



PLAYER'S OPTION™: Skills & Powers

# Advanced Dungeons & Dragons

## Taladas



# Skills & Powers: Taladas

An Unofficial Supplement for the **Advanced Dungeons & Dragons** game.

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## Introduction

This is an expansion of *PLAYER'S OPTION: Skills and Powers*, a volume that expanded upon character creation for the **AD&D 2<sup>nd</sup> Edition** game. The material presented within allows players and referees to construct **PLAYER'S OPTION** characters for use in the *DRAGONLANCE Taladas* setting. The largest change to character creation is the introduction of a character point system. Information about character points can be found in the *PLAYER'S OPTION: Skills and Powers* volume.

In *Taladas*, players have more options for player character races than they have had before. In addition to the normal assortment of humans, elves, half-elves, dwarves, gnomes, and kender, Taladan characters can also be minotaurs, goblins, ogres, and bakali. Furthermore, familiar races have new and different attitudes, and in the case of the gnomes, improved abilities.

# Racial Requirements

Players should consult the following table, which lists minimum and maximum ability scores for the player character races of Taladas. Minimum scores are listed to the left of the slashes, maximums to the right. Starting character statistics must fall within these ranges, although the statistics can increase and decrease during the course of play. For example, if a gnomoi has his Intelligence reduced to less than 6 because he suffered some magical mishap, the character is still a gnome. If a kender drank a potion that increased his Intelligence to 19, he is still a kender.

**Table 1: Racial Requirements**

Race	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
Bakali	7/18	3/18	8/18	3/17	3/17	3/15
Centaur	11/18	5/18	10/17	3/16	3/17	3/18
Dwarf						
Fianawar	8/18	3/17	11/18	3/18	3/18	3/12
Rainward	9/18	3/17	12/18	3/18	3/18	3/17
Scorned	8/18	3/17	12/18	3/18	3/18	3/16
Elf						
Cha'asii	8/18	8/18	8/18	3/18	8/18	8/18
	3/18	9/18	3/18	8/18	8/18	8/18
Dargonesti						
	3/18	9/18	3/18	8/18	8/18	3/18
Dimernesti						
Elf Clan	8/18	8/18	8/18	3/18	8/18	8/18
Hulder	3/18	6/18	7/18	8/18	3/18	8/18
	3/18	6/18	6/18	10/18	6/18	12/18
Silvanaes						
Gnome						
Gnomoi	6/18	3/18	8/18	6/18	3/18	3/18
Minoi	6/18	8/18	8/18	8/18	3/12	3/18
Goblin	3/17	5/18	3/18	3/16	3/16	3/16
Human	3/18	3/18	3/18	3/18	3/18	3/18
Kender						
Marak	6/17*	8/18	8/18	6/18	3/16	6/16
True	6/17*	8/18	8/18	6/18	3/16	6/18
Minotaur	8/18	3/18	8/18	3/18	3/18	3/18
Mischta	12/18	6/18	14/18	3/18	10/18	13/18
Ogre	10/18	3/15	3/15	3/12	3/14	3/16

\* kender warriors cannot possess exceptional Strength scores.

## Racial Ability Adjustments

Once the character's ability scores have been determined, the race chosen, and the Racial Requirements table consulted, modify the ability scores based on the racial Adjustments table - and determine the subability scores as per the rules in chapter two of *PLAYER'S OPTION: Skills & Powers*.

**Table 2: Racial Adjustments**

Race	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
Bakali	+1	—	+1	-1	—	-1
Centaur	—	-2	+1	—	+1	—
Dwarf						
Fianawar	—	—	+1	—	—	-1
Isles	—	—	+1	—	—	-1
Scorned	—	—	+1	—	—	-1
Elf						
Cha'asii	—	+1	-1	—	—	—
	-1	+2	—	—	—	—
Dargonesti						
	-1	+1	—	—	—	—
Dimernesti						
Elf Clan	—	+1	-1	—	—	—
Hulder	—	+1	-1	—	—	—
	—	+1	-1	—	—	—
Silvanaes						
Gnome						
Gnomoi	—	—	—	+1	-1	—
Minoi	—	—	—	+1	-1	—
Goblin	-1	+1	—	—	—	—
Human	—	—	—	—	—	—
Kender						
Marak	-1	+1	—	—	—	—
True	-1	+1	—	—	—	—
Minotaur	+1	—	—	-1	-1	+1
Mischta	—	+2	-2	+2	—	+2
Ogre	+2	-1	+2	-2	-1	—

## Racial Level Limits

The Racial Level Limits chart lists the maximum experience levels attainable by the various races. For more on classes, see the following section and chapter 4 of *PLAYER'S OPTION: Skills & Powers*.

**Table 3: Racial Class and Level Limits**

Race	Fighter	Ranger	Paladin	Wizard	Priest	Thief	Bard	Tinker
Bakali	12	—	—	—	7	—	—	—
Centaur	12	10	—	—	14	—	12	—
Dwarf								
Fianawar	15	9	—	—	5	12	7	—
Isles	15	8	—	—	10	13	—	—
Scorned	15	—	—	—	—	12	12	—
Elf								
Cha'asii	12	9	—	15	—	6	10	—
Clan	15	9	12	—	13	—	9	—
	14	14	8	14	14	—	—	—
Dargonesti								
	10	—	10	10	10	—	—	—
Dimernesti								
Hulder	10	—	—	—	—	12	8	—
Silvanaes	12	16	12	15	15	12	15	—
Gnome								
Gnomoi	11	—	—	15	9	13	—	U
Minoi	6	—	—	—	—	5	—	U

Goblin	9	7	—	—	6	15	—	—
Human	U	U	U	U	U	U	U	—
Kender								
Marak	10	5	—	—	6	15	—	—
True	9	9	—	—	8	15	4	—
Minotaur	16	9	9	12	10	—	—	—
Mischta	10	<b>15</b>	<b>10</b>	<b>15</b>	<b>15</b>	<b>10</b>	—	—
Ogre	16	—	—	—	—	—	—	—

## Exceeding These Limits

The *DUNGEON MASTER GUIDE* included an optional rule where demihuman characters could exceed level limits if they possessed high prime-requisite scores. This rule is official in the PLAYER'S OPTION system. See the chart below for bonus levels granted to those characters with high scores in their class prime requisites.

**Table 4: Prime Requisite Bonuses**

Ability Score	Bonus Levels
14-15	+1
16-17	+2
18	+3
19	+4
20+	+5

The bonus levels are added to the character's maximum experience level shown in the Racial Level Limits table.

## Character Points

Each race detailed below receives a number of character points that can be spent on racial skills and other abilities. This lets players personalise their characters. No longer must all dwarves have exactly the same abilities, skills, and bonuses. Players can purchase packages of abilities, or they can customise their characters.

Demihumans can save 5 character points from this process and apply them at any other point in the character creation process. Humans can save 10 points.

**Note:** Krynnish dwarves, elves, gnomes, half-elves, and humans receive the same number of Character Points as their standard counterparts.

## Racial Variants

Numerous races have off-shoots that can be player characters. For example, a player fond of dwarves could choose from the Fianawar, Scorned, or Rainward Isles varieties. Players who select such a character purchase the standard package of abilities for the subrace. Optionally, a player can customise a character by choosing individual abilities from the list for that race. Generally, buying a package of abilities is the most efficient way to spend character points.

# Bakali

The Bakali are a race of reptilian humanoids that dwell in the warm waters of Blackwater Glade. Though savage, brutal, and uneducated, they are not unintelligent. Indeed, they are cunning and quick to learn, although they do have their limitations.

Known also as "lizardmen" or "dragonmen" by the humans of Thenol, bakali are racially distinct from the degenerate hurdu of the Steamwall Mountains, or their larger, more vicious cousins in Ansalon. Ansalonian lizardfolk are more properly named *jarak-sinn*, meaning "new race" in the bakali tongue.

Bakali range in height from six to eight feet and are correspondingly strong and muscular. Their hides range in colour from yellow-green to mottled brown and are heavily plated, much like those of crocodiles. They have long, powerful tails that they can lash about. A dorsal ridge runs the length of the spine, starting at the back of the skull and finally disappearing about halfway down the tail. Their hands and feet have vestigial claws, menacing-looking but not effective in combat. The hands and feet are webbed and the talons of the feet are used like fingers.

The bakali are distrustful and suspicious by nature. More than most races they keep to themselves and seldom leave their own territories. To others they seem savage and bloody-minded, and they are usually portrayed as crueler than they really are. Although this attitude is too simple a stereotype, it is not entirely unwarranted; the bakali, as a race, have no qualms or particularly strong moral compunctions against violence, although individuals may hold more tolerant or peaceful views.

The stereotype is reinforced by their dislike of strangers, humans in particular. The bakali have had bad relations with the Swampers of Blackwater Glade for several centuries. Consequently they have their own stereotypes about humans - greedy, lying, thieving, and murderous scoundrels. Few humans are befriended by the bakali.

Although they may be frequently hostile to humans, the bakali are not without honour. They have long memories, remembering both the good and ill done to them. They treat others as others treat them. If a human is fair and honourable, even if he is an enemy, the bakali treat him with the same respect.

They place great store in friendships and alliances, among their own kind and with other races. If an outsider manages to befriend a bakali, the bond will last until the trust is betrayed.

The bakali are also courageous, having no fear of death. Theirs is a courage, however, that does not cause them to charge foolishly forward. They do not fear death but they do enjoy life. Although savage, they are not stupid. Indeed, they are particularly skilled at war. Using deception, ambushes and even retreats are not cowardly if the situation calls for it. Anything associated with war - in victory or defeat - is considered courageous.

A bakali character might choose to be a fighter or priest (of Siarrlas the Scaled One). A bakali may also be multiclassed as a fighter/priest.

**Players who choose bakali for their characters have 10 points to spend on racial abilities.** These points can be spent to customise a

bakali from the general list below, or they can be used to purchase the race's skill package. Only 5 points may be retained for use later in the character creation process.

### **Bakali Standard Racial Abilities (15)**

Membrane Swimming  
Scaly Hide (AC  
7)

### **Bakali Racial Penalties**

**Cold Vulnerability** - the bakali, although warm-blooded, suffers 1 extra point of damage per die from cold- and ice-based attacks.

## **Bakali Abilities**

If the player wishes to create his own customised bakali character, he can pick and choose from the list of bakali abilities below.

- **Amphibious (5)**: The character is at home in either water or on land. Combat penalties for fighting in water do not apply to the character, although using Type S or B weapons underwater are still very difficult. Bakali are air-breathers, but they can hold their breath for a number of rounds equal to 2/3 of his Constitution/Fitness score before checking for drowning.
- **Chameleon (5)**: Whilst in natural surroundings, the bakali can *hide in shadows* as though he were a thief of the same level.
- **Fitness bonus (10)**: The PC gains a +1 bonus to the Constitution/Fitness subability.
- **Frightening appearance (10)**: The bakali may hiss loudly, puff up its body, and cause small spines on its face and spine to stand erect; this has the effect of intimidating or terrorizing enemies. At will, the PC can impose a -2 penalty to NPC reaction rolls and Morale checks. Furthermore, once per day the PC can affect an individual with the effects of a *fear* spell.
- **Muscle bonus (10)**: The PC possess some hurdu or jarak-sinn ancestry, and gains a +1 bonus to the Constitution/Health subability.
- **Membrane (5)**: The bakali has special nictating membranes in the eyes that shield them from harm, granting a +1 bonus to save vs. spells and effects that involve the blinding or dazzling of the eyes.
- **Savagery (5)**: The opposition to the bakali that many humans evince has instilled a certain savagery into the PC. The character thus gains a +1 bonus to hit and damage vs. humans.
- **Scaly hide (5/10)**: The bakali's thick, scaly hide grants a natural Armour Class of 7. For 10 points, this becomes a natural AC of 5.
- **Stamina bonus (10)**: The PC gains a +1 bonus to the Strength/Stamina subability.
- **Superior smell (5)**: The bakali's keen sense of smell and taste allow him to track as though he were a ranger of his current level.
- **Swimming (5)**: The PC can move in water equally well as he does on land, at a movement rate of 9.

- **Willpower bonus (10):** The PC gains a +1 bonus to the Wisdom/Willpower subability.

### **Optional Bakali Restrictions**

- **Barbarian (5):** The PC's primitive culture causes other, more civilised beings to view him with distaste, imposing a -2 penalty on all reaction rolls. Furthermore, the PC may never learn scientific or technological nonweapon proficiencies such as blacksmithing, engineering, gem-cutting, or reading/writing.
- **Honour-bound (5):** Bakali live by their word and do not give it lightly. Once given, the character must honour it (or try his best) or suffer an alignment change, regardless of his current alignment.

## **Centaur**

Centaur are a reclusive folk, appearing as a cross between a powerful horse and a human of near-perfect frame. Centaur in Taladas are very similar to those of Ansalon; they tend to be less common and somewhat wilder in temperament, but otherwise possess many of the same features as their Ansalonian cousins.

Centaur generally come from Hoor and the Rainward Isles, with a few scattered tribes in northern regions of the Tamire.

These creatures boast marvelous diversity in appearance. Their equine portions range from blond to black and, rarely, dappled. Physically, centaur are fascinating, having the bodies of a great horse with a human torso, head, and arms. Long hair runs down their backs like a mane. Although generally dark haired, centaur have a skin tone anywhere from ruddy tan to rich brown to pale white. Many have brown or blue eyes, but some have black, green, or even violet. The males have broad chests, rippling muscles, and handsome, angular faces. The females are lithe and graceful, and their visages are among the most beautiful seen on Krynn. Centaur do not understand the physical modesty of other races, and only wear clothing if the weather demands it. However, they enjoy decorating their bodies, and enhance their looks with jewelry and other beautiful apparel.

Centaur are not especially intelligent, nor particularly virtuous. One would be hard pressed to find a more passionate race than the centaur. They think of themselves first and enjoy pleasures such as wine, storytelling, and fine weather. As marked hedonists, centaur look upon every new day as a chance to experience new pleasures, hear new tales, and undertake new amorous pursuits. Proud centaur remain ever conscious of their appearance. Most find any disfigurement, from a battle scar to a tattoo, to be upsetting and unsightly.

A centaur character may choose to become fighters, rangers, priests, or bards. The character may become a fighter/priest or a ranger/priest.

**Players who choose centaur for their characters have 25 points to spend on racial abilities.** These points can be spent to customise

a centaur from the general list below, or they can be used to purchase the race's skill package. No more than 5 may be saved for a later stage.

### **Centaur Standard Racial Abilities (25)**

Bow Bonus	Natural AC
	5
Charge	Robust
Hoof Attack	

### **Centaur Racial Penalties**

Centaur are large creatures, and suffer damage as a Size L creature. Furthermore, their unusual body shape restricts some of the equipment available to them, such as most types of armour; such equipment must be specially made.

## **Centaur Abilities**

If the player wishes to create his own customised centaur character, he can pick and choose from the list of centaur abilities listed below.

- **Appearance bonus (10)**: The PC gains a +1 bonus to the Charisma/Appearance subability.
- **Bow bonus (5)**: The character has a +1 bonus to hit with any bow, except crossbows.
- **Charge (5)**: The character is capable of making a charge attack, gaining a +2 bonus to hit and inflicting double damage with impaling weapons such as a spear, javelin, or lance.
- **Gallop (5)**: Normally, a centaur character's movement rate is 18; however, the character may gallop at a movement rate of 30. The total number of rounds that the centaur may gallop per day is equal to his Constitution/Fitness score.
- **Health bonus (10)**: The PC gains a +1 bonus to the Constitution/Health subability.
- **Hoof attack (5)**: The centaur can attack with his front hooves, causing 1d6 points of damage per hoof. If attacked from behind, the centaur can also kick for 1d6 points of damage.
- **Muscle bonus (10)**: The PC gains a +1 bonus to the Strength/Muscle subability.
- **Natural AC (5)**: The centaur has a natural Armour Class of 5.
- **Reason bonus (10)**: The PC gains a +1 bonus to the Intelligence/Reason subability.
- **Resistance (5)**: The PC gains a bonus to saves vs. poisons based on his Constitution/Health score. This is summarised in the following table:

<b>Score</b>	<b>Bonus</b>
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18-20	+5

- **Robust (10):** The centaur gains 4 extra hit points at 1st level, and enjoys a +2 bonus to all saves, due to his strong build and alert mind.
- **Savage fighter (5):** The PC gains a +1 bonus to damage rolls with melee weapons, and a +2 bonus to damage rolls with a hind hoof attack.
- **Soothe equines (5):** The centaur can attempt to soothe horses and horse-like creatures. This is similar to a ranger's affinity with animals; centaurs who are also rangers gain a +2 bonus to their rolls when soothing equines.
- **Stamina bonus (10):** The PC gains a +1 bonus to the Strength/Stamina subability.
- **Willpower bonus (10):** The PC gains a +1 bonus to the Wisdom/Willpower subability.

## Dwarves

Dwarves are short and wide-shouldered, standing about four to five feet tall and weighing about 140 lbs. On the whole, dwarves have tough, wrinkled skin, and most males begin balding while still a youth of 50 years.

Dwarves believe that hard work and drive make one worthy of success; those who would disagree are lazy and jealous. Among themselves, dwarves consider dogged work and opulent wealth to be two of life's greatest pleasures. For these things, and for alcohol and history and song, dwarves harbour a passionate love. However, they hide this passion when among other races, seeming inscrutable, coarse, and oddly reticent.

A dwarf character's temper can flare like a forge or smolder like embers. Dwarves are passionate folk who live intensely, with little patience for contemplation or idleness. Their work is joyful; their play is serious. Dwarves are roused by grand, brassy music that echoes with percussion and deep-bellied horns, although a tender oboe, harp, or pipe can bring them to tears.

Because of their resistance to magic, dwarves have difficulty using enchanted items. All magical items not specially suited to the dwarf's character class have a 20% chance to malfunction. A check for malfunction is made every time the dwarf attempts to use the item. If the check is passed, the item works until it is deactivated, put away, or its duration expires. If the check fails, the magical qualities of the item cannot be called upon, though the item might function normally the next time that the dwarf tries to use it.

Malfunction checks apply to magical wands, rods, staves, rings, amulets, potions, horns, and jewels. The checks do not apply to dwarven priests using clerical magical items, and to weapons, shields, armour, gauntlets, and girdles. If a dwarf possesses a *cursed* item and it malfunctions, the dwarf will recognise the nature of the item and can safely dispose of it.

Dwarven characters can be multiclassed as a fighter/thief or a ranger/thief.

**Players who choose dwarves for their characters have 45 character points to spend on racial abilities.** These points can be spent to customise a dwarf from the general list below, or they can be used to purchase a subrace's package. Only 5 points can be retained for use later in the character creation process.

## **Fianawar Dwarves**

As a group, the Fianawar are a dour and unhappy people and an anomaly among dwarves. Unlike their brethren who dwell underground, the Fianawar live on the surface and virtually never go beneath the ground. Centuries of earthquakes and volcanic upheavals have left them with a dread fear of life beneath the surface.

### **Fianawar Racial Abilities (40)**

Infravision    Racial Enemies\*

Melee            Saving Throw

Defense        Bonus

Muscle

bonus

\* Goblins, hobgoblins, lizardmen

### **Fianawar Racial Penalties**

Characters of this dwarven subrace must roll a successful saving throw vs. death in order to overcome their fear of the underground before they can enter such places as dungeons, caves, and tombs. If the saving throw fails, they will not enter. They must also make a check once per day when underground. If failed they will want only to leave by the most direct route.

## **Islander Dwarves**

The dwarves of the Rainward Isles have tan skin, ruddy cheeks, and bright eyes. Their hair is brown, black, or grey, worn in respectable trim around the ears but with long and bushy beards and moustaches. Although Dwarves of the Rainward Isles have deep, resonant singing voices, convincing one to sing (sober) is a Herculean task. The persistent complaining of Isles dwarves is generally calculated to disguise a pleasant and gentle nature.

Infravision    Racial Enemies\*

Melee            Saving        Throw

Defense        Bonus

Mining

Abilities

\* Goblins, hobgoblins, and undead

## **Scorned Dwarves**

The Nylgai Hadirnoe, or Scorned Dwarves, are a race of deep-dwelling dwarves that has shunned the surface world since the days of the cataclysm. They are large-boned but lean, and their skins are paler than those of their adopted life. Scorned dwarves are particularly adapted to underground life.



### Scorned Dwarves Racial Abilities

Infravision Racial Enemies\*  
90'

Melee Saving Throw

Defense Bonus

Mining

Abilities

\* Goblins, hobgoblins, and disir

### Scorned Dwarves Racial Penalties

Scorned dwarves suffer a -1 penalty to all rolls when in bright sunlight. They cannot initially begin with the proficiencies of agriculture, astrology, navigation, riding (any mount), seamanship, or any one dealing with animals.

## Dwarf Abilities

A character with leftover character points may select additional racial abilities after taking one of the standard subrace packages. Or, if the player wishes to create his own customised dwarf character, he can pick and choose from the list of dwarf abilities listed below.

- **Analyse structure (5):** By examining a building, ruin, or other construction, the character can determine the approximate age and construction method of the structure. The chance of success is 1-5 on 1d6.
- **Axe bonus (5):** +1 to attack with hand or battle-axes.
- **Brewing (5):** +2 to the Brewing proficiency score. The dwarf must have this proficiency to gain this benefit.
- **Crossbow bonus (5):** The character gains a +1 attack bonus with any crossbow.
- **Dense musculature (10):** If a blunt weapon strikes the character, he suffers only half damage from the blow.
- **Earthquake awareness (5/7):** The character is an expert at determining if the ground is stable. By concentrating for one round, the character can determine if there will be a dangerous tremour, collapse, rockfall or slide when the character enters an area. The chance of success is 1-5 on 1d6.  
For 7 points, the dwarf can assess whether an earthquake is likely to strike an area, up to the size of a city, within any given period of time (from one month to one hundred years). This assessment takes one day to perform, and is successful on a successful Wisdom/Intuition check. Many dwarves who have visited tremour-prone Thera have left soon after using this ability.
- **Evaluate gems (5):** A character with this ability can determine the value of a given gem with a 10% margin of error.
- **Expert haggler (5):** This character drives a hard bargain. Anything he purchases costs 10% less than the listed price.
- **Hammer bonus (5):** +1 to attack rolls with the war hammer.
- **Health bonus (10):** A Constitution/Health bonus of +1, because the dwarf is accustomed to the cold, lightless subterranean deeps.

- **Hit point bonus (10):** The dwarf gains an additional hit point each time the character gains a new level.
- **Illusion resistant (5):** The character gains a +2 bonus on attempts to disbelieve illusions.
- **Infravision (10):** The character can see heat patterns given off by warm-blooded creatures in lightless conditions. For 10 points, he can see to 60 feet distance; for 15 points, he can see to 90 feet distance.
- **Mace bonus (5):** +1 to attack rolls with the footman's mace.
- **Melee Defenses (5):** When ogres, half-ogres, trolls, giants, or titans fight dwarves, these aggressors suffer a -4 penalty on all attack rolls, as dwarves are small and have defensive tactics against these large foes.
- **Mining detection abilities (10):** a character with this skill is familiar with mining, tunneling, and stonework. By concentrating for one round the character can:
  - Determine the approximate depth underground: 1-3 on 1d6.
  - Detect any sliding or shifting walls or rooms: 1-4 on 1d6.
  - Detect any grade or slope in the passage they are passing through: 1-5 on 1d6.
  - Detect stonework traps, pits, and deadfalls: 1-3 on 1d6.
  - Detect new construction in stonework: 1-5 on 1d6.
- **Muscle bonus (10):** +1 to the character's Strength/Muscle subability score. The character's Muscle may be up to 5 points higher than his Strength/Strength score.
- **Pick bonus (5):** +1 to attack rolls with picks and military picks.
- **Racial Enemies (5):** Dwarves have a +1 bonus to their attack rolls vs. goblins and hobgoblins. Specific subraces might possess an additional racial enemy.
- **Saving throw bonus (10):** Dwarves gain bonuses to saving throws vs. poison and against magical attacks from rods, wands, and spells, based on their Constitution/Health scores. Determine the character's Constitution/Health score and consult the chart below:
 

Score	Bonus
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18-20	+5
- **Smell poison (5):** By sniffing food or drink, the dwarf can determine if it has been poisoned. The chance of success is 1-4 on 1d6.
- **Stamina bonus (10):** +1 bonus to Strength/Stamina subability. The character's Stamina may be up to 5 points higher than his Strength/Muscle score.
- **Stealth (10):** If the dwarf is not in metal armour, a -2 penalty is applied to opponent's surprise rolls if the dwarf is at least 90 feet ahead of characters without this ability, or only accompanied by characters with equivalent stealth skills. The dwarf is also difficult to surprise himself and receives a +2 bonus to his own surprise rolls.

- **Stone tell (10):** Once per day, the character with this ability can use the *stone tell* spell, as a priest of the same level.
- **Sword bonus (5):** +1 to attack rolls with short swords.

## Elves

Elves tend to be tall, lithe, elegant creatures with pointed ears, thin limbs, and graceful movements. Their features are angular and finely chiseled, and although elves may appear thin and weak, they are actually quick and strong. The majority of elves in Taladas are from the Elf Clans and Silvanaes with smaller numbers of Hulderfolk and Cha'asii.

When first awakened in the Age of Dreams, elves slay scattered across the primeval forests like stars across the sky. During this Age, they lived in the forests without constructing shelters. At that time they were very much a forest folk, although they later formed into elf clans and became somewhat territorial. At this time elven ancient history begins; the elves had not yet encountered other races, leading them to believe that they are the firstborn of the world. The end of the Age of Dreams led to a new form of existence for some elves, such as the Silvanesti of Ansalon and the Hulderfolk of Taladas, although the ancient lifestyle was preserved by wild elves even to the modern day.

Player character elves can be the following classes: fighter, mage, cleric, or thief. They can also take the following multiclass combinations: fighter/mage, fighter/thief, fighter/mage/thief, or mage/thief.

**Players who choose elves for their characters have 45 CPs to spend on racial abilities.** These points can be spent to customise an elf from the general skill list below, or they can be used to purchase a subrace's skill package. Elven PCs in Taladas may select any of the abilities presented in *Player's Option: Skills and Powers*, and have additional options to choose from, listed below. Only 5 points can be retained for use later in the character creation process.

## Cha'asii

### **Character point cost: 40**

The Cha'asii or *wild elves* are a distinctly different branch of the elvish race, easily identified from all others. The Cha'asii have been secluded for thousands of years in the lush jungles of Neron, and are startlingly different from the other races of Taladas. Cha'asii elves possess an average height of 4'9"; almost none reach five feet in height. Skin tone ranges from wood-brown to yellow-green. Hair colours vary similarly from brown to green-black.

The Cha'asii still live as their ancestors did in the Age of Dreams, in total harmony with nature. Cha'asii magic is also based on an intuitive understanding of nature, believing that all things - animal, plant, or mineral - contain magical power. Cha'asii have no written language and do not know how to read or write (although they can learn).

### **Cha'asii Elves Racial Abilities**

Bow Bonus	Secret
	Doors
Infravision	Stealth
Resistance	Spear
	Bonus

## **Clan Elves**

### **Character point cost: 40**

The *hosk'i imou merkitsa* ("people of the land before"), also known as the Elf Clans, are a wild and dangerous group of tribes, infamous for their savagery. The elves of the Tamire are short, lean-muscled people; the average height is 5'4". Skin tones range from coffee-brown to honey-tan, with hair colours including fine honey-blond and brown. Elven eyes are slanted with the characteristic fold of the Tamire peoples, but elven foreheads seem higher due to a higher hairline. It is customary among the *hosk'i imou merkitsa* to pierce the earlobes and stretch them with large plugs, decorated with silver baubles, feathers, and beads.

The *hosk'i imou merkitsa* are a nomadic people who tend to be suspicious of strangers and arrogant about their own superiority. The clans depend on their herds of horses for their livelihood, and boast expert horsemen - even better than the Uigan. The different clans of *hosk'i imou merkitsa* are largely independent, with their own leaders and shamans (who follow animal spirits called *quoyai*). Tamire elves are very patriarchal; inheritances pass from father to son, and women do not have the rights of divorce or property that Uigan women do. However, women are trained as warriors, and almost exclusively women practice the arts of wizardry; they always specialise in either Alteration or Enchantment. Those male wizards that exist are often outcast and may be treated as if they were female.

### **Elf Clan Racial Abilities**

Bow Bonus	Resistance
Expert	Secret
horseman	Doors
Infravision	Stealth

### **Elf Clan Racial Penalties**

Elf clan characters cannot initially choose from the following proficiencies: agriculture, charioteering, forgery, gem cutting, mining, mountaineering, reading/writing, and stonemasonry.

## **Dargonesti Elves**

### **Character point cost: 45**

The Dargonesti (or *Quoowahb* in their native tongue) are a race of elves living in a vast undersea valley located southwest of Southern Hosk. The Dargonesti are also known as the Deep Elves, although they do not appreciate the term, since it seems to indicate something sinister. Physically, they are the tallest elves on Krynn, and possess slender bodies with long, webbed fingers and toes. They have large, violet

eyes, dark blue skin, and hair that varies from a golden colour to deep green, very much like the colour of seaweed. Dargonesti wear diaphanous gowns and adorn themselves with jewelry made from sea shells.

Dargonesti build seashell homes on the ocean floor, or inhabit underwater caves and sunken cities. Most prefer to live with their extended families rather than in a large settlement, governing their affairs by consensus. The leader of the Dargonesti clans is called the Speaker of the Moon, a position more of cultural than political significance.

Dargonesti are shy and reclusive towards other races, finding them vulgar and violent. Other races who encounter Dargonesti consider them cordial and even loyal, but extremely wary of surface dwellers.

The Dargonesti look down upon their Dimernesti cousins, calling them "Tokwahb" (*inferior elves*). They consider the Dimernesti to be petty and provincial, with little influence or interest in the truly important matters of the seas.

### **Dargonesti Elves Special Abilities**

Dolphin	Secret Doors
Form	
Infravision	Sorcerous
	training
Resistance	Stealth

### **Dargonesti Racial Penalties**

Dargonesti may not wear any armour other than leather (although he may use a shield) and cannot gain the elven attack bonus for bows, as such equipment is impractical underwater.

Dargonesti can be out of water only for a number of days equal to their Constitution/Fitness scores. Furthermore, the Dargonesti sea elf suffers 1 hp/dice extra damage from fire and heat based attacks, as they dry out his body.

## **Dimernesti Elves**

### **Character point cost: 45**

The Dimernesti are "shoal elves" who dwell in the shallow waters of the human territories between Watermere and Southern Hosk. These elves breathe both air and water, and have webbed fingers and toes. Dimernesti have light bluish skin and large eyes that are dark green or deep blue in colour. They wear their silver hair long, braided with shells, and prefer skin-tight clothes in tones of green and blue.

The Dimernesti are a proud and secretive race, led by the Speaker of the Sea. The Dimernesti live in schools that align themselves with guilds based on those of Silvanaes society. While there are many guilds, there is no caste system and the boundaries between guilds are not rigid. There are 0 families among the Dimernesti, for all adults care for the young of their school. These schools wander around the shallows, dwelling in kelp beds, reefs, and shipwrecks.

Dimernesti are aggressive compared to the relative peacefulness of the Dargonesti, and consider the "deep elves" to be barbaric, weak, and primitive. The two sea elven races want nothing to do with each

other, although the Dimernesti take perverse delight in hearing of the Dargonesti's political problems with their human and merfolk tenants. They do not trade with each other, nor do they help each other out in times of trouble. The break between the races was a messy and bitter one; even their common enemies during the Grim Winter did not bring the sea elves to consider working together.

#### **Dimernesti Racial Abilities**

Infravision Stealth  
Otter Form Trident  
bonus  
Resistance

#### **Dimernesti Racial Penalties**

Shoal elves can be out of water only for a number of days equal to their Constitution/Fitness scores. They cannot gain the elven attack bonus for bows, as such weapons are ineffectual underwater.

## **Hulderfolk**

#### **Character point cost: 40**

The hulderfolk elves are an ancient race of hidden elves that has kept to the old traditions born during the early Third Age. In appearance they look much like normal elves, with fair skin, brown or hazel eyes, and hair ranging from honey-brown to blonde. However, they dress in clothes of green leaves, bark, spider silk, and flowers. The hulderfolk avoid all contact with humans, hiding from them whenever possible, but they have no strong animosities toward the other races. Hulderfolk elves usually specialise in spells of Enchantment or Illusion.

#### **Hulderfolk Racial Abilities**

Bow Bonus Secret  
Doors  
Infravision Stealth  
Resistance Sword  
Bonus

#### **Hulderfolk Racial Penalties**

The hulderfolk have many restrictions on their behaviour. They cannot break their word. Cold iron (an extremely rare and special metal) automatically negates their magic and the mere touch of it causes 1 point of damage. They do not voluntarily enter places of worship and their magic does not function there. Finally, each has a secret name and anyone who knows it is immune to that hulder's magical spells.

## **Silvanaes-Quarti**

#### **Character point cost: 40**

The Silvanaes-Quarti (*Lost Silvanesti*) of Armach were transplanted from Silvanesti in Ansalon two and a half millennia ago, a few generations for the long-lived elves. Silvanaes elves are fair-skinned, with hair that ranges from light-brown to blonde-white;

their eyes are hazel. They prefer loose garments, flowing robes, and billowing capes, in various shades of green and brown. Silvanaes elves speak in melodic tones and move with a natural grace.

A proud, arrogant, and stoic race, the Silvanaes are intolerant of other races, including other elves. Silvanaes idealise racial purity, and cling to the past, keeping old customs and traditions alive in an attempt to recreate their homeland in Taladas.

### **Silvanaes Racial Abilities**

Bow bonus	Secret
	doors
Infravision	Stealth
Resistance	Sword
	bonus

### **Silvanaes Racial Penalties**

Due to their reclusive and conservative ways, Silvanaes characters suffer a -1 reaction roll penalty when dealing with other elves, and a -2 penalty when encountering other races.

## **Elven Abilities**

A character with leftover character points may select additional racial abilities after taking one of the additional subrace packages. Or, if the player wishes to create his own customised elven character, he can pick and choose from the list of elven abilities listed below. Abilities cost 5 to 15 character points; refer to the descriptions below.

- **Aim bonus (10)**: +1 to the character's Dexterity/Aim subability score. The character's Aim may be up to 5 points higher than his Dexterity/Balance score.
- **Balance bonus (10)**: +1 to the character's Dexterity/Balance subability score. The character's Balance may be up to 5 points higher than his Dexterity/aim score.
- **Border walker (10)**: Once per day, a hulderfolk PC can slip into the Border Ethereal Plane. Whilst there, he appears transparent and can walk through walls, people, etc, as though they were not there. The PC remains insubstantial for 1 turn per level; whilst in this state, he may not attack or cast spells at targets on the Prime Material Plane, and can only be struck by magical or cold iron weapons.
- **Bow bonus (5)**: +1 bonus on attack rolls with long or short bows.
- **Chameleon (5/10)**: When in an underwater setting, a Dimernesti PC can subtly shift the colour of his skin to match his surroundings. This grants the PC a chance to *hide in shadows* equal to that of a thief of the same level if remaining still, or half that if moving no faster than Sw 6.  
For 10 points, the elf may use this ability in natural surroundings on land as well. He may not use this ability if more than 30% of his body is covered (by clothing, armour, etc).
- **Chaos sense (5)**: The Dargonesti elves' creation by the Greygem, combined with their education in the arcane, grants the PC an innate

ability to sense chaotic magic within 60 yards. This includes wild magic, Priest spells from the Chaos sphere, or magic that promotes chaos (such as *confusion* and *feeblemind*). The PC must concentrate for one round to use this ability, and may also determine the relative strength of the magic (weak, moderate, strong, overwhelming).

- **Cold resistance (5):** +1 bonus on saving throws vs. cold- and ice-based attacks, as the character's body is less susceptible to extreme temperatures.
- **Confer water-breathing (10):** Once per day, the sea elf can confer the ability to breathe water upon another individual or creature. This ability lasts for one hour per level of the elf conferring the ability. For example, a 6th level Dimernesti elf could *confer water breathing* on a human for six hours.
- **Dagger bonus (5):** The character gains a +1 bonus to attack with daggers.
- **Dolphin form (10):** A Dargonesti PC may *shapechange* into a dolphin three times per day. This takes one round. Although the PC loses his spellcasting abilities whilst shapechanged, he gains the movement rate and special abilities of a dolphin.
- **Expert horseman (5):** Warriors of the Elf Clans are automatically proficient in Land-Based Riding (Horse), and have an additional +1 bonus to all checks.
- **Heat resistance (5):** The character gains a +1 bonus on saving throws vs. heat- and fire-based attacks, as the elf's body is less susceptible to extreme temperatures.
- **Infravision (10):** The character gains infravision to a distance of 60 feet.
- **Javelin bonus (5):** The character gains a +1 bonus to attack with javelins.
- **Less sleep (5):** The character requires only four hours of sleep to be rested.
- **Magic identification (10):** The character has a 5% chance per experience level to identify the general purpose and history of any magical item, reflecting his interest in elven history and arcane knowledge.
- **Otter form (10):** A Dimernesti PC may *shapechange* into a sea otter. This works as the Dargonesti ability Dolphin Form, except that the PC gains the movement rate and special abilities of a sea otter (AC 5; Mv 12, Sw 18; #AT 1; Dmg 1d3 [bite]).
- **Resistance (10):** The character has a 90% resistance to *sleep* and *charm-related* spells.
- **Sa'qul idre (10):** Warriors of the Elf Clans can attempt to enter a trance-like state of berserk frenzy by spending an hour in preparation, then rolling a successful saving throw vs. death. If connected to an emotional event, the check is modified by a +2 bonus. The frenzy lasts for 1d3 hours. During this time the elf gains a +2 bonus to attack and damage rolls. However, during this time, all non-elves will be attacked, even if known to the character. At the end of the frenzy, the elf loses 1d4 points of Constitution from exhaustion; these return at the rate of one per day.

- **Secret doors (5):** Because of his acute senses, the character is quick to spot concealed doors and hidden entrances. Merely passing within 10' of a concealed door allows the elf a one-in-six chance (1 on 1d6) to notice it. If actively searching, the character's chances improve to a two-in-six chance (1-2 on 1d6) to find secret doors, and a three-in-six chance (1-3 on 1d6) to notice a concealed door.
- **Speak with plants (10):** Once per day, the character can *speak with plants*, as per the priest spell, as a priest of the same level.
- **Sorcerous training (5/10):** At 10th level, the PC gains the ability to cast two 1st-level and one 2nd-level spell per day, in addition to any other spellcasting ability. The PC may choose from *colour spray*, *dancing lights*, *blur*, *darkness 15' radius*, and *mirror image*. For 10 points, the PC gains these spells at 6th level. These spells are innate, not memorised, and require no spell components to use.
- **Spear bonus (5):** The character gains a +1 bonus to attack when using a spear.
- **Stealth (10):** When the character is not wearing metal armour and is alone or with characters with equivalent stealth abilities, he gains a bonus to surprise opponents. The opponent suffers a -4 penalty to his surprise roll, or -2 if the elf has to open a door or remove some other obstacle.
- **Sword bonus (5):** The character gains a +1 bonus to attack with a short sword or a long sword.
- **Trident bonus (5):** The character gains a +1 bonus to attack with a trident.

## Gnomes

Gnomes stand about three feet tall and weigh between 45-50 pounds. All gnomes have richly brown skin, the tone of polished wood, with white or black hair, blue or violet eyes, and straight white teeth. Males sometimes grow soft, curly beards and moustaches. Gnomes are short and stocky, but their movements are quick and their hands are deft and sure. Gnomes often develop wrinkles around the age of 50, and have rounded ears and large noses.

Gnomes place great faith in their technology, which is greater than all of the other races of Krynn combined. Gnomes have mastered steam engines and coiled springs. They use steam-powered ships, clockwork timepieces, and ore-refining plants for high-grade steel, as well as mundane objects such as screws, pulleys, drive shafts, toothed gears, music boxes, and mechanical toys.

Gnomes have some difficulty using enchanted items. All magical items not specially suited to the gnome's character class have a 20% chance to malfunction. A check for malfunction is made every time the gnome attempts to use the item. If the check is passed, the item works until it is deactivated, put away, or its duration expires. If the check fails, the magical qualities of the item cannot be called upon, though the item might function normally the next time that the dwarf tries to use it.

Malfunction checks apply to magical wands, rods, staves, rings, amulets, potions, horns, and jewels. The checks do not apply to gnomish priests using clerical magical items, and to weapons, shields, armour, and devices of illusionary magic. If a gnome possesses a *cursed* item and it malfunctions, the gnome will recognise the nature of the item and can safely dispose of it.

Gnome player characters can choose to be fighters, priests, illusionists, thieves, and tinkers. In addition, they can be fighter/illusionists or fighter/thieves.

**Players who choose gnomes for their characters have 45 CPs to spend on racial abilities.** These points can be spent to customise a gnome from the general list below, or they can be used to purchase a subrace's skill package. Only 5 points can be retained for use later in the character creation process.

## Gnomoi

### Character point cost: 45

The gnomoi are the Chosen of Reorx, and one of the two branches of gnomes living in Taladas, the other being the minoi. In appearance, the gnomoi are no different from other gnomes. What differences that do exist are variations according to region and clan. Indeed, gnomoi and minoi are physically identical.

Mentally it is quite another matter. The gnomoi are the "true" gnomes. Unlike the minoi, the gnomoi are organised and logical, traits that result in greater success for their inventions and devices. However, logic and organisation do not mean practicality. While the gnomoi can build devices that function correctly (as opposed to the disastrous results of the minoi), they do not necessarily build things that are useful or sensible. All gnomes, the gnomoi included, have an inordinate love of devices and constructions to the point where they will overbuild a device - simply to make it "better."

### Gnomoi Racial Abilities

Infravision	Mining	Detection
	Abilities	
Efficiency	Saving	Throw Bonus
Melee	Combat	
Bonus		

## Minoi

### Character point cost: 35

The minoi were born during the Age of Dreams, when Reorx attempted to teach the arts of the forge to a group of humans. Unlike the gnomoi, these humans failed to live up to the god's expectations, yet were proud and boastful. Reorx cursed these humans to resemble his favoured race, the gnomoi, but made them unable to master their inventive urges.

Other races see minoi as laughable creatures, the lesser cousins of the gnomoi.

Some minoi believe that the machines need a tinker's fervent faith to work. Further, minoi believe in constantly improving their machines. Why trust a task to a single lever, even if it performs



- **Melee combat bonus (10):** The character gains a +1 bonus on their attack rolls vs. goblins, hobgoblins, and fire minions – the gnomes' traditional enemies. Also, giants, gnolls, bugbears, ogres, half-ogres, saqualaminoi, trolls and titans suffer a -4 penalty on their attack rolls vs. gnomes.
- **Mining detection abilities (10):** The character is familiar with mining, tunneling, and stonework. By concentrating for one round, the gnome can:  
 Determine the approximate depth underground: 1-4 on 1d6.  
 Determine approximate direction underground: 1-3 on 1d6.  
 Detect any grade or slope in the passage he is passing through: 1-5 on 1d6.  
 Detect unsafe walls, ceilings, or floors: 1-7 on 1d10.
- **Potion identification (5):** A gnome with this ability has a percentage chance equal to his Wisdom/Intuition score of identifying a potion by its appearance and scent.
- **Reason bonus (10):** +1 to the character's Intelligence/Reason subability score. The character's Reason may be up to 5 points higher than his Intelligence/Knowledge score.
- **Saving throw bonus (5):** Like dwarves, gnomes are resistant to most magic. He gains a saving throw bonus vs. magical attacks from rods, wands, and spells, based on their Constitution/Health scores. Determine the character's Constitution/Health score and consult the chart below:
 

Score	Bonus
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18-20	+5
- **Sling bonus (5):** The character gains a +1 bonus to attack with slings.
- **Stealth (10):** If the character is not in metal armour, a -2 penalty is applied to opponent's surprise rolls if the gnome is at least 90 feet ahead of characters without this ability, or only accompanied by characters with equivalent stealth skills. The gnome is also difficult to surprise himself and receives a +2 bonus to his own surprise rolls.
- **Sword bonus (5):** The character gains a +1 bonus to attack rolls with short swords.

## Goblins

Goblins of the Ilquar Mountains are a fairly advanced and civilised group. They have a recognisable culture and are capable of learning most skills. However, there is no denying the bestial side of their nature and this hampers their development and advancement in the adventuring classes.

The larger hobgoblins are more barbarous, but live in more brutal landscapes - the Spires, Old Aurim, and the Black Forests being examples.

While not as animalistic or crude as most other races portray them, goblins are far from saints. Few, if any, of their race are ever good, the majority being unconcerned about the sufferings and woes of others. They have no love of other humanoid, good or evil, although their dislike becomes most passionate with gnomes, dwarves, and elves. The power that humans can wield awes them, but the foibles and weaknesses of the race (compassion, kindness, and mercy; traits not often displayed by other races) they scorn. Ogres, while certainly respected for their power, are considered to be dolts and brutes. Of all the races, minotaurs evoke the most respect from goblins, as they combine power and ruthlessness. To ease their envy, goblins point out that minotaurs are disfigured with by the heads of oxen and cows. Indeed, they find this a useful insult for irking the elitist minotaurs.

Goblins can be fighters, rangers, priests, and thieves. In addition, they can be multiclassed characters, combining the thief class with any other allowed. Although they tend to excel as thieves and do well as fighters, they lack the calm patience needed to rise to high levels as rangers or priests.

**Players who choose goblins for their characters have 20 points to spend on racial abilities.** These points can be spent to customise a goblin from the general skill list below, or they can be used to purchase the general skill package. Only 5 points can be retained for use later in the character creation process.

#### **Goblin Standard Racial Abilities (20)**

Construction	Infravis
Abilities	ion
Disease Resistance	

#### **Goblin Racial Penalties**

Being small of nature, goblins cannot use weapons that are of large or greater size. Their eyes are sensitive to bright sunlight, causing them to have a -1 penalty to their attack rolls in such conditions.

## **Goblin Abilities**

If the player wishes to create his own customised goblin character, he can pick and choose from the list of goblin abilities listed below.

- **Active sense of smell (5):** The character's sense of smell is sensitive enough to give a +1 bonus to surprise rolls.
- **Acute taste (5):** The character's sense of taste is so sensitive that he gains a +2 bonus to saving throws vs. imbibed poisons.
- **Aim bonus (10):** +1 to the character's Dexterity/Aim subability score. The character's Aim may be up to 5 points higher than his Dexterity/Balance score.
- **Attack bonus (5):** +1 attack bonus with a tribal weapon of the player's choice.

- **Balance bonus (10)**: +1 to the character's Dexterity/Aim subability score. The character's Aim may be up to 5 points higher than his Dexterity/Balance score.
- **Construction abilities (5)**: The goblin PC can note new construction and large stonework traps on a roll of 1 on 1d4.
- **Damage bonus (5)**: +1 damage bonus with one tribal weapon of the player's choice.
- **Disease resistance (5)**: Possibly because they inured themselves to filth and decay by living in it, goblin characters gain a +1 bonus to their saving throws when resisting any type of disease, normal or magical.
- **Fitness bonus (10)**: +1 bonus to the character's Constitution/Fitness subability score, due to his hardy heritage. The character's Fitness score may be up to 5 points higher than his Constitution/Health subability score.
- **Infravision (10)**: Infravision with a 60' range.
- **Insignificance (10)**: Goblins are notorious (unfairly so) for their cowardice and ineffectiveness in combat. Consequently, enemies are likely to dismiss the character as a negligible threat and concentrate their attacks on other, more impressive members of the character's party unless the character displays some unusual prowess, powerful magic, or skill.
- **Stamina bonus (10)**: Although smaller than other races, goblins can possess surprising physical persistence. The character gains a +1 bonus to his Strength/ Stamina subability score. The character's Stamina score may be up to 5 points higher than his Strength/Muscle subability score.

## Humans

As in Ansalon, the most common race in Taladas is humanity. Humans predominantly populate Northern and Southern Hosk, and the Rainward Isles. Indeed, humanity is the only race that is capable of rivaling the minotaurs and dragon lords for control of Taladas. Humans are respected for their adaptability, stubbornness, and courage, but scorned for their mercy, kindness, and compassion - traits uncommon at best among other races.

Humans can advance without limit in all character classes except tinker (which is restricted to gnomes). This is a standard human ability and costs no character points. **Players who choose humans for their characters receive 10 character points.** These can be spent on various weapon or nonweapon proficiencies or saved for use during the game. In addition, humans can spend the points to choose from the following abilities.

## Human Abilities

If the player wishes to create his own customised human character, he can pick and choose from the list of human abilities listed below.

- **Attack bonus (5)**: The PC gains +1 to hit with any one weapon of the player's choice.
- **Balance bonus (10)**: The PC gains a +1 bonus to the Dexterity/Balance subability. The character's Balance may be up to 5 points higher than his Dexterity/Aim score.
- **Detect scrying (5)**: Some humans are very sensitive to divination magics directed at them. Once a day, the PC can *detect scrying*.
- **Experience bonus (10)**: The PC gains +5% XP, cumulative with bonus XP granted because of high prime attributes in the PC's class.
- **Health bonus (10)**: The PC gains a +1 bonus to the Constitution/Health subability. The character's Health may be up to 5 points higher than his Constitution/Fitness.
- **Hit point bonus (10)**: The PC gains one additional hit point whenever she rises a level.
- **Leadership bonus (10)**: +1 to the character's Charisma/Leadership subability score. The character's Leadership may be up to 5 points higher than his Charisma/Appearance score.
- **Magic resistance (5/10)**: The PC receives 2% magic resistance per level. For 10 points, this becomes 3% per level. This cannot be combined with Moon Resistance.
- **Moon resistance (10)**: The human has 30% magic resistance to the spells of one moon of magic - White, Red, or Black.
- **Dragon lover (5)**: The PC is enamoured with one group of dragons (chromatic or metallic). The PC gains a +4 reaction modifier with these creatures.
- **Secret doors (10)**: A human with a trace of elven blood has a chance of detecting secret doors. The PC's acute senses allow her to detect secret doors (1-2 on 1d6 if actively searching), and to notice concealed doors (1 on 1d6, or 1-3 on 1d6 if actively searching).
- **Tough hide (10)**: A few rare humans have a natural AC 8.
- **True seer (10)**: The human PC has been gifted with a precious enhanced vision, and can cast *true seeing* as a priest once per day.

## Kender

Kender are very rare on Taladas and the majority of those known are from the Marak region and are thus not a race well-loved by others. However, there are small groups of kender who retain attitudes similar to their Ansalonian cousins. In addition, their natural curiosity has prompted many of this race to travel from distant lands, Ansalon included.

Adult kender resemble young teenaged humans; aside from their pointed ears, they could pass as human youths. Most kender stand about four feet tall, although some reach five feet in height. Despite thin limbs, kender are well muscled.

Although fair-skinned, kender tan quickly, becoming nut-brown by midsummer. Their eye colour varies: pale blue, sea green, olive, light brown, and hazel. Hair colouration for kender ranges from sandy blonde to dark brown, with a few boasting coppery red or red-orange hues.

Kender cannot grow beards or moustaches. Kender ears are pointed, much as elven ears are.

"True" kender, such as those who dwell in Ansalon, are rare in Taladas; the only concentration of true kender is in the Rainward Isles. True kender share a childlike nature: curious, fearless, irrepressible, independent, lazy, taunting, and irresponsible with others' possessions. They wear durable, rustic clothing of bright natural colours, with vests, belts, or short cloaks that contain many pockets. In these pockets and belt pouches, kender carry a countless assortment of curios and junk.

Marak kender are differentiated from "true" kender by their attitude towards life. Similar in appearance to "true" kender, they favour more sombre colours for their dress. This, however, is only a minor outward manifestation of their difference. While still a curious race, they are suspicious, distrustful, even paranoid of others. Their curiosity drives them to check everything and everyone out "just for safety's sake." They take things not because they are thieves, but to make sure the odds are always in their favour.

Kender may become multiclassed, including the combinations of fighter/thief, ranger/thief, fighter/priest, or priest/thief.

**Players who choose kender for their characters have 40 character points to spend on racial abilities.** These points can be spent to customise a kender from the general list below, or they can be used to purchase the race's skill package. Only 5 points can be retained for use later in the character creation process.

#### **Kender Standard Racial Abilities (40)**

Fear immunity	Sling bonus
Handling skills	Stealth
Infravision	Taunting
Resistance	

## **Kender Abilities**

If the player wishes to create his own customised kender character, he can pick and choose from the list of kender abilities listed below. Abilities cost 5 to 10 character points; refer to the descriptions below.

- **Aim bonus (10)**: The PC gains a +1 to his character's Dexterity/Aim subability score. The character's Aim may be up to 5 points higher than his Dexterity/Balance.
- **Appearance bonus (10)**: The PC gains a +1 bonus to the Charisma/Appearance subability.
- **Balance bonus (10)**: The PC gains a +1 bonus to the Dexterity/Balance subability. The character's Balance may be up to 5 points higher than his Dexterity/Aim.
- **Disbelief (5)**: The kender refuses to believe anything which she has not seen with her own eyes, and gains a bonus of +2 to all saves vs. illusion/phantasm. This character may not be a priest.

- **Disguise (5)**: In order to gain acceptance in other communities, the kender is skilled in the practice of masquerading as a member of another race - usually, humans, half elves, and elves. To succeed, the character must have access to a variety of clothing, and has a percentile chance equal to the PC's Charisma/Leadership, +1% per level.
- **Fear immunity (5)**: The kender is immune to normal, magical, and psionically induced fear. Still, kender are not stupid and will recognise danger quickly. The character's reaction will tend toward fascination and curiosity rather than fear.
- **Fleetness (5)**: The character is unusually fleet of foot, and has a normal movement rate of 12. When running in a straight line, he has a movement rate of 15.
- **Handling skills (5)**: Even kender who are not handlers have an inherent ability to act as a low-level thief: Pick Pockets 25, Open Locks 25, Find/Remove Traps 25, Move Silently 25, Hide in Shadows 25, Detect Noise 25, Climb Walls 50, Read Languages 10. These skills do not increase as the kender goes up in level, but Dexterity and armour modifiers do apply.
- **Health bonus (10)**: The PC gains a +1 bonus to the Constitution/Health subability.
- **Infravision (5)**: The PC possesses infravision to 30 feet.
- **Innocence (5)**: The character's natural charm (or calculated manipulation) allows her to get out of trouble easily. When attempting to convince NPCs of her innocence or get out of trouble with the law, the character gains a bonus of +4 to reaction rolls.
- **Intuition bonus (10)**: The PC gains a +1 bonus to the Wisdom/Intuition subability.
- **More handling skills (5)**: The kender can use the following thief skills from PLAYER'S OPTION: *Skills and Powers* - Bribe 25, Detect Illusion 10, Detect Magic 10, Escape Bonds 25, Tunneling 10. These skills do not increase as the kender goes up in level, but Dexterity and armour modifiers do apply.
- **Resistance (5)**: The PC gains a bonus to saves vs. poisons and magical attacks from rods, staves, wands, and spells based on his Constitution/Health score. Kender - unlike dwarves and gnomes - are not hindered when using magical items.

Score	Bonus
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18-2	+5

- **Sling bonus (5)**: The PC gains +1 to hit with hurled weapons and slings.
- **Stealth (10)**: The PC has a bonus to surprise opponents, but only if not wearing metal armour. The PC can move so quietly that opponents' suffer a -4 penalty to surprise. If the kender must open a door or move aside some other obstruction, this penalty is reduced to -2.

- **Taunting (5)**: Kender PCs can taunt others into reckless acts. Their tone and insults are so annoying that enemies may become enraged. If enemies fail a saving throw vs. spells, they act with mindless rage for 1d10 rounds and suffer a penalty of 2 to THAC0, AC, and other rolls. Long-time companions of the kender are immune to this effect.  
For 10 CPs, the character imposes a penalty of -1 to her enemies' save to resist this ability. This increases by -1 per every three levels of the character.

## Minotaurs

No other race is respected or feared more than the minotaurs of Southern Hosk. The minotaurs of Kristophan and the New League of Morgad are somewhat more urbane but not as tough as their Ansalonian cousins. A few minotaurs have settled in the Tamire, or fled south to Thenol from Highvale, and as they are the most accomplished mariners of Taladas, far-flung colonies of the New League can be found on remote islands of the Western Ocean.

Standing seven feet or more in height, not only are minotaur bodies are awesomely powerful, and they radiate auras of command and authority. They are supremely confident in their own abilities and destiny, so much that they treat others with arrogance and contempt. Minotaurs do not apologise for their own greatness and indeed seek to impress it upon all others at any opportunity. This overbearing attitude quickly becomes insufferable to others, but is made worse by the fact that, more often than not, they are right. They do have more power, both physical and political, than most other races in Taladas.

Yet their insufferable pride is also the source of one of their saving graces - a finely-honed sense of nobility. Secure in the knowledge that they are superior, minotaurs have developed a strong sense of correct (not right or wrong) behaviour that only the truly superior can afford. They remember their debts and obligations and understand perfectly their status in society. They feel little challenge to their position from other races and so can tolerate and even elevate others to high rank with only a touch of condescension.

Although cunning and clever, minotaurs are trustworthy to those who have earned their respect. At the same time, they are masters at feigning loyalty to those they are forced to follow but hold in low regard. Indeed, they are more devious and dangerous to their own kind, where the whims of fate can sometimes overturn the proper order of things, than to the members of other races, who only gain respect by earning it. The Emperor of the League may be a weakling, but until he is challenged he is still the Emperor and must be given a show of respect. A brave human warrior, on the other hand, will have been forced to prove himself.

Minotaurs are scrupulously cold and just (although they are as susceptible to corruption as anyone else). By nature, minotaurs are a physical people, less interested in the pursuits of the mind than those of the sword. Still, they are not so foolish as to neglect the

awesome powers of magic, although it is somewhat more difficult for them to master.

Minotaurs may be fighters, rangers, paladins (rarely!), wizards, and priests. They may be multiclassed fighter/mages or fighter/priests.

**Players who choose minotaurs for their characters have 30 character points to spend on racial abilities.** These points can be spent to customise a minotaur character from the general list below, or they can be used to purchase the race's skill package. Only 5 points can be retained for use later in the character creation process.

#### **Minotaur Standard Racial Abilities (25)**

Direction sense	Infravision
Immune to <i>maze</i> spells	Surprise bonus

## **Minotaur Abilities**

If the player wishes to create his own customised minotaur character, he can pick and choose from the list of minotaur abilities listed below.

- **Direction sense (5):** The minotaur can determine the approximate direction on a roll of 1-4 on 1d6.
- **Charge (10):** The PC may cause triple damage with a horn strike (using the Natural Attacks option) by charging an opponent. The PC needs at least 30' running distance to perform this attack.
- **Courage (5):** The minotaur enjoys a +3 saving throw bonus vs. fear, including *fear*, *scare*, *cause fear*, or *emotion* spells, dragon fear, and similar effects.
- **Fitness bonus (10):** The PC gains +1 to the Constitution/Fitness subability. The character's Fitness may be up to 5 points higher than his Constitution/Health.
- **Immune to *maze* spells (5):** The minotaur PC is 100% resistant to *maze* spells.
- **Increased movement (5):** The character has a movement rate of 15, or 21 when running in a straight line.
- **Infravision (10):** The PC possesses infravision to 60 feet.
- **Leadership bonus (10):** The PC has a +1 to Charisma/Leadership subability. The character's Leadership may be up to 5 points higher than his Charisma/Appearance.
- **Muscle bonus (10):** The PC gains a +1 to Strength/Muscle subability. The character's Muscle may be up to 5 points higher than his Strength/Stamina.
- **Natural armour (10/15):** The minotaur's thick hide grants a natural AC 7. If the character wears armour that would normally provide AC 7 or worse, it improves his AC by 1. If the character wears armour that provides better protection than AC 7, this ability has no effect.

For 15 points, the minotaur has a natural AC of 5.

- **Natural attacks (10)**: The minotaur is a fearsome opponent, even when unarmed. Against opponents at least six feet tall, the character may strike with his horns for 2d4 points of damage, plus his Strength bonus. Against smaller opponents, the minotaur may bite for 1d4 damage.
- **Sailor (5)**: The PC gains a +1 bonus to the Fishing, Navigation, Rope Use, Seamanship, Swimming, and Weather Sense proficiencies. The character must possess the proficiency in question to benefit from this ability.
- **Scent (5)**: The minotaur's sense of smell is so acute that he can track by scent with a 50% chance of success. For every day that the trail has aged, the chance of success is reduced by 10%. Other modifiers may apply, at the DM's discretion.
- **Stamina bonus (10)**: The PC gains a +1 bonus to Strength/Stamina subability. The character's Stamina may be up to 5 points higher than his Strength/Muscle.
- **Surprise bonus (5/10)**: The minotaur's sharp senses grant the PC a +1 bonus to surprise checks. For 10 points, the character is only surprised on the roll of a 1.
- **Weapon bonus (5)**: A minotaur with a Strength/Muscle score of 16+ may attack with a M sized weapon in each hand (suffering a -2 penalty to hit with the second weapon). Any minotaur who specialises in the following weapons gains 2 attacks per round: forpann, kausin, mandoll, polearm (lajang), sanguine, shatang, sword (clabbard), sword (katar), and tessto.
- **Weapon specialisation (10/20)**: The minotaur can specialise with a single weapon as though he were a fighter. If the character specialises in any kind of flail, he gains an additional +2 to damage.  
For 20 points, the minotaur may specialise in as many weapons as he can pay for.
- **Willpower bonus (10)**: The PC gains a +1 bonus to Wisdom/Willpower subability. The character's Willpower may be up to 5 points higher than his Wisdom/Intuition.

## Mischta

The Twilight Irda are descended from the ancient, beautiful ogres who dwelt in Krynn during the Age of Dreams. Led by the wise ogre Igraine, a group of these ancient ogres turned from the path of Evil and became Irda, which means "the gentle ones." However, the Irda were persecuted by evil ogres for their beliefs, and were forced to hide themselves from the rest of the world. And so Igraine led his people to an island paradise named Anaiatha.

During the Age of Might, many of the Irda became proud and disrespectful of the gods. When the Cataclysm struck, the island of Anaiatha was sundered and those Irda who remained faithful to the gods were carried away to a new Anaiatha. The remaining prideful Irda learned humility during the Fourth Age, and named themselves Mischta ("the twilight ones"). Mischta try to live in perfect harmony with

nature. They never intentionally harm a living creature except in self-defense, and are strict vegetarians.

Mischta characters may be fighters, rangers, paladins, mages, priests, or thieves. In addition, characters may combine multiclass options including warrior/priest, warrior/mage, warrior/thief, mage/priest, or mage/thief.

**Players who choose Mischta for their characters have 20 character points to spend on racial abilities.** These points can be spent to customize a Mischta from the general skill list below, or they can be used to purchase the race's skill package. Only 5 points can be retained for use later in the character creation process.

### **Mischta Standard Racial Abilities (15)**

Shapechange

Spell Bonus

### **Mischta Racial Penalties**

Mischta hate fighting; when they do engage in combat, they suffer a -1 penalty to their attack rolls. Feeling awkward in armour, Mischta characters wear it only in extreme circumstances. They prefer the lightest armour (padded) and never wear armour made from animals, such as leather.

Furthermore, the Mischta's relatively weak metabolism makes them vulnerable to the effects of poison (-1 penalty to their saving throws).

## **Mischta Abilities**

If the player wishes to create his own customised Twilight Irda character, he can pick and choose from the list of Mischta abilities listed below.

- **Appearance bonus (10):** The PC gains +1 to her Charisma/Appearance subability. The character's Appearance may be up to 5 points higher than his Charisma/Leadership score.
- **Balance bonus (10):** The PC gains +1 to her Dexterity/Balance subability. The character's Balance may be up to 5 points higher than his Dexterity/Aim.
- **Exotic beauty (5):** When in her natural form, the Mischta's strange beauty and alluring air allow her to exert an uncanny power over others. Once per day, the PC can use a *charm person* spell. This takes 1d6 rounds of conversation or similar contact. At 9th level, this becomes *charm monster* once per day.
- **Intuition bonus (10):** The PC gains +1 to her Wisdom/Intuition subability. The character's Intuition may be up to 5 points higher than his Wisdom/Willpower score.
- **Detect lie (5):** The PC may cast *detect lie* once per day.
- **Magic resistance (10):** The Mischta has 10% magic resistance.
- **Master changer (5/10):** At age 50, a PC with Intelligence 16+ can study for 10 years to become a Changer Adept; the PC may then *shapechange* three times per day as per the 9th-level wizard spell.

At age 100, a PC with Intelligence 18+ may study for 50 years to become a Changer savant; the PC may then *shapechange* at will. For 10 points, the PC may reduce the training time by a factor of ten.

- **Mental fortitude (5):** +2 to saving throws against charm, fear, emotion, and domination type spells.
- **Perceive true form (5):** The Mischta can detect a creature who is under the effect of an *alter self*, *polymorph*, or *shapechange* spell, or who is under a disguise. The base chance is equal to the PC's Wisdom/Intuition subability, +2% per level. This ability does not affect illusions.
- **Perceptiveness (5):** The Irda may *detect evil* or *detect magic* once per day.
- **Reason bonus (10):** The PC gains +1 to her Intelligence/Reason subability. The character's Reason may be up to 5 points higher than his Intelligence/Knowledge.
- **Shapechange (10):** The Mischta may learn to *shapechange* into different forms. She can change her height by up to 2 feet in either direction and take the form of any humanoid race. Mischta are most convincing as elves, half elves, and humans. However, shapechanging requires quite a bit of practice and often drains the character for a while. A shapechanger usually practices assuming a specific form, which she can slip into and out of with a minimum of bother. Then she uses other forms only in rare instances. Although a Mischta can shift into a familiar form in 1 round, she must rest for 5 rounds afterwards. For 2 rounds after this adjustment period, the Mischta suffers a -2 penalty to all rolls as she remembers the nuances of her new body. If shifting to an unfamiliar form, the Mischta must rest for 1d6+6 rounds, and then suffers a -2 penalty to all rolls for 4 additional rounds. Mischta bodies cannot be dispelled; they are solid and take damage just as other bodies do. The Mischta's natural form is always considered familiar. The Mischta has a second familiar form at no cost; further forms cost one nonweapon proficiency slot (or 2 CPs) each.
- **Silver voice (5):** When performing before a nonhostile group, the Mischta can shift the group's attitude one category in either direction on the Encounter Reactions table (Table 59 in the *DMG*). For example, a cautious elven guard could be persuaded to become indifferent. The leader of the group must make a saving throw vs. paralysation to avoid this effect; for every five levels of the Mischta, a -1 penalty is applied to the roll.
- **Spell bonus (5):** Spellcasters gain one additional spell of the highest level that they can cast. This additional spell slot applies only to the highest level available to the spellcaster; it does not remain with the lower levels as the Irda increases in experience.
- **Willpower bonus (10):** The PC gains +1 to her Wisdom/Willpower subability.

# Ogres

The ogres of the Ring Mountains are a hulking and withdrawn race, near-giants who go to great efforts to keep to themselves. Stronger than even the mighty minotaurs and more dull-witted than goblins, ogres are little more than muscle-bound, ill-tempered brutes; yet they are not beyond redemption.

Standing over nine feet in height, ogres are ugly by everyone's standards but their own. Their skins are warty and blotted with ugly marks. Hair sparsely grows on their scalps in long, generally greasy locks. The nails of their toes are long, almost like talons, and are particularly cracked and filthy.

Hunting and fighting are the only things that ogres are noticeably skilled at. Good hunters show their skill by displaying their many hides in their homes or on their bodies. Ogres are not particular about the quality of their food, however, normally burying unneeded food or keeping their kills in tree branches. Spoilage and rot is of no concern. Water and blood are favoured drinks.

Warriors fashion a drinking skull from the bones of particularly notable enemies. For a young warrior this is normally his first kill; older warriors may have one or several drinking skulls, depending on how their foes rate. In battle, the ogre who requests to "drink from his opponent" is offering the highest compliment he knows, ranking his foe as worthy of being his drinking skull.

The Abaqua (as the ogres call themselves) are excellent hunters and woodsmen, although they lack the aptitude and wisdom to be rangers. Ogres have very limited understanding of things, particularly magic and faith. They lead simple lives as hunters and gatherers, and make little use of metal tools or complex skills. Indeed, hunting and fighting are the only things that ogres are noticeably skilled at. Ogre PCs are restricted to fighters, although they can attain high levels in that class.

**Players who choose ogres for their characters have 20 character points to spend on racial abilities.** These points can be spent to customize an ogre from the general skill list below, or they can be used to purchase the race's skill package. Only 5 points can be retained for use later in the character creation process.

## **Ogre Special Abilities (20)**

Huge

Infravision

## **Ogre Racial Penalties**

Ogres have a movement rate of 9. Ogres qualify as Large creatures and suffer more damage from many weapons. Also, certain smaller races enjoy combat bonuses against ogres.

Initially, an ogre cannot learn the proficiencies of agriculture, armourer, blacksmithing, bowyer/fletcher, charioteering, cobbling, engineering, gaming, gem cutting, mining, musical instrument, pottery, reading/writing, riding (any mount), seamanship, stonemasonry, weaving, or weaponsmithing.

# Ogre Abilities

If the player wishes to create his own customised ogre character, he can pick and choose from the list of ogre abilities listed below.

- **Abaqua champion:** The character gains an additional 4 hit points at 1st level.
- **Attack bonus (5):** +1 attack bonus with one tribal melee weapon.
- **Gifted Hunter (5):** The character has a +1 bonus to all rolls for the endurance, fire-building, hunting, survival (mountain), tracking, and weather-sense proficiencies.
- **Hit point bonus (10):** One additional hit point whenever hit points (for advancing to a new level) are rolled.
- **Huge (10):** The PC, due to his sheer size and mass, gains a +2 bonus to all damage rolls, in addition to all modifications for Strength or Dexterity. Ogres can handle large weapons easily with a single hand.
- **Infravision (10):** The PC has infravision to 60 feet
- **Muscle bonus (10):** +1 bonus to the character's Strength/Muscle ability score, due to his great size. The character's Muscle score may be up to 5 points higher than his Strength/Stamina subability score.
- **Poison Resistance (5):** +1 to saving throws vs. poison.
- **Tough Hide (5):** The ogre has a natural Armour Class of 8. If the character wears armour that would improve his AC to better than 8, this ability has no effect. If the character wears armour that gives him an AC of 8 or worse, he may add a +1 bonus to his Armour Class.

# Character Classes

The next step in creating a PLAYER'S OPTION character is choosing a vocation. There are four basic types of characters in the **AD&D 2<sup>nd</sup> Edition** game: warriors, wizards, priests, and rogues.

In addition, there is a fifth type of character: the Normal class group.

Each character receives a number of points to spend on class abilities; characters of the same class can have widely varying skills. Character points are used to purchase skills, and the number of points available vary with classes. Characters are only limited by their character's imaginations.

Character points are used to purchase skills, and the number of points available vary with classes.

Character classes share common terminology. Three of the most-used terms are:

- ⌘ **Experience points** - the measure of a character's learning. They are awarded after each adventure in response to a character's actions and accomplishments. When a character gains enough experience points, he advances a level and his abilities improve.
- ⌘ **Level** - refers to the stage of a character's development in his class. A beginning character is first level. When the character earns enough experience points, he advances to second, then third, and so on. Different classes advance at different rates.
- ⌘ **Prime requisite** - is the term that refers to the ability score most important to a particular class. For example, Strength is the prime requisite for fighters. A character needs to meet all ability score requirements to become a member of a given class. Some classes have more than one prime requisite. Any character with a score of 16 or greater in all of his prime requisites receives an extra 10% bonus to experience point awards.

**Normal Group** This catchall group includes the non-combatant common folk of all races, represented by the Commoner class. Although this class is rather limited, it is open to all races, with unlimited level progression. In addition, the gnomish Tinker class belong to the Normal group. This character class is limited to characters of the gnomish subraces.

**Table 5: Normal Experience Levels**

Level	Experience Points	Hit Dice (d6)			
1	0	1	11	270,000	10+1
2	1,250	2	12	450,000	10+2
3	2,500	3	13	600,000	10+3
4	5,000	4	14	800,000	10+4
5	10,000	5	15	1,000,000	10+5
6	20,000	6	16	1,500,000	10+6
7	40,000	7	17	2,000,000	10+7
8	60,000	8	18	3,000,000	10+8
9	100,000	9	19	4,500,000	10+9

10	140,000	10	20	6,000,000	10+10
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# Commoner

**Ability Requirements:** None  
**Prime Requisite:** None  
**Allowed Races:** All

Commoners are the world-builders and maintainers. Through their mundane labours, they create the world - each horseshoe, hay bale, beer barrel, shirt and coat and cap. These folk are the innkeepers, servants, blacksmiths, farmers, and fishermen. They are everyday people. But in times of trouble, everyday people beat their plowshares into swords and march out to become heroes.

A commoner's motivation for leaving the comfort and safety of the hearth to risk life and limb on an adventure may vary. Perhaps a weaponsmith wishes to "field-test" her latest sword, or perhaps a baker may follow the trail of those who kidnapped his son.

Commoners are defined in terms of their occupation: butcher, baker, and candlestick-maker. However, sometimes when a commoner is thrust into a life of adventure she chooses to develop the skills of another character class. Commoner characters (of any race) are able to join one of the basic four classes (fighter, wizard, cleric, of thief) following the dual-class rules in the *Player's Handbook*.

Commoner characters receive 20 character points to purchase class abilities. Each of the abilities below costs 5 to 15 character points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. A standard commoner spends his character points to acquire one profession and the battle-ready ability.

- **Armourer (10):** The character gains a +1 bonus to Intelligence/Knowledge and Wisdom/Intuition, and receives the Fire-building and Armourer proficiencies for free.
- **Battle-Ready (10):** The character begins with a THAC0 of 20, which improves at the Warrior rate of one point per level.
- **Blacksmith (10):** The character gains a +1 bonus to Strength/Muscle and Wisdom/Intuition, and receives the Blacksmithing and Fire-building proficiency for free.
- **Bowyer/Fletcher (10):** The character gains a +1 bonus to Strength/Stamina and Dexterity/Aim, and receives the Bowyer/Fletcher and Carpentry proficiencies for free.
- **Farmer (15):** The character gains a +1 bonus to Intelligence/Knowledge and Wisdom/Intuition, and gains the Agriculture, Animal Handling, Weather Knowledge, and Herbalism proficiencies for free.
- **Fisher (10):** The character gains a +1 bonus to Strength/Stamina and Wisdom/Intuition, and receives the Fishing and Swimming proficiencies for free.

- **Forester (10)**: The character gains a +1 bonus to Intelligence/Knowledge and Wisdom/Intuition, and receives the Animal Lore, Direction Sense, and Herbalism proficiencies for free.
- **Gambler (10)**: the character gains a +1 bonus to Intelligence/Reason and Wisdom/Intuition, and receives the Appraising and Gaming proficiencies for free.
- **Groom (15)**: The character gains a +1 bonus to Intelligence/Knowledge and Wisdom/Willpower, and receives the Animal Handling, Animal Lore, Animal Training, and Riding (Land-based) proficiencies for free.
- **Hunter (15)**: The character gains a +1 bonus to Dexterity/Aim and Wisdom/Intuition, and receives the Direction Sense, Hunting, Set Snares, and Tracking proficiencies for free.
- **Innkeeper/Serving Person (5)**: The character gains a +1 bonus to Intelligence, and receives the Brewing and Cooking proficiencies for free.
- **Jeweler (10)**: The character gains a +1 bonus to Dexterity/Aim and Intelligence/Reason, and receives the Appraising and Gem-Cutting proficiencies for free.
- **Leather Worker (10)**: The character gains a +1 bonus to Dexterity/Aim and Intelligence/Knowledge, and receives the Leatherworking and Seamstress/Tailor proficiencies for free.
- **Mason (5)**: The character gains a +1 bonus to Strength/Stamina, and receives the Stonemasonry proficiency for free.
- **Miner (10)**: The character gains a +1 bonus to Strength/Stamina and Wisdom/Intuition, and receives the Mining and Stonemasonry proficiencies for free.
- **Navigator (10)**: The character gains a +1 bonus to Intelligence/Knowledge and Wisdom/Intuition, and receives the Astrology, Direction Sense, and Navigation proficiencies for free.
- **Sailor (10)**: The character gains a +1 bonus to Strength/Stamina and Dexterity/Balance, and receives the Seamanship and Swimming proficiencies for free.
- **Scribe (10)**: The character gains a +1 bonus to Intelligence/Knowledge and Charisma/Leadership, and receives the Ancient Languages, Local History, and Reading/Writing proficiencies for free.
- **Shipwright (10)**: The character gains a +1 bonus to Strength/Stamina and Dexterity/Balance, and receives the Carpentry and Seamanship proficiencies for free.
- **Tailor/Weaver (5)**: The character gains a +1 bonus to Dexterity/Aim, and receives the Tailoring proficiency for free.
- **Teamster/Freighter (10)**: The character gains a +1 bonus to Dexterity/Balance and Wisdom/Willpower, and receives the Animal Handling, Charioteering, and Riding (Land-Based) for free.
- **Trader/Merchant (5)**: The character gains a +1 bonus to Intelligence/Reason, and receives the Appraising and Reading/Writing proficiencies for free.

- **Trapper/Furrier (15):** The character gains a +1 bonus to Dexterity/Aim and Wisdom/Intuition, and receives the Hunting, Set Snares, and Tracking proficiencies for free.
- **Weaponsmith (15):** The character gains a +1 bonus to Strength/Muscle and Intelligence/Knowledge, and receives the Blacksmithing and Weaponsmithing proficiencies for free.
- **Woodworker/Carpenter (5):** The character gains a +1 bonus to Strength/Stamina, and receives the Carpentry proficiency for free.

## Tinkers

**Ability Requirements:** Intelligence/Reason 10  
Dexterity/Aim 12  
*Maximum* Wisdom/Intuition 12  
**Prime Requisite:** Intelligence  
**Allowed Races:** Gnomoi, minoi

Also called engineers and technicians, tinkers conceive of themselves as masters of technology. Others fearfully see them as deranged lunatics. Tinkering is far more a mindset than an occupation and, therefore, only gnomoi and minoi can be tinkers.

Tinkers have invented devices for all sorts of tasks: seed planters, clothes cleaners, black-dragon-left-rear-foot ticklers, to name a few. But tinkers do far more than simply create new inventions. They also "improve" old ones, with a penchant for compromising the efficiency of existing devices.

Each tinker belongs to a guild, which emphasises a branch of technology. Tinker guilds in Taladas include:

Aerodynamics	Hydraulics	Mechanics	Pneumatics
Architecture	Hydrodynamic	Metallurgy	Sonics
	s		
Ceramics	Kinetics	Optics	Thermodynamic
			s
Chemistry	Magnetics	Perpetual	Transportatio
		motion	n
Communication	Mathematics		

These guilds do not compete with each other; all are united in the task of advancing technology. Each guild has numerous committees that oversee inventors' accomplishments and investigate failures, and is overseen by a "master craftsgnome" who has had the greatest success in creating inventions within the guild's area of interest.

Due to their innate absent-mindedness, tinkers suffer a -2 penalty to any nonweapon proficiency checks that do not involve designing or building something complex. Tinkers begin with five nonweapon proficiency slots and one weapon proficiency slot.

Tinkers have a beginning THAC0 of 20 and improve one point for every two levels thereafter.

Tinker characters receive 20 character points to purchase class abilities. Each of the abilities below costs 5 to 10 character points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. A standard tinker spends his character points to acquire the abilities of Guild Specialist and Master Craftsgnome.

- **Armourer (10)**: The character receives the Armourer proficiency for free, and is able to wear metal armours up to plate mail.
- **Decipher Writing (5)**: The tinker has a percentage chance to read unknown or coded writings equal to his Intelligence/Memory score plus 2% per level.
- **Guild Specialist (5)**: The character can design and build gnomish inventions involving one of the guild specialties listed above. The character has a base percentage chance of doing this equal to his Intelligence/Reason score, plus 4% per level. This is not cumulative with Tinker Abilities, below.
- **Master Craftsgnome (10)**: The tinker can create weapons and tools of exceptional quality. Whenever the character successfully uses a nonweapon proficiency to create a weapon or tool, the item created is of such quality that it grants a +1 nonmagical bonus to any rolls made while using it. Note that a weapon of exceptional quality can grant a +1 bonus to hit, or a +1 bonus to damage, but not both.
- **Tinker Abilities (10)**: The character can design and build gnomish inventions of almost any type. The base percentage chance of doing this successfully is equal to his Intelligence/Reason score, plus 1% per level.
- **Warrior-Engineer (10)**: The character begins with a THACO of 20, which improves at the Warrior rate of one point per level.

## Nonweapon Proficiencies

In this step of the character creation process, all player characters receive an additional allotment of character points, based on their class group, to purchase their initial nonweapon proficiencies. In addition, any leftover points from race or class ability selection in the previous stages can be used here. Finally, characters may add their CP bonuses for their Intelligence scores to their total of character points at this time. The number of CPs awarded to each class group is listed below.

Characters may also choose disadvantages at this point, which give them bonus CPs to spend in acquiring extra skills or traits.

Warriors: 6  
Wizards: 8  
Priests: 8  
Rogues: 6  
Normal: 8

## Weapon Proficiencies

In this step of the character creation process, all player characters receive a final allotment of character points to purchase their initial weapon proficiencies. Any leftover points from the previous stages can be used here, or saved for use during play. The number of CPs awarded to each class group in this step appears below.

Warriors: 8  
Wizards: 3  
Priests: 8  
Rogues: 6  
Normal: 3

**Table 6: Weapons**

Weapon	Cost	Weight	Size	Type	Speed Factor	Damage	
						Sm-Med	Large
Ankhus	3 stl	4	M (4')	P/B	6	1d4	1d4
Axe, stone <sup>5 6</sup>	5 sp	6	M (3')	B/S	6	1d6	1d6
Battle axe	5 stl	7	M (5)	S	7	1d8	1d10
Blowgun <sup>5</sup>	7 stl	1	L (4')	—	5	—	—
- barbed dart	2 sp	1/10	S (4")	P	—	1d3	1d2
- needle	4 cp	1/10	S (3")	P	—	1	1
Bolas	1 stl	2	M (3')	B	8	1d3	1d2
Bollik	12 stl	6	M (3')	B	6	1d4+2	1d3+2
- bolas	—	2	—	B	6	1d4	1d3
- blades	—	1/10	—	S	4	1d6	1d4
Bow							
Arrow, flight	3 cp	1/10	S (1')	P	—	1d6	1d6
Arrow, sheaf	5 cp	1/10	S (1')	P	—	1d8	1d8
Arrow, stone <sup>6</sup>	1 cp	1/10	S (1')	P	—	1d4	1d4
Comp. long bow <sup>5</sup>	90 stl	3	L (6')	—	7	—	—
Comp. short bow <sup>5</sup>	75 stl	2	M (3')	—	6	—	—
Long bow <sup>5</sup>	75 stl	3	L (6')	—	7	—	—
Short bow <sup>5</sup>	30 stl	2	M (3')	—	7	—	—
Cestus	1 stl	2	S (2')	B	2	1d4	1d3
Chain <sup>5</sup>	5 sp	3	L (3')	B	5	1d4+1	1d4
Club	5 stl	3	M (3')	B	4	1d6	1d3
Crossbow, heavy	75 stl	14	M (5')	—	10	—	—
Crossbow, light	50 stl	7	M (3)	—	7	—	—
Crossbow, bolt	5 sp	1/10	S (1')	P	—	1d8+1	1d10+1
Dagger	2 stl	1	S (2')	P	2	1d4	1d3
Katar	5 stl	2	S (1')	PS	3	1d6+2	1d4+2
Main-gauche	3 stl	2	S (2')	P/S	2	1d4	1d3
Parrying dagger	5 stl	1	S (2')	P	2	1d3	1d3
Stiletto	8 sp	½	S (1')	P	2	1d3	1d2
Stone dagger <sup>6</sup>	2 sp	1	S (1')	P	2	1d3	1d2
Dart	5 sp	½	S (1')	P	2	1d3	1d2
Dragonlance							
Footman's	NS	8	L (8')	P	10	1d6+1	1d12
Flail, footman's	15 stl	15	L (6')	B	7	1d6+1	2d4
Flail, horseman's	8 stl	5	M (5')	B	6	1d4+1	1d4+1
Forpann	25 stl	12	L (8')	P	8	1d8+1	3d6
Hand/throwing axe	1 stl	5	M (3')	S	4	1d6	1d4
Harpoon <sup>5</sup>	20 stl	6	L (7')	P	7	2d4	2d6
Harpoon, bone <sup>5 6</sup>	1 stl	5	L (7')	P	7	1d6	1d10
Hoopak <sup>5</sup>	3 stl	3	M (5')	—	—	—	—
- slingstaff	—	—	—	P/B	2	1d6+2	1d4+2
- slingstone	—	1/10	—	B	2	1d4+1	1d6+1
Hoopai	15 sp	2	M (3')	B	3	1d4+1	1d6
Javelin	5 stl	2	M (4')	P	4	1d6	1d6
Stone javelin <sup>6</sup>	5 cp	2	M (4')	P	4	1d4	1d4
Kausin	8 stl	15	L (6')	B	6	1d8+2	1d6+2
Knife	12 sp	½	S (1')	P/S	2	1d3	1d2
Bone knife <sup>6</sup>	3 sp	½	S (1')	P/S	2	1d2	1d2
Stone knife <sup>6</sup>	5 cp	½	S (1')	P/S	2	1d2	1d2
Throwing knife	5 stl	4	M (3')	P/S	8	2d4	1d6+1
Lance							
Light <sup>2</sup>	11 stl	5	L (7')	P	6	1d6	1d8
Medium <sup>2</sup>	17 stl	10	L (8')	P	7	1d6+1	2d6
Heavy <sup>2</sup>	25 stl	15	L (9')	P	10	1d8+1	3d6
Jousting <sup>2</sup>	30 stl	20	L (9')	B	10	1d3-1	1d2-1
Lasso	10 sp	3	M (3')	—	10	—	—

Mace, footman's	8 stl	10	M (4')	B	7	1d6+1	1d6
Mace, horseman's	5 stl	6	M (3')	B	6	1d6	1d4
Mace-axe	15 stl	9	M (4')	B/S	8	2d4	1d6+1
Machete	8 stl	5	M (3')	S	6	1d8	1d8
Mancatcher <sup>4</sup>	30 stl	8	L (7')	—	7	—	—
Mandoll	2 stl	2	S (1')	P/B	2	1d4+2	1d3+2
Maul	4 stl	10	L (5')	B	8	2d4	1d10
Morningstar	10 stl	12	M (5')	B/P	7	2d4	1d6+1
Net	5 stl	10	M (5')	—	10	—	—
Pick, footman's	8 stl	6	M (5')	P	7	1d6+1	2d4
Pick, horseman's	7 stl	4	M (5')	P	5	1d4+1	1d4
Pike <sup>3 5</sup>	5 stl	12	L (7')	P	13	1d6	1d12
Pilum	1 stl	3	M (4')	P	5	1d6	1d6
Polearm							
Awl pike <sup>3</sup>	10 stl	12	L (8')	P	13	1d6	1d12
Bardiche	13 stl	12	L (8')	S	9	2d4	2d6
Bill <sup>5</sup>	7 stl	15	L (7')	P/S	10	2d4	1d10
Glaive	11 stl	8	L (8')	S	8	1d6	1d10
Halberd <sup>5</sup>	15 stl	15	L (7')	P/S	9	1d10	2d6
Lajang	9 stl	9	L (7')	B/S	6	1d10+1	1d10+1
Military fork	11 stl	7	L (7')	P	7	1d8	2d4
Partisan <sup>3</sup>	10 stl	8	L (7')	P	9	1d6	1d6+1
Ranseur <sup>3</sup>	6 stl	7	L (7')	P	8	2d4	2d4
Shatang	5 stl	4	M (5')	P/S	6	1d6+2	1d8+2
Spetum <sup>3</sup>	10 stl	7	L (7')	P	8	1d6+1	2d6
Voulge	12 stl	12	L (8')	S	10	2d4	2d4
Quarterstaff	—	4	L (6')	B	4	1d6	1d6
Rock	—	1	S (1')	B	2	1d3	1d2
Sanguine	20 stl	15	L (7')	B/P/S	6	1d8+1	1d10+1
Sashik	5 stl	2	M (5')	—	—	—	—
- sash whip	—	—	—	B/S	5	1d6+1	1d4+1
- pellets	—	1/10	—	B	5	1d3	1d2
Shildor	3 stl	8	M	S	6	1d3+1	1d8
Sling	3 cp	1	S (1')	—	6	—	—
bullet	2 cp	1/10	S (0')	B	—	1d4+1	1d6+1
stone	—	1/10	S (0')	B	—	1d4	1d4
Soris	NS	6	L (6 ½')	B/P	5	spec.	spec.
Spear <sup>3</sup>	16 sp	5	M (5')	P	6	—	—
- one-handed	—	—	—	—	—	1d6	1d8
- two-handed	—	—	—	—	—	1d6+1	2d6
Spear, long <sup>3 5</sup>	5 stl	8	L (7')	P	8	2d6	3d6
Sword							
Bastard sword	25 stl	10	M (6')	S	6	—	—
- one-handed	—	—	—	—	—	1d8	1d12
- two-handed	—	—	—	—	—	2d4	2d8
Broad sword	10 stl	4	M (5')	S	5	2d4	1d6+1
Clabbard	30 stl	8	L (6')	S	5	2d6+2	1d8+2
Cutlass	12 stl	4	M (5')	S	5	1d6+1	1d8+1
Drusus	50 stl	3	M (5')	S	3	1d6+1	1d8+1
Gladius	10 stl	3	S (2')	P	3	1d6	1d8
Great scimitar	60 stl	16	L (6')	S	9	2d6	4d4
Long sword	15 stl	4	M (5')	S	5	1d8	1d12
Rapier	15 stl	4	M (4')	P	4	1d6	1d8
Sabre	17 stl	5	M (4')	S	5	1d6+1	1d8+1
Sapara	10 stl	4	S (2')	S	5	1d6+1	1d4
Scimitar	13 stl	4	M (5')	S	5	1d8	1d8
Short sword	10 stl	3	S (2')	P	3	1d6	1d8
Spatha	25 stl	4	M (5')	S	5	1d8	1d12
Sword-axe	20 stl	12	L (6')	S	10	1d8+1	1d12+1
Two-handed sword	50 stl	15	L (5')	S	10	1d10	3d6

Tessto	6 stl	11	L (6')	B	6	1d8+2	1d8+2
Trident	15 stl	5	L (6')	P	7	—	—
- one-handed	—	—	—	—	—	1d6+1	2d4
- two-handed	—	—	—	—	—	1d8+1	3d4
Two-handed axe <sup>5</sup>	15 stl	10	L (7')	S	9	1d10	2d8
Warhammer	3 stl	6	M (5')	B	4	1d4+1	1d4
War club	15 stl	6	M (4')	B/S	7	1d6+1	1d4+1
Whippik	3 stl	2	S (2')	—	—	—	—
- whip bow	—	—	—	P/S	4	1d2+2	1d2
- dart	5 cp	1/10	—	P	5	1d4+1	1d6+1

<sup>1</sup> Entangles target who fails save vs. paralysis.

<sup>2</sup> These weapons do double damage when used in a mounted charge.

<sup>3</sup> Inflicts double damage when set vs. charge.

<sup>4</sup> Dismounts rider who fails saving throw vs. petrification.

<sup>5</sup> These weapons require two hands to use, regardless of the wielder's size.

<sup>6</sup> Bone or stone weapons have a 1 in 6 chance of breaking any time maximum damage is rolled.

NS = Not Sold

**Table 7: Missile Ranges and Rates of Fire**

Missile Type	ROF	Short	Med.	Long	Missile Type	ROF	Short	Med.	Long
Blowgun	2/1	2	4	6	Dart	3/1	2	4	8
Bolas	1	2	4	6	Hand/throwing axe	1	2	4	6
*Bows:					Harpoon	1	2	4	6
Composite long bow					Harpoon, bone	1	2	3	4
- flight arrow	2/1	8	16	34	Hoopak	1	3	6	12
- sheaf arrow	2/1	8	16	34	Hoopai	2	4	8	12
Comp. short bow	2/1	10	20	36	Javelin	1	4	8	12
Long bow					Javelin, bone	1	3	6	9
- flight arrow	2/1	14	28	42	Lance, light	1	2	3	4
- sheaf arrow	2/1	10	20	34	Lasso	1	2	4	6
Short bow					Mace, horseman's	1	2	3	4
- flight arrow	2/1	10	20	30	Rock	2/1	2	4	6
- stone arrow	2/1	8	16	24	Sashik	4	½	1	2
Club/hammer	1	2	4	6	Shildor	2	2	4	6
*Crossbows:					Sling bullet	1	10	20	40
Heavy crossbow	½	16	32	48	Sling stone	1	8	16	24
Light crossbow	1	12	24	36	Spear	1	2	4	6
Dagger/knife/stiletto	2/1	2	4	6	Trident	1	2	3	4
Dagger (bone/stone)	2/1	2	3	4	Whippik	2	4	8	12

## Weapon Descriptions

**Bollik:** The bollik (bola belt) is a kender weapon. It is a webbed rope belt worn about the waist on a leather sash and buckle. The bollik hangs from a series of quick-release loops. On one end of the bollik, three weighted balls of leather hang on short strands of rope, forming a bola. When the bollik is thrown, these bola balls are tied to the large metal buckle. The bollik can be tugged free with a simple snapping motion and can be re-laced in one minute.

Typical uses for a bollik include flailing enemies, tripping as a bola, threshing grain, climbing as a rope ladder, storing items in the pockets of the leather strap, and playing as a wind thrummer.

**Sword, Clabbard:** This six-foot-long broadsword is sized for minotaur warriors. Its cutting edge is backed by a serrated saw edge.

A blood channel runs the length of the blade, making it easier to withdraw from an impaled foe. The saw edge can cut through leather and hide armours with ease (+1 bonus to hit) and, in the hands of a master, can catch and break a foe's weapon.

**Forpann:** This eight-foot, two-handed trident has a rope attached to its base, trailing a 10-foot-wide, weighted throwing net. Minotaur gladiators use the net to tangle their foes' weapons or feet, or to pin them.

**Hoopak:** The hoopak (kender sling-staff) is a common kender tool in the Rainward Isles. This five-foot, ironwood staff has a short iron spike attached to its tip, allowing it to be wielded as a bo stick or a short spear. The other end of the staff is forked and laced with gut. A stone may be flung by either planting the iron-shod end of the hoopak in the earth and bending the staff back to fling the stone, or whirling the hoopak overhead as a traditional sling-staff. The hoopak acts like a bullroarer when whirled in the air, creating a low thrumming sound.

**Hoopai:** The stone-bow is a kender weapon similar to a crossbow, made from the springy, twisted wood of the Steamwall's forests. They fire pellets carefully chosen for their size and shape.

**Katar:** This minotaur weapon is a cross between a dagger and a sword. The blade is six inches long on an H-shaped hilt. The gladiator grasps the hilt at the crossbar, and two side-hilts guard the hand and wrist. The blade may be used to punch or slash a foe, or catch and turn a foe's weapon.

**Kausin:** This six-foot-long minotaur "whipping rod" is a chain of six iron bars linked together and attached to a guarded handle. It functions like a flail but can wrap around a foe's shield or back to strike a crushing blow. The kausin causes full damage to buildings.

**Polearm, Lajang:** This seven-foot-long polearm holds a recurved crescent blade at each end of its shaft. The shaft may parry attacks or bludgeon foes, whilst the blades can slash on a forward or backward stroke, catch and turn weapons, pin or trip foes, and impale targets on double prongs. In the hands of a Large-sized character, it can even be hurled like a spear.

**Mandoll:** The mandoll is a minotaur cestus: an iron gauntlet with spikes on the knuckles and a dagger blade along the back of the thumb. This gladiator's weapon requires close fighting and can inflict bruising or draw blood at the wielder's discretion. It is traditionally used in conjunction with a katar.

**Sanguine:** This seven-foot-long gladiator weapon has a serrated spearhead at both ends of a staff, and a small buckler with a razor-edged crescent at its middle. In the hands of a master the sanguine can be used one- or two-handed to parry attacks, trip, slash, bludgeon, or impale foes. It cannot be thrown.

**Sashik:** The sashik (kender sashwhip) is a beaded, weighted sash of laced rope. Worn across one shoulder, the sashik bears weighted pouches on one end. The mesh of the sashik is coarse and netlike, and can be surprisingly effective as a scourge. Two dozen large wooden beads that line one end of the sashik may be pulled loose and thrown. The sashik can also be used as a small fishing net or a musical instrument.

**Shatang:** Shatang are five-foot-long barbed throwing spears. A minotaur gladiator fights with one in each hand; gladiators often wear a rack of four shatangs strapped to their backs.

**Shildor:** The shildor is a long, heavy-bladed curved knife that is well balanced for throwing and can inflict serious wounds by one skilled in its use. It is the all-purpose tool of the Alan-Atu tribesmen, used in hunting, fighting, and butchering goats.

**Soris:** A two-part jointed staff used by *kiraths*, elven scouts in the Confederation of Armach. The soris' lower portion is five feet long and outfitted with a leather thong and a spiked metal tip. The upper portion is 1-½ feet long and is equipped with a strong rope loop and four collapsible metal hoops. This section is hinged with a lock-joint that can fix the upper rod at any angle.

The soris can probe, aid in climbing (+1 bonus to Climb skill checks) and snag branches, rocks, or animals with its hooks or loop. Folded in half, the soris serves as a club or spike dagger. With the upper section swinging loose it doubles as a flail. Fully extended it can be used like a small staff. Its loop and hooks may be utilised to disarm, trip, or unhorse an opponent.

**Tessto:** The tessto is a six-foot-long studded club with a loop of rope at its hilt. Using this weapon requires great strength. A cunning warrior can use the tessto defensively by spinning it around like a baton, and using its loop to snag feet, hands, or heads.

**Whippik:** The whippik (kender whip-bow) is a thin wand of ironwood that holds a short length of looped catgut on its end. It looks much like a riding crop. The whippik is a popular tool among female kender, who use it to whip enemies, snare game and fish, or launch darts.

# Experience

## Group Awards

Group awards are the main source of experience points in the campaign. Each player character in the group receives the same amount of experience, equal to the *group award* determined by the referee. Awarding the main source of experience equally to the entire player character group ensures that most of the PCs will be of similar power level, and that players are rewarded equally for their efforts in the campaign. In a story-based campaign, group experience awards are given upon the completion of *story goals*.

Story goals are objectives that the referee sets up for an adventure. Rescue the lost dragon hatchling, protect a tribe from minotaur invasion, discover the truth about a player character's past, find the assassin of the late Praetor, recover a lost wand to save the dwarves – these are all story goals.

When the referee sets up a story, he decides how many experience points the player characters should receive for accomplishing the big goal. Sometimes the referee may not have a clear idea of what the goal of a particular story is. In such a case the players can sometimes provide the goal, or at least a clue. Listen to what they think they are supposed to do or what they want to do. These can then become the goal of the adventure.

In some campaigns, the player characters may be pursuing multiple story goals at once. This should not be discouraged for players who enjoy multiple plot lines in the campaign. In these campaigns, story goals may not be achieved for a considerable period of campaign play, followed by many all at once. Provided that the players maintain a sense of progress, this is fine. It is a good idea to award group experience no more than once per game session, rather than all at once, if this is possible.

One of the most important uses of group awards is to maintain what the referee feels is the proper rate of advancement for player characters. By monitoring not just their levels, but also their experience point totals, you can increase or decrease the rate of character advancement through judicious use of story awards.

## Determining the Group Award

The base amount for a story award is 20% of the total experience that a fighter would require to advance one level, assuming that this fighter is equal in level to the typical player character in the group. This 20% may be adjusted to suit the style of each gaming group; some will prefer faster advancement; some will prefer slower.

*Example: If most of the PCs in a group are of 6<sup>th</sup> level, then the base for calculating a story award is 20% of the total experience points required for a fighter to go from 6<sup>th</sup> level to 7<sup>th</sup> – 12,800 experience points.*

This base is modified with the following guidelines in mind:

- ⊗ If a story does not require much time or effort for the group to succeed, reduce the group award by 25-50% of the base award.
- ⊗ If the PCs required excessive help from the referee or NPCs, reduce the group award by 25% of the base.
- ⊗ If the story is a major part of the campaign as a whole, increase the group award by 25-50% of the base.
- ⊗ If the PCs encounter exceptional danger, increase the group award by 25% of the base.
- ⊗ If the PCs solve problems encountered in a particularly inventive manner, increase the group award by 10-25% of the base.
- ⊗ If the PCs overcome (not necessarily kill) *significant* enemies as part of the story, add the XP value of such enemies to the final group award. The referee determines which NPCs and monsters are considered *significant* enemies.

## Individual Awards

Individual experience awards are given for things that a player does during the game or has his character do: intelligent play is worth experience; entertaining role-playing is worth experience; actions that encourage group participation are worth experience.

Giving out these experience points is purely a discretionary act. It is up to the referee to decide if a player character has earned the reward and to determine the amount of the reward.

The referee should award these individual awards at any point that he feels it is appropriate. Some referees might prefer to spontaneously give an individual award during play - this will clearly indicate what actions are rewarded in this way, and encourage players with small bonuses from time to time. Be sure that the action warrants an award - abilities used for a significant purpose or in a moment of danger.

Note: Individual awards should never be given to players for being abusive to other players in the group. Role-playing is a social activity, and the players (not necessarily their *characters*) should cooperate in order to enjoy the game.

## Player-Based Awards

Player has a clever idea:	50-100 XP
Player has a clever idea that saves lives:	100-500 XP
Player encourages others to participate:	100-200 XP
Player discovers something about the TALADAS setting:	100 XP
Player discovers something significant about an NPC:	50 XP

## Character-Based Awards

Player role-plays his character well:	100-200+ XP
Player role-plays the attitudes of his culture appropriately:	50-100 XP
Maintaining PC's reputation:	50-100 XP
The character makes a new ally:	50 XP
Successful and significant use of class ability (e.g. spells, thieving):	50 XP/level

Making a magical item:	XP value
Successful feat of physical might: (e.g. charging a door, wrestling a fiend)	50 XP
Successful feat of physical skill: (e.g. athletics, mountain climbing)	50-100 XP

# Magic

## Wizards and Character Points

When a wizard character is created, and each time that he advances in level, the player can elect to spend 2 or more character points to acquire an additional spell for his character's spell book. This is similar to the specialist wizard's ability to automatically add one spell of his specialty to his repertoire each time he gains a level. The player is allowed to pick any spell that his character could normally cast, and no roll for learning the spell need be made.

The spell purchased with character points must be of equal or lower spell level than the highest-level spell currently entered into the character's book. The cost is 2 character points for a 1<sup>st</sup>-level spell, +1 character point for each level of the spell beyond first. For example, a 3<sup>rd</sup>-level spell would cost 4 character points; a 7<sup>th</sup>-level spell would cost 8 points.

No more than one additional spell can be acquired with character points when the character is first created, and a character can add no more than one such spell each time he advances a level of experience. However, this ability is cumulative with a specialist wizard's bonus spell - when a specialist wizard gains a level, he learns one spell from his specialty school for free, and can spend additional character points to automatically learn a second spell from any school he knows.

## The Magic of Krynn's Moons

Since the creation of the world of Krynn, the three moons of magic have followed their paths through the sky, bringing with them the waxing and the waning of their followers' magical powers. Each moon of magic grants arcane power to wizards and sorcerers of a particular alignment. Good-aligned spellcasters receive their powers from the white moon, evil spellcasters from the black moon, and neutral spellcasters from the red moon. It is by the position and aspect of his chosen moon that an arcane spellcaster gains (or loses) the enhanced powers of Krynn's moons.

### Determining Lunar Position and Alignment

The relationship of the three moons of Krynn is important to the powers of all wizards in your game; therefore, it is necessary for you to track the periods of each on the Lunar Display Wheel.

To determine the position for each moon, roll 1d8 and place a marker on that space of the appropriate track. This is the beginning position for that moon. The black moon (Angomais) uses the innermost track, the red moon (Lunais) uses the middle track, while the white moon (Solais) occupies the outer track. After locating the starting position for each moon, you can either keep the display set up where you can see it during play or you can record the lunar cycles in advance on the Lunar Cycle Record Sheet. To do the latter, note the appropriate information for alignments and phases in the spaces on the form. Set up the Lunar Display Wheel, record the information for that day, then

advance the tracks one day and note the new information. Do this until you have sufficient information for the planned adventure.

On the form, each moon has a separate line and is divided into columns. The date can be written in the space at the top of the column. For each day and each moon, you must note its phase and any alignment. When the moon is waxing, put a + in the appropriate space. If the moon is waning, put a - (dash) in the space. If the moon is full, write a capital S, L, or A. If it is a new moon, leave the space blank. To note the alignments of the different moons, circle the symbols (or absence of them) for those moons in conjunction. The different moons are considered to be in conjunction if a line drawn from the centre of the wheel passes through the spaces they both occupy.

If it has been some time since you last played, or if the characters have rested a long, undetermined period of time between adventures, it is not necessary to calculate the exact position of each moon since the last adventure. Simply reset the Lunar Display Wheel by randomly determining the position of the moons again.

**Table 8: Moon Phase Effects**

<b>Moon Phase</b>	<b>Saving Throw</b>	<b>Additional Spells</b>	<b>Effective Level</b>
New Moon	-1	0	-1
Waxing	0	+1	0
Full	+1	+2	+1*
Waning	0	0	0

\* Only characters of 6th level or greater, who also have an Intelligence of 15 or more, gain this benefit.

**Table 9: Moon Alignment Effects**

<b>Alignment</b>	<b>Saving Throw</b>	<b>Additional Spells</b>	<b>Effective Level</b>
S with L	+1	+1	+1
L with A	+1	+1	+1
S with A	+1	0	0
All Three	+2	+2	+1

The saving throw category lists the modifier applied to all saving throws rolled by the affected character. It has no effect on the saving throws of spells cast by the character.

Additional spells gained by the character can be selected from any level of spell cast the character.

The effective level modifier increases the affected character's level only for those spells he already knows. This applies to the range and effect of the character's spells. It does not grant the character extra spells, nor does it allow the character to cast spells he does not know (because he has not attained the appropriate level through earned experience). Thus, a 6th-level character who gained a bonus level would not be able to cast a 4th-level spell (as a 7th-level wizard would) because he has not yet learned any 4th-level spells and written them into his spell book.

The benefits of various lunar alignments affect only those wizards who follow the given moons. Thus, when Solais and Lunais align, only good and neutral wizards feel the beneficial effects. The effects of the lunar phase and alignment are cumulative. If Solais and Lunais align and Lunais happens to be full, the neutral wizard would gain a +2 bonus to saving throws and level and a +3 to additional spells, while the good wizard would gain a +1 bonus to all three categories.

# Lunar Cycle Record Sheet

**Month:**

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
White																															
Red																															
Black																															

**Month:**

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
White																															
Red																															
Black																															

**Month:**

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
White																															
Red																															
Black																															

**Month:**

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
White																															
Red																															
Black																															

**Month:**

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
White																															
Red																															
Black																															

**Month:**

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
White																															
Red																															
Black																															

S, L, N High + Waxing - Waning blan Low  
 Sanction k Sanction  
 (Full Moon) (New Moon)

## Standard Month Names (Elvish Calendar)

*Summer:* Summer Home, Summer Flame, Summer End.

*Autumn:* Autumn Harvest, Autumn Twilight, Autumn Dark.

*Winter:* Winter Come, Winter Night, Winter Deep.

*Spring:* Spring Dawning, Spring Rain, Spring Blossom.

## Wizard Specialists: New Schools of Magic

When a wizard character is created, the player can elect for his character to specialise in one of the following new schools of magic. The main purpose for specialising in a magic type is as an aid toward effective roleplaying, though the specialties can benefit or hinder characters in various game situations. To select a specialty, a wizard character generally has to meet more demanding ability score criteria than a standard mage, and he may have certain backgrounds or origins (in other words, character kits) bared to him. A player is free to choose any specialty the requirements of which his character meets.

### **Effects of Magic School Specialisation**

Choosing a specialty provides a wizard character with a number of benefits. Specialist wizards also have several significant disadvantages to balance their bonuses. First and foremost, each of the new schools described here have opposition schools, just like specialists in the *Player's Handbook*. A specialist cannot learn or cast spells from an opposing school, or use magical items that duplicate the effects of spells from that school. Secondly, the character has a reduced chance to learn spells of other non-opposing schools, as noted above.

## **Artificer**

**Ability Requirements:** Intelligence/Knowledge 12

Constitution/Health 15

**Allowed Races:** Human, gnomoi, minotaur

**Opposition Schools:** Necromancy, Enchantment/Charm

**Prohibited Kits:** Animal master, beggar, peasant hero

The school of artifice is composed of spells that store or channel magical energy through items carried by the wizard. In effect, the artificer is a wizard who creates temporary magical items for his own use. The advantages of this thaumaturgical method lie in the wizard's ability to increase his spell power by carrying extra spells in various magical items and to unleash powerful enchantments with a single command word. A wizard must have an Intelligence/Knowledge of 12 and a Constitution/Health of 15 in order to choose this specialty. The school of artifice is opposed by necromancy and those spells in the school of enchantment/charm that affect living things.

The artificer must maintain a well-equipped workshop. A 1<sup>st</sup>-level artificer begins play with a suitable facility in his base of operations. Building a new workshop costs at least 1,000 gp per experience level, and existing workshops cost 50 gp per level to maintain each month. An artificer without a workshop loses access to the bonus spell provided by specialisation, and cannot conduct research, make magical items, or add new spells to his spell book.

While artificers are fairly weak at first, once they reach middle levels they can quickly become some of the most useful and powerful wizards in the game. The referee should always consider the artificer's proposed item research and construction very carefully;

any item that the referee feels is too powerful or out-of-character can be disallowed.

- ☒ The artificer may cast one additional spell per spell level, provided that the spell cast belongs to the school of artificer.
- ☒ The artificer gains a bonus of +15% when learning spells from the school of artificer.
- ☒ The artificer suffers a penalty of -15% when learning spells from any other school.
- ☒ When the artificer reaches a new level, he automatically gains one spell of the school of artificer to add to his spell book. No roll for learning the spell need be made.
- ☒ When the artificer attempts to create a new spell through research, the spell is treated as though it were one level lower for the purpose of spell research provided that it falls within the school of artificer.
- ☒ At 1<sup>st</sup> level, artificers have a 20% chance to identify the general purpose and function of any magical item simply by examining it for one full turn. He must have access to his spell book or workshop to use this ability. This is similar to the bard's ability, but is based on the artificer's ability to analyse the construction and enchantments on the item, not the item's historical significance. This chance increases by 5% per level, so a 5<sup>th</sup>-level artificer can identify items with a 40% chance of success.
- ☒ At 4<sup>th</sup> level, the artificer gains the ability to *store spells* in prepared items, saving his spell slots for other spells. Once placed in an item, a stored spell may be retained indefinitely for ready casting. The spell to be stored must be one that the wizard knows and can cast; at any given time, a wizard may have no more spell levels stored than his own experience level, so a 5<sup>th</sup>-level artificer could store a total of five levels of spells.
- ☒ Preparing an item to receive one stored spell requires one uninterrupted week of work, and the actual process of casting the spell into the item requires one day and 500 gp per level of the spell. The item must be of the finest workmanship, worth at least 100 gp; after the spell it holds has been discharged, the artificer can re-enchant it. Only the artificer may release the stored spell, with a casting time of 1; in all other respects the spell is treated as though the character had cast it normally. Also, an item can only contain one spell at a time. Any attempt to cast another spell into the item will simply replace the current spell. In effect, this ability allows the artificer to create one-shot magical items such as a ring enchanted with *feather fall* or a cloak prepared with *protection from normal missiles*.
- ☒ At 7<sup>th</sup> level, the artificer may create a temporary magical item. Any magical item in the *DMG* not specifically restricted to non-wizards is allowed, but the item will function only for the artificer. This is a special ability unrelated to the *enchant an item* spell. First, the artificer must successfully research the item creation process, taking one week per 500 XP value of the item and spending at least 100 gp per week. This time is halved if the artificer has a sample of the item to copy or if he succeeds in a *contact other plane*, *legend lore*, or other research spell. The

artificer must pass a Learn Spells check to succeed and may never know the processes for more magical items than his maximum number of spells per level. Actually building and enchanting the item requires half the research time and 2d6 x 100 gp, plus the cost of the item itself. Fine materials must be used, but rare and exotic materials and processes are not necessary for temporary items. After completing the work, the artificer must pass another Learn Spells check to successfully enchant the temporary item.

- ⌘ A temporary item lasts 1d6 days, plus one day per level of the artificer. Once the enchantment fades, the item can be re-enchanted with one uninterrupted week of work, the expenditure of 2d6 x 100 gp, and another Learn Spells check. If the temporary item normally possesses charges, the artificer automatically places one charge per level into the item when creating it.
- ⌘ At 11<sup>th</sup> level, artificers may create permanent magical items using the normal magical item creation rules and the *enchant an item* spell. If the artificer creates a true magical item he once made a temporary version of, his research time and expense is reduced to its minimum value. Artificers gain a +10% bonus to their chance to successfully enchant items.

## Mystic Hermit

**Ability Requirements:** Intelligence/Reason 9

Constitution/Health 12

**Races Allowed:** Elf (Clan, Dargonesti), human, mischta

**Opposition Schools:** All (see below)

**Prohibited Kits:** Assassin, cavalier, diplomat, jester, mariner, merchant, noble, pirate, savage, smuggler, soldier.

Mystic hermits are lone wizards of awesome physical ability, strange habits, weapon prowess, and mysterious mystical power. Mystic hermits often live alone in isolated regions, and terrify sensible people by their mere presence. The magic of a mystic hermit is hard and physically demanding. Its power comes from both arcane ritual and the caster's own strength.

Unlike other wizards, mystic hermits are not limited in their choice of weapons. They can become proficient in any weapon available, although most mystic hermits use weapons of oriental culture. Mystic hermits cannot wear armour or use shields, however.

All mystic hermits are automatically followers of a school. This does not mean that every mystic hermit has an academy where the character trains, although some do this. A mystic hermit's school is the collected wisdom of a previous age - teachings from the Age of Might that the character has chosen to follow. Such schools are typically handed down in books containing work of the founding great master, along with all the commentary, debate, and expansion done by later students of that great master.

There are four common schools that match the elements - earth, air, fire, and water. Unlike other specialist wizards, a mystic hermit can learn only spells of his school and of Universal magic (the fifth,

universal "element"). All other spells are strictly off-limits to the character. Furthermore, the character's working selection is very limited. Mystic hermits do not learn a massive number of spells that they keep in massive tomes. Instead, a mystic hermit can only learn one spell per experience level regardless of Intelligence. This spell can be off any spell level that the character can cast; no Learn Spells roll is necessary.

It is the casting of spells where mystic hermits truly differ from other wizards. Mystic hermits do not spend hours poring over spell books to study their magic; indeed, a mystic hermit has no need for a spell book. Mystic hermits have studied the writings and from that and their own mental skill, they have learned how to invoke the power of their spells.

A mystic hermit can cast any spell he knows at any time he wishes, without using a spell slot - provided that he can pay the cost. Mystic hermits tap into their own physical power and release the energy from within, suffering damage each time they cast a spell. The amount of damage suffered is triple the level of the spell, as shown below:

SPELL LEVEL	DAMAGE
1 <sup>st</sup>	3 hp
2 <sup>nd</sup>	6 hp
3 <sup>rd</sup>	9 hp
4 <sup>th</sup>	12 hp
5 <sup>th</sup>	15 hp
6 <sup>th</sup>	18 hp
7 <sup>th</sup>	21 hp
8 <sup>th</sup>	24 hp
9 <sup>th</sup>	27 hp

These hit points lost are treated as normal damage. Mystic hermits can never cast a spell requiring more hit points than their current total; a mystic hermit who casts a spell that reduces hit points to exactly zero falls comatose.

Because of the intense physical power that mystic hermit must store and tap from within themselves, the benefits received from magical healing are halved (round up). A *cure light wounds* that would normally heal 7 hp for another character only heals 4 hp for a mystic hermit. Normal healing for a mystic hermit character is unaffected.

Mystic hermits must also abide by a number of personal taboos. The magic drawn from within can only be tapped if the character observes certain seemingly trivial rituals and restrictions. These serve to protect the character's inner energy from contamination. At first level, the character must observe one practice; another practice must be added at 5<sup>th</sup> level, 10<sup>th</sup>, 15<sup>th</sup>, etc. Failure to observe these practices results in a loss of spell-casting ability for 2d4 days.

There is no set list of practices; players and the referee should create minor restrictions, intended to enhance the personality of the character. Taboos should relate to the purity of the body, and might include dietary restrictions, bathing practices, clothing details, and meditation techniques.

As part of their mastery of the power of the self, over time mystic hermits develop a number of physical abilities of fantastic proportion.

- ☞ Mystic hermits gain +2 bonus hit points at each level; this bonus is cumulative with that received from a high Constitution.
- ☞ At 1<sup>st</sup> level, mystic hermits are able to enter into a yogic trance, as restful and refreshing as sleep. Mystic hermits suffer no penalties to awareness of their surroundings while in a trance. Meditating mystic hermits are never groggy or disoriented, nor do they sleep through events unless they choose to.
- ☞ At 6<sup>th</sup> level, mystic hermits are able to enhance one physical attribute (Strength, Dexterity, or Constitution) by 1d4 points for 2d4 rounds. This requires intense effort and concentration on the part of the mystic hermit, costing 1d6+2 hit points whenever the power is used. Increasing Constitution does not increase hit points. The effects of this ability are cumulative; it can be used once per round.
- ☞ At 10<sup>th</sup> level, the mystic hermit attracts 1d4 pupils (1<sup>st</sup>-level mystic hermits) who come to study the character's teachings. The pupils are generally faithful unless ill-treated or severely tempted. With each level they gain, there is a cumulative 5% chance that a student will leave to pursue independent studies. New 1<sup>st</sup>-level students quickly replace those pupils who leave, unless they left due to mistreatment.
- ☞ At 12<sup>th</sup> level, the mystic hermits can leap and spring up to 10 yards in any direction, again by summoning his physical reserves. Each leap costs the character 1 hp, even if only a portion of the distance is travelled. Furthermore, the mystic hermit can perform a series of leaps within a single round, up to the limit of the character's normal movement.

## Nature Mage

**Ability Requirements:** Intelligence/Reason 9  
Charisma/Appearance 9

**Races Allowed:** Elf (Cha'asii)

**Opposition Schools:** Special

**Prohibited Kits:** Acrobat, assassin, beggar, cavalier, jester, merchant, noble, scholar, soldier.

Cha'asii mages are practitioners of an ancient and nearly forgotten type of magic, one that defies the "accepted" understanding of schools of magic. According to the writings of all the known theories, cha'asii magic should be impossible. The cha'asii have never delved greatly into theory and so have no clue that what they are doing is impossible. Oddly enough, it seems to work for them perfectly well.

Cha'asii magic is built on an intuitive understanding of nature. They specialise in spells that affect nature and sometimes the elements. They can learn some spells outside of this area, but certain spells - such as those that create mechanical and unnatural results - are denied to them. The spells in the Cha'asii Nature Magic school and those disallowed are given on **Table 10: Spell Lists**.

Aside from their spell selection, cha'asii mages also have a distinctly different approach to magical item creation. Most mages

fashion an item and then imbue it with power, defining what the item will do by what they enchant into it.

Cha'asii believe that all things - mineral, plant, or animal - contain magical power. Sometimes the power is great, sometimes it is negligible. The power may have a useful, constructive effect or it may possess an odd and pointless effect. It is not in their business to choose the power - that is determined by the nature of the thing. Generally, the magical power of a thing reflects its nature. Thus, a stone may have some power associated with strength, hardness, or force; a medicinal herb may relate to healing; a water-smoothed stone may give speed or slipperiness. Although the mage may have some general idea of the power, he can never be certain until it manifests itself.

- ⌘ The spiritualist may cast one additional spell per spell level, provided that the spell cast belongs to the school of spiritualism.
- ⌘ The spiritualist gain a bonus of +15% when learning spells from the school of spiritualism.
- ⌘ The spiritualist suffers a penalty of -15% when learning spells from any other school.
- ⌘ When the spiritualist reaches a new level, he automatically gains one spell of the school of spiritualism to add to his spell book. No roll for learning the spell need be made.
- ⌘ When the spiritualist attempts to create a new spell through research, the spell is treated as though it were one level lower for the purpose of spell research provided that it falls within the school of spiritualism.
- ⌘ Cha'asii mages produce magical items by drawing the innate power out of an object. There must be some connection between the object and the power desired. Thus, a lightning-struck branch might be suitable for a *wand of lightning bolts*, but it would be unsuitable for a *wand of flame extinguishing*. It takes skill and wisdom to select the proper raw materials for a desired item. First, cha'asii attempt to use objects in as natural a state as possible. The less carving, whittling, and shaping that is done, the better. Second, the object must be as artistically perfect as possible. The perfect form of a stone contains more potential power than an ordinary rock. When selecting the piece to be used for a magical item, the referee secretly makes a check against the Artistic Ability proficiency; this roll is penalised by -1 to -5 if the object has been shaped in any way. If the roll is failed, then the magical item will be flawed.

Finally, the wizard conducts a three-hour ritual to draw out the natural power of the object. The referee secretly rolls an Item Saving Throw for the object, modified by +1 per level of the cha'asii mage. If the saving throw is successful, then the referee determines what magical item has been created, based on the difference needed to save and the actual saving throw; the greater the difference, the better or more powerful the item may be. This can only be determined by personal interpretation of the nature of the object and the degree of success.

The cha'asii nature mage then has until dawn the next day to determine just what magical power has manifested in the item either

by trial and error or magical divination. If the powers of the item are not discerned in this time, then they fade and are lost. Once the powers have been determined, the nature mage can employ them as a normal magical item.

## Spiritualist

**Ability Requirements:** Intelligence/Reason 9  
Wisdom/Intuition 16

**Races Allowed:** Elf (Huldrefolk), half-elf, human

**Opposition Schools:** Alteration, Enchantment/Charm

**Prohibited Kits:** Assassin, beggar, jester, peasant hero, scout, smuggler.

The spiritualist is a wizard who has been gifted with the ability to sense unseen spirits and to communicate with them. Spiritualists know that something exists beyond mere *material* existence. The makou of the Ice People tend to specialise in Spiritualism, as do more than a few wizards in Thenol. Spiritualists require a minimum Intelligence/Reason of 9 and a Wisdom/Intuition of 16 or greater.

The school of spiritualism is opposed to Alteration and Enchantment/Charm, schools of magic that are focused on the material, rather than the unseen, world.

- ☞ The spiritualist may cast one additional spell per spell level, provided that the spell cast belongs to the school of spiritualism.
- ☞ The spiritualist gain a bonus of +15% when learning spells from the school of spiritualism.
- ☞ The spiritualist suffers a penalty of -15% when learning spells from any other school.
- ☞ When the spiritualist reaches a new level, he automatically gains one spell of the school of spiritualism to add to his spell book. No roll for learning the spell need be made.
- ☞ When the spiritualist attempts to create a new spell through research, the spell is treated as though it were one level lower for the purpose of spell research provided that it falls within the school of spiritualism.
- ☞ The spiritualist can attempt to turn non-corporeal undead as a priest of the same level, including shadows, wights, wraiths, spectres and ghosts. Evil spiritualists may attempt to control non-corporeal undead. Neither has any power over corporeal undead such as zombies, ghouls, vampires or liches.
- ☞ At 3<sup>rd</sup> level, the spiritualist may *speak with dead* three times per day. This works as the wizard spell of the same name, although no material components are needed. If non-corporeal undead are the focus of this ability, the physical remains need not be present, and the spiritualist can speak with corporeal undead or corpses even if the body lacks a skull.



# Table 10: Spell Lists

*Italicised* spells are reversible. **Boldfaced** spells can be found in the *Tome of Magic*. SMALL CAPITALISED spells appear in *The Complete Wizard's Handbook*. Underlined spells can be found in *PLAYER'S OPTION: Spells & Magic*.

## Universal Magic

Cantrip (1<sup>st</sup>)  
*Comprehend Languages/Confuse Languages* (1<sup>st</sup>)  
Detect Magic (1<sup>st</sup>)  
Hold portal (1<sup>st</sup>)  
Identify 91<sup>st</sup>)  
Read Magic (1<sup>st</sup>)  
Wizard Mark (1<sup>st</sup>)  
*Knock/Lock* (2<sup>nd</sup>)  
Protection from Cantrips (2<sup>nd</sup>)  
Wizard Lock (2<sup>nd</sup>)  
Dispel Magic (3<sup>rd</sup>)  
*Remove Curse/Bestow Curse* (4<sup>th</sup>)  
Teleport (5<sup>th</sup>)  
Enchant an Item (6<sup>th</sup>)  
Teleport Without Error (7<sup>th</sup>)  
Permanency (8<sup>th</sup>)  
Astral Spell (9<sup>th</sup>)

## Artifice

CHROMATIC ORB (1<sup>st</sup>)  
DIVINING ROD (1<sup>st</sup>)  
Mending (1<sup>st</sup>)  
Bind (2<sup>nd</sup>)  
ICE KNIFE (2<sup>nd</sup>)  
Leomund's Trap (2<sup>nd</sup>)  
Moon Rune (2<sup>nd</sup>)  
BONE CLUB (3<sup>rd</sup>)  
Explosive Runes (3<sup>rd</sup>)  
Flame Arrow (3<sup>rd</sup>)  
Item (3<sup>rd</sup>)  
Melf's Minute Meteors (3<sup>rd</sup>)  
SNAPPING TEETH (3<sup>rd</sup>)  
Enchanted Weapon (4<sup>th</sup>)  
Magic Mirror (4<sup>th</sup>)  
**Thunder Staff** (4<sup>th</sup>)  
**Magic Staff** (5<sup>th</sup>)  
Arrow of Bone (6<sup>th</sup>)  
Dimensional Blade (6<sup>th</sup>)  
**Steal Enchantment** (7<sup>th</sup>)  
Analyse Dweomer (8<sup>th</sup>)  
Antipathy-Sympathy (8<sup>th</sup>)  
Shape Change (9<sup>th</sup>)

## Elemental Air

Feather Fall (1<sup>st</sup>)  
**Lasting Breath** (1<sup>st</sup>)  
Wall of Fog (1<sup>st</sup>)  
Fog Cloud (2<sup>nd</sup>)  
**Ride the Wind** (2<sup>nd</sup>)  
Stinking Cloud (2<sup>nd</sup>)  
Whispering Wind (2<sup>nd</sup>)  
**Alamir's Fundamental Breakdown** (3<sup>rd</sup>)  
Gust of Wind (3<sup>rd</sup>)  
Lance of Disruption (3<sup>rd</sup>)  
*Water Breathing/Air Breathing* (3<sup>rd</sup>)  
Wind Wall (3<sup>rd</sup>)  
Conjure Elemental-Kin (4<sup>th</sup>)  
Solid Fog (4<sup>th</sup>)  
Airy Water (5<sup>th</sup>)  
Cloudkill (5<sup>th</sup>)  
Conjure Elemental (5<sup>th</sup>)  
Control Weather (6<sup>th</sup>)  
Death Fog (6<sup>th</sup>)  
Neutralise Gas (7<sup>th</sup>)  
**Suffocate** (7<sup>th</sup>)  
**Airboat** (8<sup>th</sup>)  
Incendiary Cloud (8<sup>th</sup>)  
**Elemental Aura** (9<sup>th</sup>)

## Elemental Earth

**Fist of Stone** (1<sup>st</sup>)  
Fool's Gold (2<sup>nd</sup>)  
**Maximilian's Earthen Grasp** (2<sup>nd</sup>)  
**Alimir's Fundamental Breakdown** (3<sup>rd</sup>)  
**Maximilian's Stony Grasp** (3<sup>rd</sup>)  
Conjure Elemental-Kin (4<sup>th</sup>)  
Dig (4<sup>th</sup>)  
Stoneskin (4<sup>th</sup>)  
**Turn Pebble to Boulder/Turn Boulder to Pebble** (4<sup>th</sup>)  
Conjure Elemental (5<sup>th</sup>)  
Distance Distortion (5<sup>th</sup>)

Passwall (5<sup>th</sup>)  
Stone Shape (5<sup>th</sup>)  
*Transmute Rock to  
Mud/Transmute Mud to Rock*  
(5<sup>th</sup>)  
Wall of Iron (5<sup>th</sup>)  
Wall of Stone (5<sup>th</sup>)  
Glassees (6<sup>th</sup>)  
Move Earth (6<sup>th</sup>)  
*Stone to Flesh/Flesh to Stone*  
(6<sup>th</sup>)  
*Transmute Water to  
Dust/Improved Create Water*  
(6<sup>th</sup>)  
**Hatch the Stone from the Egg**  
(7<sup>th</sup>)  
Statue (7<sup>th</sup>)  
Glassteel (8<sup>th</sup>)  
Iron Body (8<sup>th</sup>)  
Sink (8<sup>th</sup>)  
Crystalbrittle (9<sup>th</sup>)  
**Elemental Aura** (9<sup>th</sup>)

### **Elemental Fire**

Affect Normal Fires (1<sup>st</sup>)  
Burning Hands (1<sup>st</sup>)  
Dancing Lights (1<sup>st</sup>)  
**Fire Burst** (1<sup>st</sup>)  
Flaming Sphere (2<sup>nd</sup>)  
Pyrotechnics (2<sup>nd</sup>)  
**Alamir's Fundamental Breakdown**  
(3<sup>rd</sup>)  
Fireball (3<sup>rd</sup>)  
Flame Arrow (3<sup>rd</sup>)  
Melf's Minute Meteors (3<sup>rd</sup>)  
Conjure Elemental-Kin (4<sup>th</sup>)  
Fire Charm (4<sup>th</sup>)  
Fire Shield (4<sup>th</sup>)  
Fire Trap (4<sup>th</sup>)  
Wall of Fire (4<sup>th</sup>)  
Conjure Elemental (5<sup>th</sup>)  
Proof vs. Combustion (5<sup>th</sup>)  
**Forest's Fiery Constrictor**  
(6<sup>th</sup>)  
Delayed Blast Fireball (7<sup>th</sup>)  
**Malec-Keth's Flame Fist** (7<sup>th</sup>)  
Incendiary Cloud (8<sup>th</sup>)  
**Elemental Aura** (9<sup>th</sup>)  
Meteor Swarm (9<sup>th</sup>)

### **Elemental Water**

**Metamorphose Liquids** (1<sup>st</sup>)

**Insatiable Thirst** (2<sup>nd</sup>)  
**Alamir's Fundamental Breakdown**  
(3<sup>rd</sup>)  
Wall of Water (3<sup>rd</sup>)  
*Water Breathing/Air Breathing*  
(3<sup>rd</sup>)  
**Watery Double** (3<sup>rd</sup>)  
Conjure Elemental-Kin (4<sup>th</sup>)  
Ice Storm (4<sup>th</sup>)  
Vitriolic Sphere (4<sup>th</sup>)  
Wall of Ice (4<sup>th</sup>)  
Airy Water (5<sup>th</sup>)  
Cone of Cold (5<sup>th</sup>)  
Conjure Elemental (5<sup>th</sup>)  
Rusting Grasp (5<sup>th</sup>)  
*Transmute Rock to  
Mud/Transmute Mud to Rock*  
(5<sup>th</sup>)  
Vile Venom (5<sup>th</sup>)  
Lower Water (6<sup>th</sup>)  
Otiluke's Freezing Sphere (6<sup>th</sup>)  
Part Water (6<sup>th</sup>)  
*Transmute Water to  
Dust/Improved Create Water*  
(6<sup>th</sup>)  
**Acid Storm** (7<sup>th</sup>)  
**Abi-Dalzim's Horrid Wilting**  
(8<sup>th</sup>)  
**Elemental Aura** (9<sup>th</sup>)

### **Nature Magic**

Affect Normal Fires (1<sup>st</sup>)  
Burning Hands (1<sup>st</sup>)  
Change Self (1<sup>st</sup>)  
Dancing Lights (1<sup>st</sup>)  
DETECT DISEASE (1<sup>st</sup>)  
Detect Phase (1<sup>st</sup>)  
DIVINING ROD (1<sup>st</sup>)  
Find Familiar (1<sup>st</sup>)  
**Fire Burst** (1<sup>st</sup>)  
**Lasting Breath** (1<sup>st</sup>)  
Light (1<sup>st</sup>)  
Mending (1<sup>st</sup>)  
**Murdock's Feathery Flyer** (1<sup>st</sup>)  
PROTECTION FROM HUNGER AND THIRST  
(1<sup>st</sup>)  
Protection from Vermin (1<sup>st</sup>)  
Spider Climb (1<sup>st</sup>)  
Wall of Fog (1<sup>st</sup>)  
Alter Self (2<sup>nd</sup>)  
Cat's Grace (2<sup>nd</sup>)  
Continual Light (2<sup>nd</sup>)

Darkness, 15' Radius (2<sup>nd</sup>)  
DETECT LIFE (2<sup>nd</sup>)  
Fog Cloud (2<sup>nd</sup>)  
Fool's Gold (2<sup>nd</sup>)  
Glitterdust (2<sup>nd</sup>)  
**Insatiable Thirst** (2<sup>nd</sup>)  
**Maximillian's Earthen Grasp**  
(2<sup>nd</sup>)  
Moon Rune (2<sup>nd</sup>)  
**Protection from Paralysis** (2<sup>nd</sup>)  
Protection from Poison (2<sup>nd</sup>)  
**Ride the Wind** (2<sup>nd</sup>)  
Summon Swarm (2<sup>nd</sup>)  
Whispering Wind (2<sup>nd</sup>)  
Gust of Wind (3<sup>rd</sup>)  
Protection from Normal  
Missiles (3<sup>rd</sup>)  
SNAPPING TEETH (3<sup>rd</sup>)  
Wall of Water (3<sup>rd</sup>)  
Water Breathing (3<sup>rd</sup>)  
**Watery Double** (3<sup>rd</sup>)  
Wind Wall (3<sup>rd</sup>)  
Conjure Elemental-Kin (4<sup>th</sup>)  
Fire Charm (4<sup>th</sup>)  
Fire Shield (4<sup>th</sup>)  
Hallucinatory Terrain (4<sup>th</sup>)  
Massmorph (4<sup>th</sup>)  
Plant Growth (4<sup>th</sup>)  
Polymorph Other (4<sup>th</sup>)  
Polymorph Self (4<sup>th</sup>)  
Solid Fog (4<sup>th</sup>)  
**Turn Pebble to Boulder** (4<sup>th</sup>)  
Wall of Fire (4<sup>th</sup>)  
WIND BREATH (4<sup>th</sup>)  
Airy Water (5<sup>th</sup>)  
Animal Growth (5<sup>th</sup>)  
Cone of Cold (5<sup>th</sup>)  
Distance Distortion (5<sup>th</sup>)  
FORCE SHAPECHANGE (5<sup>th</sup>)  
Hold Monster (5<sup>th</sup>)  
INVULNERABILITY TO NORMAL WEAPONS  
(5<sup>th</sup>)  
Rusting Grasp (5<sup>th</sup>)  
Stone Shape (5<sup>th</sup>)  
Transmute Rock to Mud (5<sup>th</sup>)  
Vile Venom (5<sup>th</sup>)  
Wall of Stone (5<sup>th</sup>)  
Chain Lightning (6<sup>th</sup>)  
Conjure Animals (6<sup>th</sup>)  
Control Weather (6<sup>th</sup>)  
Death Fog (6<sup>th</sup>)  
Lower Water (6<sup>th</sup>)  
Move Earth (6<sup>th</sup>)

Part Water (6<sup>th</sup>)  
Transmute Water to Dust (6<sup>th</sup>)  
Trollish Fortitude (6<sup>th</sup>)  
Charm Plants (7<sup>th</sup>)  
**Malec-keth's Flame Fist** (7<sup>th</sup>)  
Neutralise Gas (7<sup>th</sup>)  
Reverse Gravity (7<sup>th</sup>)  
**Shadow Cat** (7<sup>th</sup>)  
Shadow Walk (7<sup>th</sup>)  
**Suffocate** (7<sup>th</sup>)  
**Abi-Dalzim's Horrid Wilting**  
(8<sup>th</sup>)  
**Airboat** (8<sup>th</sup>)  
Incendiary Cloud (8<sup>th</sup>)  
Mass Charm (8<sup>th</sup>)  
Polymorph Any Object (8<sup>th</sup>)  
Crystalbrittle (9<sup>th</sup>)  
**Elemental Aura** (9<sup>th</sup>)  
Shapechange (9<sup>th</sup>)

### **Nature Magic - Barred**

Alarm (1<sup>st</sup>)  
Armour (1<sup>st</sup>)  
COPY (1<sup>st</sup>)  
CORPSE VISAGE (1<sup>st</sup>)  
Detect Secret Passages and  
Portals (1<sup>st</sup>)  
Dictation (1<sup>st</sup>)  
Erase (1<sup>st</sup>)  
**Fist of Stone** (1<sup>st</sup>)  
Nystul's Magic Aura (1<sup>st</sup>)  
Tenser's Floating Disk (1<sup>st</sup>)  
Wizard Mark (1<sup>st</sup>)  
Deeppockets (2<sup>nd</sup>)  
GHOUL TOUCH (2<sup>nd</sup>)  
ICE KNIFE (2<sup>nd</sup>)  
Knock (2<sup>nd</sup>)  
Magic Mouth (2<sup>nd</sup>)  
Melf's Acid Arrow (2<sup>nd</sup>)  
Wizard Lock (2<sup>nd</sup>)  
Bands of Sirellyn (3<sup>rd</sup>)  
Explosive Runes (3<sup>rd</sup>)  
HOVERING SKULL (3<sup>rd</sup>)  
Illusionary Script (3<sup>rd</sup>)  
INVISIBLE MAIL (3<sup>rd</sup>)  
Item (3<sup>rd</sup>)  
Leomund's Magic Hut (3<sup>rd</sup>)  
Lesser Sign of Sealing (3<sup>rd</sup>)  
**Loirevelm's Creeping Shadow**  
(3<sup>rd</sup>)  
Non-Detection (3<sup>rd</sup>)  
Sepia Snake Sigil (3<sup>rd</sup>)

Solvent of Corrosion (3<sup>rd</sup>)  
**Spirit Armour** (3<sup>rd</sup>)  
Vampiric Touch (3<sup>rd</sup>)  
Contagion (4<sup>th</sup>)  
DUPLICATE (4<sup>th</sup>)  
Leomund's Secure Shelter (4<sup>th</sup>)  
**Mask of Death** (4<sup>th</sup>)  
Minor Creation (4<sup>th</sup>)  
Minor Globe of  
Invulnerability (4<sup>th</sup>)  
Mordenkainen's Force Missiles  
(4<sup>th</sup>)  
Vitriolic Sphere (4<sup>th</sup>)  
Fabricate (5<sup>th</sup>)  
**Khazid's Procurement** (5<sup>th</sup>)  
KNOW VALUE (5<sup>th</sup>)  
Leomund's Hidden Lodge (5<sup>th</sup>)  
Leomund's Secret Chest (5<sup>th</sup>)  
Major Creation (5<sup>th</sup>)  
MORDENKAINEN'S PRIVATE SANCTUM (5<sup>th</sup>)  
MUMMY ROT (5<sup>th</sup>)  
Tenser's Destructive Resonance  
(5<sup>th</sup>)  
**Von Gasik's Refusal** (5<sup>th</sup>)  
Anti-Magic Shell (6<sup>th</sup>)  
BLACKMANTLE (6<sup>th</sup>)  
**Bloodstone's Spectral Steed**  
(6<sup>th</sup>)  
Contingency (6<sup>th</sup>)  
Dimensional Blade (6<sup>th</sup>)  
Greater Sign of Sealing (6<sup>th</sup>)  
Guards and Wards (6<sup>th</sup>)  
**Lorlovelm's Shadowy**  
**Transformation** (6<sup>th</sup>)  
Programmed Illusion (6<sup>th</sup>)  
Superior Magnetism (6<sup>th</sup>)  
**Acid Storm** (7<sup>th</sup>)  
**Bloodstone's Frightful Joining**  
(7<sup>th</sup>)  
Control Undead (7<sup>th</sup>)  
Forcecage (7<sup>th</sup>)  
**Hatch the Stone from the Egg**  
(7<sup>th</sup>)  
Mordenkainen's Magnificent  
Mansion (7<sup>th</sup>)  
Mordenkainen's Sword (7<sup>th</sup>)  
Simulacrum (7<sup>th</sup>)  
Statue (7<sup>th</sup>)  
ZOMBIE DOUBLE (7<sup>th</sup>)  
Clone (8<sup>th</sup>)  
DEFOLIATE (8<sup>th</sup>)  
**Gunther's Kaleidoscopic Strike**  
(8<sup>th</sup>)

Heart of Stone (8<sup>th</sup>)  
**Homunculus Shield** (8<sup>th</sup>)  
Iron Body (8<sup>th</sup>)  
Symbol (8<sup>th</sup>)  
Trap the Soul (8<sup>th</sup>)  
**Chain Contingency** (9<sup>th</sup>)  
**Glorious Transmutation** (9<sup>th</sup>)  
Imprisonment (9<sup>th</sup>)  
Mordenkainen's Disjunction  
(9<sup>th</sup>)  
Sphere of Ultimate Destruction  
(9<sup>th</sup>)  
Succor (9<sup>th</sup>)

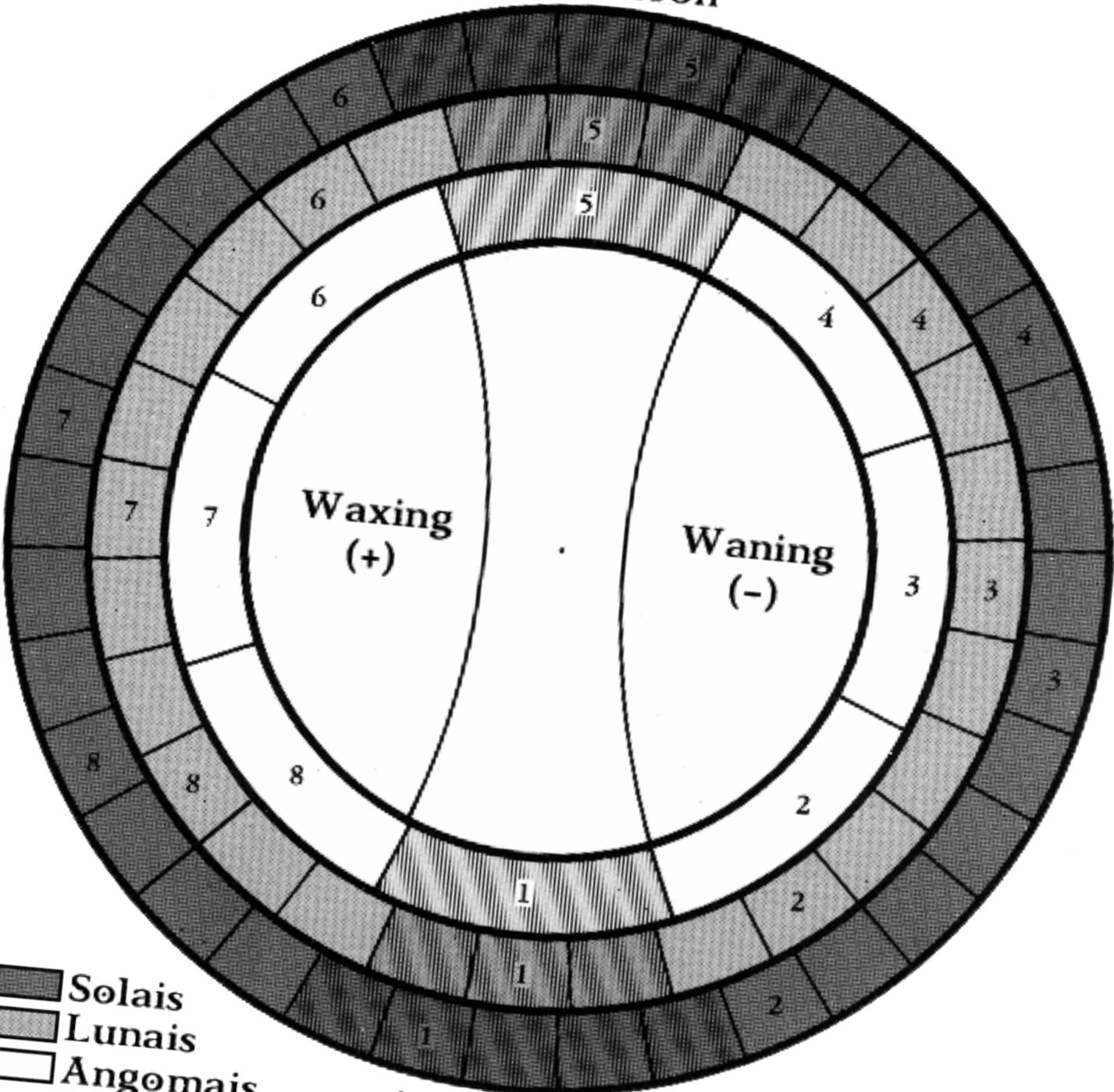
## **Spiritualism**

Cantrip (1<sup>st</sup>)  
Chill Touch (1<sup>st</sup>)  
Detect Phase (1<sup>st</sup>)  
Detect Undead (1<sup>st</sup>)  
DIVINING ROD (1<sup>st</sup>)  
Hypnotism (1<sup>st</sup>)  
Protection from Evil (1<sup>st</sup>)  
Ventriloquism (1<sup>st</sup>)  
DEATH RECALL (2<sup>nd</sup>)  
Detect Evil (2<sup>nd</sup>)  
DETECT LIFE (2<sup>nd</sup>)  
ESP (2<sup>nd</sup>)  
Levitate (2<sup>nd</sup>)  
**Past Life** (2<sup>nd</sup>)  
Scare (2<sup>nd</sup>)  
Clairaudience (3<sup>rd</sup>)  
Clairvoyance (3<sup>rd</sup>)  
DELAY DEATH (3<sup>rd</sup>)  
Hold Undead (3<sup>rd</sup>)  
IRON MIND (3<sup>rd</sup>)  
**Lorlovelm's Creeping Shadow**  
(3<sup>rd</sup>)  
Protection from Evil, 10'  
radius (3<sup>rd</sup>)  
**Spirit Armour** (3<sup>rd</sup>)  
Tongues (3<sup>rd</sup>)  
Fear (4<sup>th</sup>)  
Lesser Geas (4<sup>th</sup>)  
Magic Mirror (4<sup>th</sup>)  
Psychic Protection (4<sup>th</sup>)  
Remove Curse (4<sup>th</sup>)  
Contact Other Plane (5<sup>th</sup>)  
Dismissal (5<sup>th</sup>)  
Dream (5<sup>th</sup>)  
**Lower Resistance** (5<sup>th</sup>)  
Magic Jar (5<sup>th</sup>)  
**Mind Fog** (5<sup>th</sup>)

Mordenkainen's Faithful Hound  
(5<sup>th</sup>)  
Sending (5<sup>th</sup>)  
Telekinesis (5<sup>th</sup>)  
DEAD MAN'S EYES (6<sup>th</sup>)  
Ensnarement (6<sup>th</sup>)  
Etherealness (6<sup>th</sup>)  
Geas (6<sup>th</sup>)  
Legend Lore (6<sup>th</sup>)  
Reincarnation (6<sup>th</sup>)  
True Seeing (6<sup>th</sup>)  
Banishment (7<sup>th</sup>)

**Bloodstone's Frightful Joining**  
(7<sup>th</sup>)  
Control Undead (7<sup>th</sup>)  
Descent into Madness (7<sup>th</sup>)  
Vision (7<sup>th</sup>)  
Binding (8<sup>th</sup>)  
FEAR WARD (8<sup>th</sup>)  
Mind Blank (8<sup>th</sup>)  
Trap the Soul (8<sup>th</sup>)  
Astral Spell (9<sup>th</sup>)  
Foresight (9<sup>th</sup>)  
**Wail of the Banshee** (9<sup>th</sup>)

Full Moon



Solais  
Lunais  
Angomais

New Moon