Scimitar), DAM SM/L 1d8+2/1d8+2 (Scimitar +2) Also +1 str bonus, Magical Items Leather Armor +2; Scimitar of Speed,+2 (very rare); Ring of Fire Resistance; 2 potions of Extra-Healing.

Kory Starglow (17th lvl. Torannian Invoker, Adept) : The second in command at the Magic House, Kory began his study of the arcane arts with Biamindua himself, but for the unpleasure of his master, he decided to follow the path of invocation and destructive magic. Biamindua decided to stop his teaching, but Kory followed his own path with great success, and deserves his high position at the Magic House, Biamindua liking it or not.

STR 10, DEX 9, CON 16, INT 17, WIS 13, CHA 11; Alignment TN, HP 48, AC 10, Thaco 15, #ATT 1, DAM SM/L 1d6/1d6 (Staff), Magical Items Innumerable potions and scrolls, Soluakh Crystal (pinned to his staff), 5 tiny soluakh crystals, Ring of the Ram (35 charges left, rare), Talisman of the Sphere (unique artifact, though the sphere is missing); Special Abilities See the kit Adept for more details.

Monterrey Caliguri (15th lvl. Torannian Thief, Pirate) : The Caliguri family is a famous family of torannian pirates, and legend says that they started to build a village at the Crossed Bones island about centuries ago... Monterrey is the last Caliguri alive, and rule his island with iron fists (or fist and hook, as you want..). So, the only law that really exists on The Crossed Bones is the law of the taxes: Caliguri gives the protection the pirates and thieves need, and in exchange they must donate some of their pillages and robbery to Caliguri's cause... Easy and just, at least for the rogues.

STR 16, DEX 16, CON 15, INT 15, WIS 9, CHA 5; Alignment CE, HP 58, AC 1, Thaco 13 (12 w/Dagger), #ATT 1, DAM SM/L 1d4+1/1d3+1 (Dagger +1) Also +1 str bonus, Magical Items Dagger of Venom (+1, 6 doses); Bracers of Defense AC 3 (rare); Rope of Climbing; Scrolls of healing.

Rudolph the Wise (0th lvl. Torannian) : The most polemic of the philosophers, Rudolph lives far away from the great cities, at a small village called Saneta, to the north of Soldur. Many adventurers seeking for knowledge stop by this site to hear the wise words of the man who thinks that good and evil are the same thing at the end, cause both ones are necessary for our existence.

STR 10, DEX 11, CON 15, INT 17, WIS 17, CHA 14; Alignment CG, HP 6, AC 10, Thaco 20, #ATT 1, DAM SM/L 1d4/1d3 (Dagger), Magical Items None.

Tellius Tolken (9th lvl. Torannian Bard, Loremaster) : Wise and charismatic, Tellius Tolken is one of the most famous loremasters of all Near World. Actually he serves the governor of Talantha, Ultar Brightarm, but he has so many talents that being a simple advisor would not calm his creative mind down. Tolken traveled a vast territory during about nine years of loremastership, and he wrote various books about his journeys, describing the legends and culture of many civilized lands such as the South Woods and even the Sand Ocean. So, it's not a surprise for him to be so loved by the torannians. STR 15, DEX 15, CON 12, INT 16, WIS 18, CHA 17; Alignment NG, HP 44, AC 6, Thaco 16 (14 w/Staff), #ATT 1, DAM SM/L 1d6+2/1d6+2 (Quarterstaff +2), Magical Items Ring of Protection +3, 5' radius protection (very rare), Staff of Curing, +2 (rare), Brooch of Shielding, Horseshoes of Speed (at horse), a few magical wizard scrolls.

Ultar Brightarm (11th lvl. Torannian Fighter) : The most famous, powerful and, some say, corrupt governor of Near World. This because he archived to be elected the governor of the huge and advanced city of Talantha, known as the "world's capital". But to reach this glorious position, Ultar had to make shady alliances with all kind of corrupt merchants and even evil cultists. Despite that, Ultar can be considered a very efficient governor, maintain the walls of Talantha healthy and strong.

STR 11, DEX 17, CON 15, INT 17, WIS 9, CHA 16; Alignment LE, HP 78, AC -4, Thaco 9 (6 w/Sword), #ATT 2, DAM SM/L 1d8+3/1d12+3 (Long Sword +3) Also +2 spc bonus, Magical Items Plate Mail +1; Shield +2; Long Sword +3, Detect Evil/Good/Magic 10' radius; Ring of Mind Shielding; Ring of Free Action; 8 Potions of Extra-Healing.

Vanessa Aetoth (19th lvl. Torannian Cleric of Ballog) : The feared dark princess of the Ballog cultists can be considered one of the most powerful evil forces of the world. Her magical powers that came directly from the lord of entropy can match Biamindua, Fiodras and even Yaal Kin Futh easily. Not much is known about this lady, except that she lives at the Isles of Disgrace, among the distant lands of Dordread.

STR 9, DEX 18, CON 7, INT 17, WIS 19, CHA 18; Alignment CE, HP 75, AC 0, Thaco 8, #ATT 1, DAM SM/L 1d4/1d3 (Dagger), Magical Items Talisman of Ultimate Evil (3 charges left, very rare); Drow Elven Chain Mail (AC 4, very rare); Helm of Opposite Alignment (she's wearing it!); Boots of Levitation; Ring of Vampiric Regeneration (very rare); Special Abilities Being a dark princess gives Vanessa various magical gifts. Her high Wisdom score gives her immunity to various spells (see PH for details).

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Axumal (14th lvl. Syllian Orc Thief, Pirate) : One of the three most famous syllian orc pirates, Axumal has a great reputation along the eastern coast of Stonebridge. The merchants and governors hate him and his slippery army of burglars. But many pirates seem to like Axumal more than any other pirate leader, just because he seems to be more "human" dealing with his soldiers, including during the division of the pillages.

STR 15, DEX 18, CON 15, INT 14, WIS 13, CHA 8; Alignment CN (Good), HP 58, AC 0, Thaco 12, #ATT 2, DAM SM/L 1d4/1d3 (Throwing Daggers x20), Magical Items Studded Leather +3 (rare), Dagger of Throwing, +2 (just one), 4 Scrolls of Cure Serious Wounds.

Captain Cyclops (15th lvl. Syllian Orc Fighter, Pirate) : Another of the hated pirate leaders that plague the eastern coast, Captain Cyclops acquired his name while dueling with his former leader. He killed him, but lost one of his eyes. It's not so dramatic if you know how ugly he were anyway. But what he doesn't have on appearance, he have on fighting skills and naval strategy. The Captain Cyclops is a very respected pirate, at least among the folks of the sea.

STR 17, DEX 17, CON 15, INT 15, WIS 9, CHA 4; Alignment CE, HP 90, AC 2, Thaco 4 (2 w/Trident), #ATT 5/2, DAM SM/L 1d6+3/3d4+2 (Trident +2) Also +3 str&spc bonuses, Magical Items Ring of Protection +2, Trident of Warning, +2 (5 charges left), 3 Potions of Extra-Healing.

The "Death Skull" (13th lvl. Torannian [Probably] Thief) : The governor of Zirmandia is known as the "death skull", nobody ever seen his face, covered by an human skull helm, but he's believed to be a famous torannian assassin who escaped from jail when he's about to suffer his death sentence... So, you better take distance from him. Tough Zirmandia was governed by various other death skulls before, this one is the one who stayed more time at the top: about 5 years, and counting...

STR 15, DEX 18, CON 16, INT 16, WIS 13, CHA 11; Alignment NE, HP 69, AC 0, Thaco 14 (13 w/Short Sword), #ATT 1, DAM SM/L 1d6+1/1d8+1 (Short Sword +1), Magical Items Bracers of Defense AC 4, Sword of Wounding, +1 (short, very rare), Cloak of Arachnida (deep black, rare), 9 Scrolls of Cure Serious Wounds.

Fillowpig (11th/13th lvl. Syllian Orc Fighter/Thief, Pirate) : The last of the famous pirates, but not less hated, is called Fillowpig. He gained this peculiar name due to his appearance, which resembles a big fat pig. Tough he looks a little bit ridiculous, his fighting skills are superb. Also, he may have the greatest army of pirates and outlaws from all eastern coast, including many bases at the Syll islands.

STR 16, DEX 13, CON 13, INT 10, WIS 15, CHA 12; Alignment CE, HP 65, AC 5, Thaco 9 (7 w/Sword), #ATT 2, DAM SM/L 1d8+2/1d12+2 (Long Sword +2) Also +3 str&spc bonuses, Magical Items Studded Leather +2, Long Sword +2, 3 Potions of Extra-Healing.

Hia-Kunn-fu (16th lvl. Khitaian Thief, Nightblade) : The most vile of the assassins, the most skilled of the nightblades, the most feared of the khitaian rogues, the murderer of the king Fyunna-Tutso-ju, the raider of the cold nights... Just avoid it...

STR 18, DEX 19, CON 15, INT 17, WIS 14, CHA 12; Alignment LE, HP 62, AC -2, Thaco 12 (11 w/Katana), #ATT 1, DAM SM/L 1d10+1/1d12+1 (Katana +1) Also +2 str bonus, Magical Items Cloak of Displacement (unique artifact, reverted to dark waves and then +3 AC, may cast a fog cloud spell 3 times per day), Kote +2 (khitaian), Katana of

Sharpness, +1 (as Sword, very rare), Ring of Chameleon Power, Ring of Free Action, Shurikens +2 (x5), 3 Potions of Extra-Healing; Special Abilities See the Nightblade kit for details.

Jerry Corwynn (3th lvl. Half Elf Ranger) : Borned from a forced relation between a torannian male and a elven female, Jerry was given out for the treats of the Corwynn family. His father, Oswald, and his mother, Eldora, are both common farmers that lives near the city of Pravokia. Jerry grew up with a deep interest in the nature and the mysteries of the mahuan woods.

Now he`s with a bunch of adventurers at Bak, aiding Deldor Daryll against the demon surge at South Wood... But many more secrets are still waiting to be revealed about Corwynn, secrets that even his parents didn`t told them, secrets that only the Mahul Council have a clue about...

STR 13, DEX 15, CON 14, INT 10, WIS 14, CHA 10; Alignment CG, HP 20, AC 7, Thaco 18, #ATT 2 (two wps), DAM SM/L 1d10/1d12 | 1d8/1d8 (Long Sword | Scimitar), Magical Items Necklace of Adaptation; Special Abilities Corwynn posses mysterious magical powers that only the passing of time will uncover.

Lothar Redfield (18th lvl. Torannian Necromancer) : The leader of the Red Mantle clan, and residing at the Red Tower, to the distant and diabolical continent of Dordread, Lothar is a very powerfull user of the black arts of magic. Not many people bother about him tough, since he never leaves his tower. But, someday he may want to show his abilities at Torann too...

STR 6, DEX 11, CON 5, INT 18, WIS 17, CHA 7; Alignment NE, HP 29, AC 10, Thaco 16, #ATT 1, DAM SM/L 1d4/1d3 (Dagger), Magical Items Ring of Fire Elemental Command (very rare), Ring of Wizardry (1st and 2nd lvls.), Rod of Terror (22 charges left, rare), Amulet of Life Protection, Crystal Ball, Cube of Force (very rare).

Maw-Tutso-ju (7th lvl. Khitaiian Fighter) : During the eternal struggle between the monarchy and the criminal shadow clans of Khitai, Maw-Tutso-ju found himself in the highest position of king at the tenre age of 15 years, after the murder of his father, the king Fyunna-Tutso-ju, by the master assassin Hia-Kunn-fu. During 9 years, he ruled the northern kingdom the better he could, and now he`s a young, but wise, king of Khitai. The common folks of Khitai loves him to the death, and the shadow clans want a meet between him and death...

STR 12, DEX 17, CON 16, INT 17, WIS 11, CHA 16; Alignment LN, HP 66, AC -5, Thaco 13 (10 w/Bo), #ATT 2, DAM SM/L 1d6(2d4)+3/1d4(2d4)+3 (Bo Stick +3) Also +2 spc bonus, Magical Items Chain Mail +4 (khitaiian, very rare), Kote +2 (khitaiian), Bo Stick-Spear, +3 (as Staff-Spear), Ring of Warmth, Ring of Sustenance (rare), Amulet vs. Undead, 8th lvl. (very rare), 7 Potions of Extra-Healing.

Noah (16th lvl. High Elf Mage, Channeler) : Noah probably is the most powerful (and scary) channeler alive. He got banned* from Mahul Maakh a long time ago, since the Mahul Council discovered his experiments with pure natural magic, learning to drain the energy of the mahuan woods and channeling it to his own purpose. The high elves consider this a puny act, since the nature energy is sacred for them... Now Noah lives hidden along the lands near these woods, and its not rare to see people sawing him passing by inside the

high elven territory once again. *A banned high elf has the point of one ear cut with a silver knife (so it won't regenerate ever)

STR 6, DEX 15, CON 12, INT 19, WIS 15, CHA 15; Alignment CN, HP 37, AC 9, Thaco 16, #ATT 1, DAM SM/L 1d6/1d6 (Staff), Magical Items Ring of Invisibility (very rare), Murlynd's Spoon (treat as Noah's Spoon), Crystal Ball, 3 Potions of Extra Healing; Special Abilities See Channeler kit for details. His high Intelligence grants him immunity to certain spells, see PH.

Gmick Sallinarius (8th lvl. Gnome Illusionist) : This little gnome make all the way from his homeland to live just south of the Deathray Hills, at Dordread! Tough you may call him insane, he's very genial indeed: his house consists of carefully placed blocks of crystal that reflects the beholder rays back to them, and so Gmick can avoid the obvious death. His house is called Prism House, and its part of a gnomish project of studying the nature of the beholder rays.

STR 10, DEX 16, CON 13, INT 18, WIS 13, CHA 16; Alignment NG, HP 24, AC 8, Thaco 18, #ATT 1, DAM SM/L 1d3/1d2 (Knife), Magical Items Wings of Flying (rare), Robe of Scintillating Colors (very rare).

Yaal Kin Futh (16th lvl. Uldra Druid) : Just about nothing is known about Yaal Kin Futh, the Grand Druid of the uldaric woods, and for sure one of the most powerful beings of the lands. As the other uldaric druids, he rarely, very rarely, leaves his beloved home.

Note that while being a Grand Druid, his maximum level is the 16th.

STR 6, DEX 13, CON 10, INT 19, WIS 20, CHA 18; Alignment TN, HP 70, AC 10, Thaco 11, #ATT 1, DAM SM/L 1d2/1d2 (Punch... Tap!), Magical Items Staff of the Woodlands (The Ulmaal. Unique artifact. Consider it as +1, but with infinite charges. Only uldaric druids can hope to use it); Special Abilities Being a Grand Druid gives him various magical gifts. Her high Intelligence and Wisdom scores gives him immunity to various spells (see PH for details).

Zurtak (16th lvl. Barren Orc Fighter) : Having gained the position of Garlik as governor of Sur in an obscure exchange of an antique sword found by his crew at the Barren Mountains deep underground, Zurtak now upsets the other races by demanding the recognition of the orcs as a civilized race as well. But he's not doing that because he has a noble soul, the only thing Zurtak wants is to keep being the leader of all uncivilized races that are going to live at Sur, transforming it into a "monstrous" urban territory.

STR 18/33, DEX 11, CON 17, INT 11, WIS 7, CHA 9; Alignment NE, HP 115, AC 2, Thaco 3 (1 w/Halberd), #ATT 5/2, DAM SM/L 1d10+2/2d6+2 (Halberd +2) Also +5 str&spc bonuses, Magical Items Halberd +2, Plate Mail +1, 6 Potions of Extra-Healing.

Dordread

Part I – Garlik

"The Man-Demon"; "The Red One"; "The Man without a Soul"... Garlik, the polemic former governor of Sur, has various different names, but none of them have any relation with his political work.

Some rumours spread along Torann tells that this man is in reality the son of a demon! As you may guess, I became very curious about Garlik`s life since I heard these reports... They say that his father, Homik, had two children with her mother, Jillay, but one of these were in fact generated by a relation of Jillay with a interesting, seducing demon.

At this point I really tought that the rumours were false, because I never ever heard about a charismatic baldread, but then I studied the history of Sur and discovered more curious facts: Both Garlik`s parents died by some weird and unknow disease that caused a great pain to their bodies. The priests analized the corpses and discovered a strange pink fluid mixed with their blood. Homik died two years later, but he suffered the same injuries of Jillay...

Also, his older brother Cirlay died by falling out his horse while hunting foxes... With Garlik! Nobody can asseure that Cirlay died just by falling. Garlik may have hit his head with a staff till his death... And then Garlik became the only one who could rule Sur, since his father were the governor and had no living brothers. If that is true, the rumors about his demoniac blood may be very, very real.

But its nothing compared with what Garlik is "famous about"... While governing Sur, Garlik decided to travel with a small number of soldairs to the distant and evil isles of Dordread! Only evil priests and powerfull wizards were known to have been there, but what a governor could want from a trip like that?

The fact is that Garlik passed about three years in the lands of Dordread, and he returned alive, tough a great part of his soldairs didn`t had the same luck. The Man-Demon wrote a book, a book that describes some unbelievable aspects of these distant lands... He called his work as "The Tome of the Tenth Hell".

Nobody can say if the words inscribed at these tome are real or not, but many demonologists seen to be very interested on this work since the demon surge. Some of them even made copies that can be seen at the great libraries of Talantha... Well, but the point is that these journey had a big cost for Garlik and his city, Sur. Without a governor, the cities economy falled apart during these three years, and then Garlik was forced to open his gates to uncivilized races. As you can bet, the other governors got real mad about this decision, and "forced" Garlik to cancel it. But the Man-Demon decided to give, yes, to give Sur to a barren orc leader of many orkish caverns at the Barren Mountains, a orc named Zurtak. The only thing Garlik got in exchange was an antique sword that Zurtak and his followers found at the deep underground of the Barren Mountains.

A city for a sword? What sword is that? KaranBlade? No, no, don't be a dreamer, if Garlik had the sword of eternal fire he would be ruling all Torann right now... But, if that's not KaranBlade, it may be a vestige of its location. What is Garlik thinking of doing right now? Nobody can say, not even me. I understand alot of demons, but nothing of men.

Ecklaus , Demonologist of Talantha

Part II – Tome of the Tenth Hell

Since my childhood, I have been always very curious about our world and their mysterious and mystical forces. Forces that sometimes are called as magic, sometimes as nature, and sometimes as evil. For me, these forces never had any difference at all... They are all the same force, created and maintained by the supreme power which rules the world and our entire universe.

I knew alot of people who have a great fear from these forces. Barbarians with fear from the storms, dwarves with fear from the elven magic, torannians with fear from the demons... I never felt any of these fears, I never understand why people suffer that feelings, and that maybe the case why the people insists to spread so many rumours about my life.

Sincerely: I'm not a demon, I'm not a necromancer, I do not want to aid the Balrog, I do not killed my parents, I'm not mad at all. Trust me, because if nobody trusts me, our world may suffer the punishment for being so ignorant. We do not have to fear the demon surge, nor have us the authority to say that they are real evil, and that they must be exterminated from the world... We have to know them first, study them, and so we may have the chance to make a real wise choice.

Evil? Anybody here can say what is evil indeed? I know politics that are much more evil than most creatures I found at my travel to the kingdom of evil. I've been to dordread, yes I have. I've been there to answer a question that always annoyed me: "If evil is so bad indeed, why God created it?"

I wrote this tome, the Tome of the Tenth Hell, hoping to start a fire on the cold hearts of our governors. Hoping to point a new way for our wisemen to follow. Hoping to force the religious to finally admit that every living being has the same rights at our world. So, come to me to Dordread, and decide, but decide for yourself and only yourself, who is evil, and who is good.

Introduction by Garlik , Former governor of Sur

The Arrival: Trial Lands

These lands, at the south east part of the continent, are called as Trial Lands because of the hard probations that one must pass to actually retain his sanity intact. Countless diseases, horrible mutated animals, poisoned fields, a terrible sensation of coming death, cloudy and polluted air... Just a few examples my friends.

So, I think its just a ritual of passage. Dordread is just testing your force of will, to only let you pass if you prove to be really tough. Not tough of body, but of mind... and spirit.

Mage`s Hideout: Red Tower

The Red Tower is the magicians refugee. It was built decades ago by corageous wizards that dare to came to Dordread and study its fearfull magical forces. These mages are believed to be all evil, but that`s what the ones that doesn`t have their courage say.

They form a clan that is called the Red Mantle. All the mages of this powerfull clan share the curiosity about the power of these evil lands, as well as some priceless relics and spells that were found at Dordread. Many bounty hunters and explorers are often hired by their organization to find rare magical items and substances around the continent.

Corrupted Souls: Blood Valley & Deep Woods

It seems to me that someones weren`t tough enough to escape the corrrupted hug of Dordread... These ones were transformed by this forces and became vile creatures of darkness: The vampires, immortal souls who live to seek blood, cursed for the eternity, lives at the caves of the Blood Valley. The werewolves, half-men, half-wolves, ferocious monsters who brings pain and destruction to everyone who encounter them, hides at the depths of the Deep Wood.

But both monsters share a great hate to each other, and so the werewolves and vampire are constantly fighting themselves, making an eternal struggle that takes place at the south of the continent, bellow the Drenor Mountains. I highly recommend you to avoid these fields... or you may be corrupted as well.

Mazes of Pain: Minotaur Ruins

Inside the circle formed by the Drenor Mountains, just east of the Baldread Forest, there is a very dangerous place... The ruins of an ancient city, that now is inhabited by Minotaurs, half-bull humanoids with great strength and combat skills. The Minotaus Ruins is believed to be formed by endlessly underground mazes, with ancient magical artifacts and scripts,

priceless treasures and jewels, but ruled by the minotaurs and some other vile creatures slaved under their kingdom of death!

Demon Green: Baldread Forest

To the west, inside the mountain circle, you can find the demon green of the Baldread Forest. Baldreads maybe the prime habitants of Dordread, cause they exists in countless numbers. But is inside this forest that they have their home, and their commanders. Divised by tribes and villages, the baldreads forms a unique army under the service of the grand demon Balrog... but that wasn't been always like that...

From my studies during this travel, I discovered that the baldreads weren't united like that before the demon surge. It seems that just after the appearing of the Balrog at our world, all the baldreads became united as an army form the night to day... It's really something to be analysed. It seems to me that the Balrog have some kind of mind controlling power that makes all the baldreads to fight for him. The Balrog alone is very dangerous, but with the aid of this army, he's untouchable.

Lake of Fire: Dorakh Lagoon

Near the center of the entire continet, above the cliffs of the Drenor Mounatins highest part, there are a lake of pure lava that come from the depths of the earth. This place is called Dorakh Lagoon. Its so hot that only the fire giants and some powerful demons actually live there. There are some rumours about this place being a portal to other worlds, just like the Devil's Pit at Torann... I don't believe it, but it seems to me that Dorakh Lagoon share some similarities with Devil's Pit: Both have fire, lava, and a hole to the very underground.

Mists of the Undead: Dark Swamp Valley

To the northern exit of the Drenor circlce, there is a vile land of poisoned waters and unholy creatures. The Dark Swamp Valley is a place of death, pure and simple. There you can find countless skeletons, zombies, ghouls and other more powerfull undeads that just treads this fields in the search of life... But, once thay find life, they immediately try to end it.

Both the fog and the water of this lands are poisonous, so only the most health can hope to pass by it and stay alive. Though I still recommend some magical aid, cause I never seen someone this health. Trust me.

Dead Archmages: Nameless Ruins

I just spoke about the horrors of the Dark Swamp Valley, now I will introduce you some more fearfull undeads: the archmages of the past, that are now long time dead. The corrupted souls that still uses magic very deadly, the beings called liches. These ancient dealers of the unholy are the most powerfull of all undead. With their magic, they can kill a

warrior before he can ever hope to use his weapon... Just because of that, their home, the ruins to the north east of Dordread, doesn't have a name, cause nobody wanna give it a name to be remembered after the worst nightmares of our nights. Nobody wants to ever be at the Nameless Ruins, excluding the most lunatic, or holy.

Floating Death: Deathray Hills

Distant, at the north west of Dordread, there are yet another place to be avoided like your worst nightmares: the lands of the beholders. These monsters are diabolical oval shaped creatures that floats about three feet above the ground and have enormous eyes that shoot various rays of pure magical light. Though these rays seem to be just fireworks, they are very, very lethal indeed. Also, these beings are extremely intelligent and wise, which makes them even more formidable opponents.

Curiously, we found a gnome called Gmick Sallinarius, that made all the way from his homeland to live just south of these hills! Though you may call him insane, he's very genial indeed: his house consists of carefully placed blocks of crystal that reflect the beholder rays back to them, and so Gmick can avoid the obvious death. His house is called Prism House, and it's part of a gnomish project of studying the nature of the beholder rays. This project is extremely secret, and I know nothing about it, but I saw various gnomish airboats coming to these lands with food and other gnomish scientists.

All Shapes of Evil: Isles of Horror

Just south of the Trail Lands, countless forms of vile monsters share the Isles of Horror. These monsters are believed to be failed magical experiments from the mages of the Red Mantle. These monsters were all sent to these isles, so they cannot threaten anybody... But, while they still can't make their way out to the continent! Anyway, I can't tell you much about these isles, cause I never been there, and never wish to be.

The Dark Temple: Isles of Disgrace

Known as the "Dark Temple", the Isles of Disgrace are in fact the religious center of all intelligent beings of Dordread. There, they believe, the god Ballog, lord of chaos, lives! Yes, I know that no god is believed to actually "live" at our world, but many prayers of this god believe that he's the only real god, the only who exists, and the only who has a home at our world. So, these isles are inhabited by the most insane religious beings of all Dordread, but they are yet all powerful as well. Many clerics of Ballog told me that they received orders directly from their god, at a huge temple along these isles... But, from my first visit to this place, I didn't see anything but ruins of small temples, and religious fanatics wandering the place as a soldier might walk the heavens.

Orcs are Burning! (Adventure)

The Scene

This adventure takes place on the city of Bak and its surroundings. I suggest you to take a look at the descriptions of Bak (cities), South Wood (places), Torannians, Rotunnians, Dwarves and Barren Orcs (races). It's a rainy afternoon, and the Inn of the Gray Mage is full of people, looking for the storytelling show of Wick the Old (hey, that's me!). The PCs should be there too, cause he's really a charismatic and famous personality, and cause all adventures must start at an inn or tavern (hey, I'm a traditionalist, if that word exists :o) Wick the Old starts to tell the tale of the Goldmen (see Ancient Lore), and it's really great to hear the glorious tales that he had to tell... After another successful presentation, Wick the Old leaves the establishment and goes to his mansion at the northern part of the city. From the people that remains at the inn, about 15 torannians (Brawlers) starts to play a game that involves dices and money (Oh no!). The PCs may wish to buy a night at the inn (8sp, a costly one), to enter the game (well, use d6 for that one... bets starts at 3sp, who wins takes all the money from the round), to watch the surroundings, or even to start a blood ritual to call some evil god, who knows?

In fact, after half-hour of play, a brawl will take place on the gamers table (how creative!). Instantly, the innkeeper will run out of the place. Five of them will be accused of possessing vicious dice, then the rest ten will fight with them... This fight will last about 1 turn, the PCs may wish to help some side, some chair may be thrown accidentally at the PCs table, one of the torannians may insult some PC... Anyway, after 1 turn the adventure will really begin.

After 1 turn the innkeeper will bring 12 Purple Guards (see The Knight of the Purple Army at Kits) to the place, and they will get ALL people on the place and send to the prison, just to relax for about one or two nights. Some wise PC may archive to escape from the prison, but that will not affect the development of the adventure: When the PCs and brawlers are being escorted by the guards to the prison (near the southern entrance of Bak), all of them will notice some weird things going on the portals of the city...

About 12 barren orcs are just trying to enter the city armed, and they demand to speak with Deldor Daryll (Bak's governor, if you don't know already). The orcs will be stop by the portal guards, and will be sent to the prison as well... At the prison (who's really well guarded. no real chance of escaping at the first level :o) the PCs and the brawlers will be divided among three cells (possibly by race, sex or age. I mean, syllian orc PCs at one cell, elvens at another one :o), and all the 12 Barren Orcs will be put at a larger cell, that have even a large table for audiences.

For about 3 hours, the PCs will have to wait. Anyone who want to observe the orcs will note that they are dressed for war (chain mails, axes, swords, crossbows..) and are very worried about something. They are talking in orkish, if any PC can understand these language, he will note that they are saying things about demon attacks to their village, and that they are here to call for Bak's help... After 3 hours, Deldor himself will enter the prison with 5 purple knights, and will start to talk with the orcs in torak (so the PCs will understand).

The leader of the group, called Trolldagg, starts to speak about his people disgrace with the demon attacks that are taking place at their village inside South Wood, just about 3 and a half days (by horse) to the south of Bak. Deldor get real upset when he talks about the violent death of orkish childrens and females... But Deldor says that he can't help then officialy (using Bak's army), cause the city haven't good relations with Sur, the city

governed by the barren orc Zurtak. Because of strict political codes, Bak can't help a village of barren orcs without affecting the relations with all the other great cities, which are as well not good related with Sur. After a long talk, Deldor promises to Troldagg that he will think on some way to help them non-officially.

When Deldor is walking on the cells corridor, he suddenly steps by the PCs cell. He analysis them and asks why they are being retained at the prison. Well, the PCs should say that they are being injusticed, because they haven't made anything (well, if they entered the brawl, they can lie about that :o) After some explanation from the PCs, Deldor recognizes them as adventurers, and asks them for helping the orkish village. Deldor offers stant freedom from prison (the PCs should remain there for 48 hours!) and a good treasure for the mission (I think the DM should know what a "good treasure" is.. but remember that magical items are rare on this world). I really hope that the PCs accepts this mission... Otherwise I will have to think on another adventure :o)

The Development

Deldor calls Troldagg and one or two more orcs of his group to lead the PCs back to their village. He also gives one riding horse and 1 week of provisions to each person involved on the mission. If any PCs asks with sufficient etiquette for some good weapon or armor, there's a slight chance that Deldor will give some too (but remember that the PCs can't use any armor from the knights vestuary, cause they are not supposed to be on a mission for Bak). So, on the very morning of the other day, the group leaves the portals of Bak reading for the orkish village at South Wood.

The whole travel will take just 3 and a half days, as said before. Troldagg will ride as fast as possible, and will not admit any unnecessary interval in the journey. The group will have to pass the Baldan River by a bridge just near Bak's area, and follow its watershed that goes to the South Wood. At the map (see Maps), the orkish village can be located at the western part of this watershed, and just at the edge of the "N" for "STONEBRIDGE", that is written big at the picture (I just doesn't seen any perticular reason for making a map for that :o)

The first encounter will occur while the group is just entering the big forest: It will be near the night of the third day, and wolvis howls will break the silence of the trees! Suddenly, about five Wolves will attack the group... If the PCs run away, Troldagg and any other orc of his group will fight the wolves (and will also get really upset with the coward act of the PCs). Anyway, the group should pass by this danger with no losts...

At the final day's afternoon, the group should be arriving at the orkish village, and they will see nothing but bloody war! About 30 surviving orcs will be standing against 20 Lesser Baldreads, the group will be watching all the fight at the top of a small hill that are just near the village and the watershed itself...

Troldagg will want to enter the battle instantly, but some wise PC may convince him to wait a bit and think on a good plan. Anyway, when Troldagg sees that 2 baldreads are flying to the hug where the females and children are hidden, he will run to protect them, with his axe at his hands, and a blood thirst at his eyes. I think the PCs will want to aid him this time...

Well, if the group manage to defeat the 2 baldreads, the PCs will them have two options: To aid the orcs on the big battle, or to just hide at the hug with the females (how, great idea!). Some real wise PCs may try to aid the orcs with some good idea... There are fishing nets at the river's shore, just a few feets from the village. And, well, all the flamable hugs

or houses are already burning (the baldreads actually seem to like fire, hehe). The orcs should win the battle, but the number of survivors will depend of the PCs aiding on the struggle. This number may vary from 8 (no aid at all) to 22 (a great aid) orcs.. from the 30 total. Trolldagg should survive as well.

At the other day, the orcs will treat the wounded (a orkish shaman may cast up to 3 cure light wounds spells on the PCs) and think on a plan for actually attack the cave from where the baldreads are coming to attack. The village leader, Uythak, will explain that the demons came about two times per week, and it simply doesn't matter how many of them they kill, cause more and more are always coming. Several orkish villages (and even rotunnian ones) were being destroyed this way. Their village are about to suffer the same disgrace, so the PCs must find and destroy their base (how easy!).

Uythak says that a small group of spies have been sent the past day for finding the demon base... Well, at the middle of the morning, these spies return from their seek. 5 orcs had come, just 2 had returned! These 2 explain that the baldreads are hiding themselves at a cave there is about 8 hours of walking to the eastern part of the Baldan watershed. They say that 3 of them decided to explore the cave inside, and never came back... These two, called Throddan and Furhgugg, will lead Trolldagg and the PCs to the cave on the next day. So, at this same day, by night, a short man wearing a long black cloak appears at the village. He says that his name is Nillos, and that he's a skilled rogue, willing to help the orcs on the mission to the cave.

He says that he heard about the demon attacks on the surroundings of Bak, and that he came for help cause his older brother died just two months ago, victim of these vile demons... He looks really sincere and trustable aslo! Finally, Uythak decides to include Nillos with the group that will explore the demon cave...

At the other day, the morning begins with the party going out for the demon cave. After the 8 walking hours, the party will see about 30 Lesser Baldreads flying out of the cave to the direction of the orkish village! If no PC makes the real dumb move of attacking those demons, the party will finally reach the cave entrance. So, it's better for you to take a look at the **Cave Map**, and then you just read the descriptions of the eight numbers signed at the image:

1 - There are 2 Lesser Baldreads guarding the entrance. It may be a good opportunity for making a surprise attack there. If the things get hard for them, they may flee away to the woods or to inside of cave. If the party looses them, they will call for help! So, its better for the party to not loose them at all, hehe...

2 - At this room, the party will have to choose with path to follow: The hole at the left, or the passage at right. The passage leads to a room with no light, so a torch or a infravision ability will be good there. The hole ends up on a apparently sand ground at about 10 feet bellow (1d6 points of falling damage if no rope available). Nillos will want to follow the hole, and the orcs will go to the passage. The PCs will have to choose which one to follow, but Nillos will ask for at least one guy helping him.

3 - This room have no light and two monsters: one Carrion Crawler and one Rust Monster. They have near no intelligence and will try to eat the party's fresh and metals. They will just follow their food to wherever it goes!

4 - Going by the hole will lead the party to a subterranean river. It will be possible to see a long stairway at the north side, but the party will have to swim a little bit to reach there: A

sucessfull swimming check (with +3 bonus) will be required to avoid being washed away by the force of the waters. Someone failing this check can still be helped by a friend who makes a second check with a -2 penalty.

5 - At the other side the party will be surprised by a gargantuan Giant Slug. I mean, this slug is really huge, and the PCs may wish to run away instead of fighting it. Two notes there: The slug will not spit any acid during the battle, but while near dying it will spit one last shot. Also, if the party go upstairs the slug will not follow them, and that's because it has a "demon fear instinct". I gave this chance to the PCs cause its a really hard to kill monster.

6 - This room has some torches bringing it light, and a fearfull statue of the Balrog standing at the center of it. Any PC willing to take a better look at it will have the chance to discover the button which opens the secret door at the wall behind it. There's no other way to discover that door, and a sucessfull Wisdom check with -2 penalty is required... Note that if the PCs is really bad hurt at this point, you can easy this chance because after the secret door there's some healing potions! Going to the north passage will lead the party to a huge iron door. It's unlocked, tough...

7 - Hey, there you will find 20 Halberdies, 5 Long Swords, 2 Light Crossbows, 60 Quarrels, 5 Chain Mails, 2 Splint Mails, 50 Torches, 250 pounds of Fresh Meat, 3 Vials with Blood, 1 Bastard Sword +1, 1 Ring of Weakness (Cursed), 1 Necklace of Adaptation, 3 Oils of Acid Resistance (hey, the baldreads doesn't like giant slugs!), 5 Potions of Healing (1d8), 2 Potions of Extra-Healing (3d8+3), 3 Bottles of Firewine (a good wine), 10 Turquoise (10gp each), 3 Amethysts (100gp each), 1 Black Opal (1000 gp, Nillos will die to take this one home!) and 2.080gps... Uff... Remember just one thing: If the party came there by the secret door, the Greater Baldread's pet will hear any loud noise and alert its master!

8 - Upon opening the door, the party will instantly bring the attention of the Greater Baldread that is sitted at a throne to the other side of the room. Of course, the demon will attack without asking anything, and it will scream as well! There's some nice things along this room as well: A pile of humanoid skulls with about 50 at the western wall; A dimensional portal just beside the skulls. That portal leads to some point of Dordread, and if any PC enter it, you will gain a great opportunity to end his life with Dming style!; There's a trap (hole with spikes) at the center of the room, covered by a big round carpet. Anyone walking by the carpet will have a 70% chance of being hurt by the trap (2d8 damage, and Useless leg critical); Locked to the throne by a 5 feet chain, there's the demon's pet, a Leucrotta. The demon may try to free it while near dying, otherwise it will be a easy missele range kill; At a small table besides the throne, there's a Crystal Ball glowing a red light (the same light of the portal, by the way), if any PC have the good idea of breaking it, the portal will start to close, and the demon will get really furious, tough it will try to enter the portal instead of killing his oppoennents...

Well, that's that... If the party archives to escape alive from the cave, they will discover, for the pleasure of Troidagg, that about 50 Rotunnians from near villages came to aid the orkish village. So, all the Baldreads were finally killed. Fortunelly, because the PCs destroyed the crystal ball and closed the warp, no more demons will plague this lands for a quite long time! The only treasure that Uythak can offer to the PCs is his healing magic. The rotunnian leaders gives some message to Deldor Daryll: They say that he should be more worried about the lives that are being lost at South Wood than to the polictical

consequences of aiding them. Also, the rotunnains doesn't seem to like the Daryll's party as well. So, the orcs stays at their village, Nillos vanishes away during the night, and the Rotunnians goes back to their own villages. At the other day the PCs may return to Bak, and receive their residence from Deldor Daryll. Well, finally this adventure is finished...

The People

Wick the Old: I'm a very old and, fortunelly, very famous storyteller that lives at Bak. From my quite long existence at this great world, I heard a million fantastic stories and tales... Some of them are quite imaginative and fictional, but a few others are just the exact truth. I dedicated all my life to the study of the ancient history of Near World, so I think I have alot to say to the younger folks. But, I'm yet learning, and that's the ultimate wisdom! Notes: Wick is very sick, and even the most skilled healers of Soldur can't help him anymore...

STR 6, DEX 11, CON 4 (9 before disease), INT 15, WIS 19, CHA 17; Lvl. 0, HP 2, AC 10, Thaco 20, #ATT 1, DAM SM/L 1d6/1d6 (Staff), Magical Items 3 Potions of Cure Disease (3rd Clerical Spell), 1 Potion of Heal (6th Clerical Spell); Special Abilities His high Wisdom gives him immunities to certain spells, see PH for details.

Brawlers: These are common folk from the city of Bak. Much more interested on fighting than on thinking :o)

Lvl. 0, HP 1d8, AC 10 to 9, Thaco 20 to 19, #ATT 1, DAM SM/L 1d2/1d2 (Punch), Magical Items None; Special Abilities None.

Purple Guards: The extremelly tough army of Bak is also extremelly lawfull!

Lvl. 0 to 3, HP 1d8+1 to 3d8+3, AC 5 (Chain Mail) 4(Chain & Shield), Thaco 19 to 17, #ATT 1 to 3/2 (plus +2 dam), DAM SM/L 1d8/1d12 (Long Sword) 1d10/2d6 (Halberd), Magical Items None; Special Abilities 1 on 1d6 chance of having superior strength (16 to 18), and bonuses to both attack and damage rolls. See the kit Knights of Purple Army for further beneficts and descriptions.

Deldor Daryll: The once grand paladin of Torann is now the wise governor of Bak. Unfortunelly, he seen to be very tired of his political life... Deldor has an incredible look, even for his middle age (47y). His voice is gracefull, his eyes seen to uncover a man's soul, and his determination inspires even the most coward. Also called as "the yellow paladin", because of the golden full plate that he received as a gift by the governor of Talantha, Deldor is sure a formidable opponent yet these days.

STR 18/45, DEX 16, CON 17, INT 16, WIS 16, CHA 17 (18); Lvl. 18, HP 107, AC 8 | -3 w/Full Plate | -6 w/Shield, Thaco 1 (-2 w/Sword), #ATT 2, DAM SM/L 1d8+3/1d12+3 (Long Sword +3) Also +3 str bonus, Magical Items Golden Full Plate +2 (treated as a chain mail for purposes of movement and weight, gives +1 Charisma as well); Long Sword +3; Shield +2; Horn of Blasting, 4 potions of Extra-Healing, 1 potion of invulnerability (very rare); Special Abilities See the paladin class at PH and the kit Knights of Purple Army for details.

Barren Orcs: These are common orkish fighters from the South Wood villages. The long exposure to the sunlight seen to had decreased their formidable health, tough.

Lvl. 1, HP 1d8, AC 5 (Chain Mail), Thaco 19, #ATT 1, DAM SM/L 1d8/1d12 (Long Sword), Magical Items None; Special Abilities See the Barren Orcs at Torann Races for details.

Troldagg: The leader of the orkish party that came to Bak in a desperate search for help. He will give his life to save his folks, and the PCs should better understand that...

Lvl. 3, HP 3d8+6, AC 5 (Chain Mail), Thaco 16, #ATT 3/2, DAM SM/L 1d8/1d8 (Battle Axe) Also +3 str & specialization bonuses, Magical Items None; Special Abilities See the Barren Orcs at Torann Races for details.

Wolves: These animals are very hungry and will not let the PCs escape with easy.

Lvl. 3, HP 3d8, AC 7, Thaco 18, #ATT 1, DAM 1d4+1 (Bite), Magical Items None; Special Abilities +1 vs charm. See Wolf at MM for details.

Baldreads (Lesser) : These vile beings of evil seem to accept nothing but the total destruction of the orkish village!

Lvl. 5, HP 5d8, AC 5, Thaco 16, #ATT 3, DAM 1d4/1d4 (Claws) 1d10 (Bite), Magical Items None; Special Abilities Fire breath, immunity to charm, hold, sleep, polymorph and fear spells. See the Winged Demons at Monsters for details.

Uythak: The olden orc of the village seem to be the most wise as well, maybe that's the reason why he's the village leader...

Lvl. 7, HP 7d8+7, AC 5 (Chain Mail), Thaco 13, #ATT 2, DAM SM/L 1d6/1d8 (Spear) Also +2 specialization bonus, Magical Items None; Special Abilities See the Barren Orcs at Torann Races for details.

Throddan and Furhgugg: The two orkish scouts are very agile but not tough as the others. They are not too brave as well.

Lvl. 1, HP 1d6, AC 8, Thaco 19, #ATT 2, DAM SM/L 1d8/1d8 (Short Bow), Magical Items None; Special Abilities Thieving Skills: PP 30% OL 30% F/RT 25% MS 35% HS 25% DN 15% CW 70% RL -10%. See the Barren Orcs at Torann Races for details.

Nillos: Hey, I think you already saw this guy... He's Sollin Hems in reality. But don't tell the PCs :o) Obs: You have to check the Adventures at the site for details...

Carrion Crawler : His tactic is simple indeed: Paralyze it first, and then just eat it!

Lvl. 3, HP 3d8+1, AC 3 head/7 body, Thaco 17, #ATT 1 or 8, DAM 1d2, Magical Items None; Special Abilities Paralyzes. See the MM for details.

Rust Monster : This fiend is only interested on eating as many metal as it can...

Lvl. 5, HP 5d8, AC 2, Thaco 15, #ATT 2, DAM Nil, Magical Items None; Special Abilities Rust Metal. See the MM for details.

Giant Slug : A brainless and really huge slug. It likes to eat wet adventures.

Lvl. 12, HP 12d8, AC 8, Thaco 9, #ATT 1, DAM 1d12, Magical Items None; Special Abilities Spits Acid, Immune to Blunt Weapons, Plastic Body. See the MM for details.

Baldread (Greater) : This demon is really upset with the fact of having so many unknown guests at his home. He`s also very worried about his shinny crystal ball.

Lvl. 8, HP 8d8, AC 2, Thaco 12, #ATT 1, DAM 1d8+1/1d12+1 (Long Sword +1), Magical Items Long Sword +1; Special Abilities Fire breath, immunity to charm, hold, sleep, polymorph and fear spells. See the Winged Demons at Monsters for details.

Leucrotta : A ferocious kind of horse-like-dog animal. It can bite hard if get free from these damn chain...

Lvl. 6, HP 6d8+1, AC 4, Thaco 15, #ATT 1, DAM 3d6, Magical Items None; Special Abilities Kicks back in retreat for 2d6 damage.

About . . .

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The KaranBlade project

This world was created a long time ago, kinda like five or six years before... At these days I were very excited about playing RPGs (mostly AD&D and Rolemaster) and reading J.R.R.Tolkien and Dragonlance books. So, I decided to write my own book, and called it *Fire in Talantha*. The book was basically about a rotunnian that followed his destiny and entered the most dangerous mission of all: The mission to stop the Balrog! Well, as you can imagine, at the end of the tale the rotunnian managed to send the monster to another long sleep, wielding the KaranBlade (unfortunately, I wrote this book in portuguese and can't show it here... nor have the time to translate it).

Well, I finished this book, wrote part of a second one, and forget this world for a long time... Partly because I did stop playing RPGs too. It was about one or two months ago (just to say, I'm writing this 06/02/98!), when I restarted to play AD&D with a bunch of friends, that I got the inspiration to not only write more about KaranBlade, but to bring it to the internet too. I thought it would be very hard to put the things all together again, but now I know I have made the right choice... It took a huge time to do it, but it was wonderful to do. Not only for me, but to the many people that come visit my world. These people are always encouraging me, loving my work... Now I have more inspiration than ever, because of them, because of you that are reading me right now...

So, thank you all that have entered my page, signed my guestbook, put a link for here on your page, emailed me with comments... And, most of all, thank you that are using my stuff, or my entire campaign, to play AD&D or any other RPG you like. Cause, after all, that's my final objective: To make people actually play my world! Thanks for you all.

The main KaranBlade`s objective

This campaign isn`t, officialy, like many others that you may have played for AD&D... This campaign have a main objective: **To stop the Balrog**. Yes, oficially the campaign must end when the characters got killed, or when they stop the Balrog from destroying the Near World... But, of course, if you want to run it as a DM, the choice is up to you. Anyway, there`s always the Planescape campaign waiting for god-like characters... :o)

At the campaign`s start, the lands should be not too dangerous, not too plagued by the demons surge... But, as the campaign advances, and the characters earn levels, the world should become more and more dangerous and scary, with more and more demons and vile monsters surging on the lands. At the campaign`s end, the world should be totally chaotic, with the races fighting between them for territory, the sky as red as rose petals, and the Balrog and his army destroying city after city... Of course the Magic House should be destroyed at the end, so the once powerful adepts will have to use their minds for the limit to be useful on the final battle!

For the final battle with the Balrog, I suggest the city of Talantha, that maybe the last city standing against the monster... Of course the characters will have to search hard for the Sword of Eternal Fire (KaranBlade), but I suggest you to have them encountering the Balrog a few times before finding the Sword... Mostly because with the KaranBlade the defeating of the Balrog should be emminent.

And, at the end, if the Balrog is defeat, the world should return to be peaceful and bright... As the characters should become living legends, to be remembered forever among the lands! Or, if you want to continue the campaign, you may send them to Sigil (see Planescape) by some weird way... It`s up to you, my honorable DM. Make what you want, and don`t forget to email me if you need some aid for keeping your KaranBlade campaign running well. Cya around.

Inspirations

Well, I`m receiving lots of comments about this site asking how I came up with that idea for the KaranBlade campaign. Well, I just said above that I have taken the basic aspects of the world and history from a book written by myself years ago... But, of course it wasn`t *just like that*. Not only to write this book, but to do lots of things on the wings of fantasy, I have alot of personal inspiratons, from various forms of arts. So, I feel that I just had to list my inspirations here..

Who knows? Maybe some of you read this and get the same inspiration to do another criative things... On the wings of fantasy.

-Books: As I mentioned on my library, I have strong inspiration on the amazing work of J.R.R. Tolkien... Particullary on the Hobbit and the Lord of the Rings trilogy. Also, I can mention Dragonlance novels, Conan books and comics, Bone comics, Groo comics, Dr.Strange comics and Dreadstar comics (by Jim Starlin). I got inspiration for the Ancient Lores by reading various mythos of the creation of our world, and also by checking the great work of Platho and the *best book there is*: Bhagavad Gítá.

-RPGs: D&D, AD&D (having to emphasize the great work of Dave Arneson, Gary Gygax and David "Zeb" Cook), M.E.R.P., Rolemaster, Palladium and the various AD&D campaigns (mostly Forgotten Realms and Planescape).

-Music: Yes (and Roger Dean great covers), Pink Floyd, Genesis, Peter Gabriel, Jethro Tull, Tempus Fugit and various musics from the medieval era.

-Movies: Excalibur, Conan, Willow, Lady Hawke, Brave Heart and Dragon Heart (which could be more serious).

-General Art: Well, I'm an engraver too, and if you haven't noticed it yet, I love the work of M.C.Escher (you can find some of his works on this site). Also, I'm obviously inspired by the incredible TSR artists, particullary Larry Elmore. Finally, there's Bosch (the first fantasy artist of this planet), Kandinsky, Dali, Frazetta, Mr. and Mrs.Vallejo, Vincente Segrelles, Moebius, Jack Kirby, Stan Lee, John Byrne and George Perez (the man with more patience alive).

Rafael Arrais

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Maps



