

Age of Storms Campaign Setting

Aaron Jezovit

This d20™ System game utilizes mechanics developed for the new Dungeons and Dragons® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

The Age of Storms is the fourth Age of the world called Eon. It takes place almost a century after the devastating Parsetan wars. It follows the Age of Magic, where Eon saw the development and spread of magic around the world. The Age of Magic saw magic become less elite, people of all walks of life can learn some magic, even some were born with it. This was caused by the release of magic from the control of Four Titans by a group of adventures at the end of the Age of Wars. A powerful wizard wanted to become the new god of magic, controlling it for himself, and thus tricked a courageous group of adventures into going to an alternate dimension, where the Titans existed, and controlled magic. When the adventurers killed the Titans, the wizard stole control of magic. The adventurers thwarted his plan by killing him, and bringing down the dimension, freeing magic into Eon. Since then magic has been an inseparable part of Eon. It has saturated itself into some people, making magic come naturally to them. It is still studied, but since then is more flexible, and wizards have become more creative.

During the Age of Magic, Parseta was angry at the fact that magic was so free and open. They preferred the time when it was an elite skill, used only by those intelligent and skilled enough to use it. They plotted to bring magic down to its knees, and restore magic to an elite status. Parseta was a large continent that minded its own affairs. It was a largely elven population, prized by the entire world for its skills in the arts. They launched an attack against the two strongest empires in Eon, Avalon and Doma.

A massive fleet left Parsetan and landed on the Avalon and Doma continents and conquered most of the continents. They destroyed the Avalon Empire, the strongest and most powerful empire since the Age of Wars. But, before the Parsetans could completely destroy the slightly less powerful Doman army, a massive storm hit the continents, drenching everything in a four-year long rain.

It is during this, the greatest storm ever known, the people of Eon learn that one of the most loved gods has disappeared. Alta, Goddess of Water does not answer prayers, nor does she give her power to her clerics any longer. The seas grow rough. Communication between the continents is cut off, as the seas rage for almost thirty years. During that time, the continents change shape, land that was once under water, is now dry. Islands are now part of the mainland. Rivers swell and change their course.

Eventually the storms die down to normalcy. The sea begins to calm, but the people never trust it without Alta's guidance. People begin to start their

lives again. The peoples of the Avalon and Doma continents find they are now living on the same continent, and begin to battle over who has right to what land. Territories form, alliances are forged, new empires spring up, most notably is Tayra: the territory ruled by the survivors of the Parsetan invasion, who decide to stay and influence the continent.

The weather has calmed somewhat since the Four Year Storm. There is still more rain and snow than before, in the more calm ages. Nevertheless, storms still rage on the Great Continent. There were wars between the once friendly nations under the Avalon and Doma empires. The wars eventually divide the two empires into different territories, each clinging to different ideals and values. They have reached an understanding, tolerance, or stalemate, with their neighbors. Yet tension is high. The dwarves of Dwargard jealously guard their territory, not allowing anyone enter. Tayra is an ever watchful eye for magic. Trian is concerned with keeping itself away from any one else. Each territory is balanced between another, any movement will cause another storm.

The characters will be dropped, harshly into this world. Age of Storms is a unforgiving world of intrigue, adventure, and mystery. Any character may be called to act in a variety of ways, from simple exploration of a pre-Age of Storms site, protecting a noble while they travel back to their home territory, or even as a spy for another territory.

Age of Storms will test players and characters alike. It is a world that will sweep up weak characters like a strong wind, and break them. A DM has to continually challenge the characters, their lives are at constant risk. Simple travel is dangerous, if the characters cross the path of the wrong people, or enter the wrong territory.

This book outlines the basic races and classes of the Great Continent during the Age of Storms. The information within will describe how each race and class fits into the history and territories of this world. There is detailed descriptions of each territory and its place in the world. A character needs to have a history to fit into this campaign. Her home territory is as important to her as her patron god, and like every campaign in Eon, one's god is the most important aspect of oneself.

Chapter 1: Races

After Eon, the Creator sacrificed his body so others can live, the gods decided to pay tribute by creating a race of beings in the likeness of Eon. The first races made were the elves, followed by the dwarves, and gnomes. The gods were never able to properly recreate Eon. Then, Madras, the god who suggested the recreation, used aspects of each other race to create the humans. All the gods agreed that this creation was the closest to Eon. Nevertheless, the gods did not want to stop creating life. They all made beings afterwards, but these four were considered the first, and are called the Four Races of Eon. The world is filled with various races other than the Four Races of Eon. The gods did not stop creating races after the four were made. Some gods wanted to make a special mark on the world.

The races described in this book are, for the most part, variants to those found in the *Player's Handbook*. A description of the races and their role in Eon is given first, to differentiate them from the core races in the *Player's Handbook*. The races are somewhat different in many ways. However, there are new races to those found in the *Player's Handbook*. The low-elves are a new subclass of the elves who have shunned civilized life, and developed psionic powers. The frogmen are a loyal and honourable race that resemble frogs walking on two legs.

Table 1–1: Racial Abilities

Race	Ability Adjustment	Favoured Class
Dwarf	+2 Constitution, -2 Charisma	Fighter or Cleric
High-Elf	+2 Dexterity, -2 Constitution	Cleric or Wizard
Wood-Elf	+2 Dexterity, -2 Constitution, -2 Charisma	Ranger
Low-Elf	+2 Dexterity, -2 Intelligence, -2 Charisma, (+2 Strength)	Barbarian or Psion
Frogman	+4 Dexterity, -2 Strength, -2 Constitution, -2 Charisma	Fighter
Gnome	+2 Intelligence, -2 Wisdom	Rogue
Hairfoot	+2 Dexterity, -2 Strength	Rogue
Tallfellow	+2 Dexterity, -2 Strength	Bard

Humans

Humans were created by Madras in his attempt to recreate Eon. They were his perfect rendering, working out the faults of the previous attempts by other gods. But, the humans are often looked down upon by the other races. Humans are often viewed as stubborn, discontent, impatient and restless. They are prone to make quick decisions that the other, more patient races view as ill-informed. Worst of all, humans tend to have to try something in order to learn about it. But, this is what makes humans so important. Their curiosity, resilience and imagination allow them to recover from any situation their nearsightedness may throw at them. They are flexible, being able to learn quickly, and to adapt to many situations and environments.

Humans are industrious and imaginative. They have brought forth more technology than was expected of them. Their desire for control has brought about many beautiful and long standing empires. But, it has also brought terrible wars as well. Many humans desire power, and fall into evil ways in order to claim it.

Humans are the most prone race of Eon to become evil or chaotic. For humanity, it is a choice, whether or not to be evil, or good, lawful or chaotic. This question is much more important for a human, as it is so easy for them to become either.

Human Racial Traits

Humans have all the racial traits listed in Chapter 2 of the *Player's Handbook*.

Dwarves

Dwarves are best known for their skills under the earth, and next to the forge. They are miners, and smiths, removing the best metals from the earth, and forging glorious weapons. They are also known for their tough demeanor, and physical prowess. They have an innate resistance to psionics and magic. They stand firm on any decision they make. Their stubbornness has given them a fearful reputation across the continent.

The dwarves are generally like those described in the *Player's Handbook*. They live underground, where they forge wonderfully beautiful works of art. They mine for metals and gems, and when they are not working, they laugh heartily over a few ales with friends. A Dwarf is fond of a good laugh, but only share this lighter side with those they have built a strong trust. Dwarves are loyal friends, who stay true to the end. However, many people quickly learn not to cross a dwarf.

Between the two territories of the dwarves, though, there are some cultural differences. The dwarves of Dwargard feel that magic is an abomination,

and work actively against it. They also fear psionics. They have an alliance with Tayra, who also shares the dwarves view of magic and psionics.

The Heirgraffian dwarves also dislike magic and psionics, but not as fervently as the Dwargard dwarves. Heirgraffian dwarves have not openly attacked magic users or psions. Their passion lies with the gods, as much as with the earth.

Relations: Dwarves are close knit with the gnomes of Eon. Many gnomes live within the massive underground cities the dwarves have built. However, most gnomes would rather have fresh air, and set up cities on the surface, near a dwarven settlement. Dwarves consider themselves the protectors of the halflings, especially the dwarves of Dwargard. As the dwarves understand it, Nevis created the halflings and left them in the hands of the dwarves to care for. Dwarves are more forgiving to a halfling than to any other class. Humans can create strong relationships with dwarves, but dwarves prefer to forge long lasting friendships, that many humans are incapable of pursuing. Nevertheless a single dwarf may befriend a family of humans, knowing and trusting many generations. The dwarves and elves, however, have little in common. While both love music and the arts, they are so drastically different. Dwarves view elves as fickle wanderers, who do not understand how to have fun, and are always thinking of something other than what is actually going on presently. Dwarves prefer to act in the now, learning from experience instead of from a book.

Alignment: Dwarves are very lawful people, following their societies codes of conduct, as such, they are rarely chaotic. They range as broadly as humans between good and evil.

Dwarven Lands: The dwarves have become divided between the two territories of Dwargard and Heirgraaf. Dwargard has closed their borders to everyone except traders and their allies of Tayra to the south. They strongly dislike magic and psionics, and actively fight against it. They commonly have outposts along their borders, keeping a weary eye on their neighbors.

Heirgraaf acts in a similar way. Although their borders are open for any who wish to travel to the Shrine of Life, they are very suspicious of all outsiders. Any pilgrimage to the Shrine of Life is guided with a watchful dwarven escort. Heirgraaf trades with anyone they can, but prefer to send their own traders, than receive others.

Religion: Dwarves are very a religious race. They worship Nevis above all else. They believe Nevis to be their creator and teacher. Nevis taught the Dwarves about the earth and how to create wondrous items from it. Because this art is what the Dwarvish world is based on, Nevis is credited also with the

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creation of the Dwarvish civilization. Nevertheless, the Dwarves still respect Madras as the life giver of the people of Eon, and a lawful paragon. Dwarves also worship Dakar, using his fire to forge weapons of great prowess. Dwarves dislike the chaos of Tycho, Pune, preferring to worship more lawful gods.

The dwarves of Heirgraaf have a much stronger respect to Life than the other gods (except Nevis). To the dwarves of Heirgraaf, the gods are as important (if not more important in some cases) as the earth they mine.

Language: Dwarven is a language that is believed to have been created by Nevis, specifically for the dwarves. Dwarven is a gruff language that is full of long, harsh sounding words. It has changed very little in its entire existence. Because of the old language, dwarvish is a very respectful and eloquent language filled with a variety of compliments. Just as dwarvish is filled with compliments, it is also filled with a wide range of insults that dwarves throw at their enemies. Every dwarf learns dwarvish, and if they desire to learn another language (as many do), they usually bring a certain politeness to each language they learn.

Adventures: Many dwarves desire to remain in their home lands, defending it to the death from invasion, or infiltration by wizards or psions. Many Heirgraaf dwarves leave on spiritual journeys.

Dwarf Racial Traits

As described in Chapter 2 of the *Player's Handbook* with the following exceptions:

- +2 racial bonus vs. any effect from alcohol. Dwarves have a strong constitution and drink often.
- +2 racial bonus vs. psionic powers and effects from their stubborn and resistant minds
- Languages: Common and Dwarvish
- Favoured Class: Fighter (Dwargard), Cleric (Heirgraaf)

Elves

Elves were the first race to be created. They were gifted with long life, and a wonder about the world. They are always curious about the working of the world, and spend many years studying things to get more acquainted with it.

The elves in the World of Eon are much different from those described in the *Player's Handbook*. They do not spend time in the woods. They instead have kingdoms and lands much like the humans. They are natural scientists, learning all they can about the world. Over time, they have split into different sub-races, each one taking a different view on life. All elves have many things in common. All elves have immeasurable patience that most races find frustrating. All elves have

a natural curiosity about the world. Most notably, every elf has an aura of grace and a presence that cannot go unnoticed. Elves are very beautiful, with striking features that seem to be chisled from the most beautiful stone in existence. Their chisled features have captured the hearts of many.

High Elves

Clinging to the idea that they were first to be made, the high-elves believe that they are better than most. Anything a high elf does, is done the best way that can be done. Even after the wars of the last age, the high elves retain this trait. They have fallen in the war, but not in life. They have been able to rebuild and regain their power and prestige even after the war.

High elves prefer the company of other high elves. They believe that only another high-elf can truly understand them. Their long life time have given the high elves patience that can annoy anyone. They prefer to study the large picture in life, ignoring the small things. However they are wonderful artists, taking the time in their lives to learn a variety of skills, the more difficult, the better. Whatever an elf does, they do it slowly, and they do it right. High elves love to work on art, writing beautiful ballads, paintings, sculptures or the such. Other high elves spend their time learnign all they can about the world. These scientists are world renowned and often teach all they have learnt to others, mainly other high elves.

Like all elves, high elves tend to be shorter than humans, and slim. They are very quick, but frail. High elves tend to have fair hair colours, light brown, and blonde predominantly. Their eyes are almost always light: light green, blue and gray. They have angular faces, usually coming to sharp points. Their ears are pointed, they have longer faces than humans, and their eyes slant downwards slightly.

Relations: They consider themselves above all other races. They think humans never think about their actions, acting in quick bursts trying to make the world better for themselves only; which usually ends up making the world worse in the end. They think dwarves are too serious. They criticize the dwarvish way of life; the two never seem to be able to get along. Gnomes and elves have had a friendly past, but their relations with the dwarves, and seeming alignment with them have made them fall out of favour with the high elves. They look down upon the halflings, believing they are too childish. High elves feel that halflings never take enough responsibility for their place in the world. High elves are very suspicious of all orcs, and rarely talk to them, half bred or not. They believe themselves to be the only pure elves, the others are offshoots of the high elves. Thus, all other elves are all subordinate to them. The high elves respect the actions of the wood elves and

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consider them the closest to perfection. They believe that the wood elves should focus their defence more on the entire world, not just the forests. High elves especially dislike the low elves who they see as a dark stain in the elven race. They shun the perfection they are capable of, and most importantly, choose to live like savages. High elves pity the half-elves, for being half human. Some high elves bring half-elves into their lives and train them to understand and respect the high elven way of life.

Alignment: High Elves love freedom, self-expression and fairness. They respect laws, but never try to control populations. They are more chaotic than most, but always have a tinge of good, even while evil.

High Elven Lands: The highest population of high elves is in Tayra, and are from the Parsetan continent originally. The rest of the 'native' high elves are found in Trian, Faeress and Esane, appearing in most populated to least. The elves in Trian have their own self-contained government and have closed their borders to outsiders. The high elves that populate Faeress and Esane are much more welcoming of change, realizing that the people of the Great Continent must stay together, instead of be apart.

Religion: High elves hold life above all Gods. They respect life's intelligence, and follow Her doctrine the most. Secondly they hold Lyon; whom in ancient days the Elves went to and asked to create the lights in the sky.

Language: The High elven tongue is a very close, even after thousands of years, to the original elvish language. It is long and melodic, taking effort to describe what the speaker is talking about. It reflects the High-Elvish patience, and attention to detail.

Adventures: High elves rarely leave their home territories, preferring to remain in them with their own kind, protecting it from outside corruption. Although in recent years, the Faeress and Esane populations of high elves have become more active, going out into the world. They 'tolerate' the other races, teaching them of their beliefs, and way of lives (the Esane believe in protecting the arcane and psionic, the Faeressians believe in a return to adiv faith). Even when they do travel, they do so with other high elves, only reluctantly with others.

High Elven Traits

As described in the *Player's Handbook* under the base race Elf, with the following changes:

- Instead of immunity, high elves gain a +2 racial saving throw bonus against Enchantment and sleep type spells and effects, due to their mind training. High elves require sleep, just like every other race.
- Languages: Common and High Elven.

Low Elves

Denouncing the idea that elves are better than anyone else, the low elves believe that they are just as privileged as everyone else in the world.

Personality: The low elves are the least populous sub-race of the elven race. They have become barbarians in revolt to the arrogance of the high elves and have accepted the name low elves. They are nomadic people, and are looked upon as savage by the higher standing elven people. However, low elves are not savage, but their traditions have made others believe they are. Low elves are opposed to civilization, but not enough to mass a revolt; they dislike it enough not to partake in it. They try to stay out of the matters of the civilized races. They have a very simple tribal structure that resembles the structures found in packs of animals. They can create excellent stone weapons, and are wonderful archers. They still, occasionally, get lost in thought about the heavens like their brethren, and some Low Elves are known for their artistry, even in such an anti-civilized culture.

Physical Description: The low elves are of average height for elves, but are much more physically built than the average elf. Their hair and eyes range through the normal elven colours, but tend to be darker.

Relations: Since their involvement in the wars of the past Age, the low elves have been forced to remain on the Great Continent. They reside in the northern reaches, in Hildica, their territory. They do not relate very well with the other territories around them. They occasionally trade with Trian and Everanta. They prefer to remain to themselves, nomadically traversing the tundra. They have a good relationship with some humans who have given up their old ways of life to join, and learn from them. Anyone else is looked at as too arrogant.

Alignment: Low elves tend towards chaos and neutrality. They retain a good tendency. Most low elves are chaotic neutral, neutral good, or chaotic good.

Religion: The Low elves are a very religious people. They love Ife, Lyon and Pune. And some of them also worship Tycho for his usage of chaos. But no low elf would ever go as far as to call Tycho their main god of worship.

Language: Their language can be described as a mockery of the high elvish tongue. It came from the same alphabet, but contains vulgar slang and colloquiums understood by only low elves. In this sense, the language is made much quicker than its ancestor. A high elf listening to low elvish would be offended almost immediately.

Adventures: Low elves, in a sense, are on a constant adventure traveling the northern tundra for Age of Storms Campaign Setting

food. But, they rarely care for what goes out outside their tribe. In some cases, psionic low elves leave the tribe, hoping to find a way to increase their psionic powers. Others leave hoping to find a different life outside the Hildica tundra.

Low Elf Traits

- +2 Dexterity, -2 Intelligence, -2 Charisma, (+2 Strength)
- Medium-Size
- Base Speed: 35 feet. When wearing Medium or Heavy armour, or encumbered, the base speed is reduced to 20 feet.
- Low-light Vision: Low elves can see 1.5X as far as humans in starlight, moonlight, torch light and similar conditions of poor light. They retain the ability to distinguish colour and detail under these conditions.
- Proficient with shortbows and longbows, as well as the hand axe and the battle axe. Low elves have spent years with these weapons, and are very familiar with them.
- +2 racial bonus on Move Silently Listen, Search and Spot checks. They can detect things better than the normal humanoid due to their heightened senses.
- Bonus Feat: A Player choosing to be a low elf has the choice of gaining one of two Bonus Feats at Character Creation. As the low elves are becoming more and more independent from the elven race, they are evolving, and have become the first 'awakened' race of Eon. Thus, the first Bonus Feat they may take is the Hidden Talent Feat as described in the Feats section of this book..

To reflect their self-imposed exile to harsh climates, the second Bonus Feat is the Endurance Feat, as described in the *Player's Handbook*. If the player chooses the Endurance Feat, they also gain +2 to their Survival checks in cold weather.

As a final option, the player can choose not to take a bonus feat, and instead be awarded +2 Strength.

- Languages: Common and Low elven.
- Favoured Class: Because of the difference in the two low elves due to their bonus feat, the low elf has two different Favoured Classes. If the Player chooses Endurance as their bonus feat, or chooses to take the +2 Strength, the Favoured Class is Barbarian. If the Player chooses the Hidden Talent as their bonus feat, Psion becomes their Favoured Class.

Wood Elves

The wood elves believe that no one is taking any initiative to protect nature. They believe that they were created to be protectors of the world, especially its most natural state: the forests.

Personality: The wood elves have become angered with the way the world has been treated in the past and have taken it upon themselves to withdraw to the forests and protect them. They are isolationists, and are very weary of all who enter their territory. They love the wilderness more than anything on the world, their arts and way of life reflect that. They enjoy the 'finer' sides to life more than the high elves, but are extremely serious about the protection of the forests. They dislike outsiders, and are very careful about making friends, even with other elves. Like high elves, their love of all types of art is very predominant in their lives. They love to sing as much as they enjoy the hunt. They build very elegant weapons, cities and artifacts. They still enjoy to look to the skies like their high elf brethren, usually building specific houses in their cities to see the lights of the night sky.

Physical Description: They are physically built like all other elves, just they usually have darker skin, and darker hair and eyes that reflect their time in the forests.

Relations: Similar to the high elves, but they dislike humans more, thinking they are the source of all damage done to the world. They respect the halflings, and the care they put into the land they work. They dislike the dwarves with a passion, thinking they are looking into the wrong part of the world, doing nothing to save it in the mountains. They think the high elves and gray elves are too arrogant, but respect their intelligence. They look down upon the low elves almost as much as the high elves do.

Alignment: wood elves ignore all laws, except the law of nature, and thus are most often Chaotic. They are almost always good.

Wood Elf Lands: The number of wood elves have fallen drastically since the end of the last age. And as such, there are only small communities in the Great Continent that are controlled by the wood elves. The largest, is a territory exclusively controlled by the wood elves, Hemsadalen. They are isolationists, allowing only trade to pass through their borders, preferring many of the races to stay away from their lands. There are wood elves in Trian, who are less isolationists than those in Hemsadalen. They play an active role in the Trian defense, protecting the western lands. They also have some political power in Quinar. The only other wood elf forest is the Ravenswood Forest in Tayra territory. These wood elves are the least isolationist of the wood elves on the Great Continent. They still dislike people entering

their forest, but play a much more active role outside their forests. Of course, they are very biased against magic and psionics. Most wood elves rarely leave their home forest.

Religion: They revere Epris above all else, and highly respect Lyon and Ife.

Language: The wood elf language is based on the very old Sylvan language, as well as ancient elven. The mixing of these two has made wood-elvish to sound very melodious. Because of its origin in Sylvan, it can be understood, slightly, by many intelligent woodland creatures, as well as high elves. Of course, through the many years it has been spoken, the language has evolved into something somewhat different from both its roots.

Adventures: Wood elves tend to remain in their forests, vowing to protect it for their entire life. Of course, this does not always prove the case. The wood elves have a very strict law system, and in some cases wood elves are ejected from the society for various reasons ranging from failure to adhere to certain rules, to a failure to protect the forest, etc. These rogue wood elves are not allowed to enter the forest again, under pain of death. This is the root of many traveling wood elves.

On the other hand, some wood elves leave their home forests for personal reasons, or are even sent on specific quests outside the forest, or even the borders.

Wood Elven Traits

- +2 Dexterity, -2 Constitution, -2 Charisma
- Medium-Size
- Base Speed: 30 feet
- +2 racial saving throw bonus against Enchantment and *sleep* type spells and effects, due to their mental training
- Low-light Vision: Wood elves can see twice as far as humans in starlight, moonlight, torch light and similar conditions of poor light. They retain the ability to distinguish colour and detail under these conditions.
- Proficient with short bows and long bows (including composite bows). Elves have spent years with these weapons, and are very familiar with them.
- +2 racial bonus on Listen and Spot checks. They can detect things better than the normal humanoid due to their heightened senses.
- +2 racial bonus on Hide checks in the woods. They naturally hide well in their home.
- +1 racial bonus on Knowledge (Nature) and Survival checks. At home in the forests, Wood elves are taught many ways of surviving in harsh conditions.
- Half the movement penalty in the woods.
- Languages: Common and Wood-Elven.
- Favoured Class: Ranger.

Frogmen

The frogmen have been living in hiding in the last Age, and finally emerged into the world at the beginning of the Age of Storms. They are a very loyal, proud and honourable race.

Personality: Frogmen are very a very loyal and honourable race of warriors. Since the end of the last Age, the frogmen have developed into a formidable race. They hold promises as dear as oaths to gods, following their word as law. Their society is run on this basis of honour. A frogman believes a lie is the greatest insult a person could receive. They are valiant warriors, who uphold their honour bound laws of combat. Outside of honour and valour, frogmen are a kind, gentle people, who have large hearts, caring for all around them.

Physical Description: Frog men look like a cross between man and frog. They stand only 3-4 feet tall and upright. They have eyes on top of their heads, that act as any amphibious eyes. They have a greenish skin tone that ranges from bright green to light brown. They have thin frames, but strong bodies.

Relations: The number of frogmen have risen after the wars, and as such, they populate the large jungle in the south of Esane. They hold political power in Esane, although it is ruled mostly by elves. They do not openly dislike any territory, rather want a peace with them. Nevertheless, they will go to war with anyone who openly lies to them, deceives them, or oppresses them, as they have a strong belief for valour and proper judgment.

Alignment: Frogmen are almost always Lawful Good. Their strong moral beliefs push them to become Lawful Good as they uphold their societies laws above everything else. Although some frogmen are not lawful, they are never evil. They do sometimes become Chaotic good, or lawful good. They are rarely true neutral.

Religion: Frogmen are religiously devout and worship Madras and Tallin above all. But they also give thanks yearly to St. Cracker and St. Layton, the two men believed to have saved the Frogmen from extinction many Ages ago.

Frogman Lands: The frogmen live in the Esfayon Forest in the southern regions of Esane. The damp forest is a perfect habitat for the frogmen. They live in peaceful coexistence with the elves of Esane, protecting their lands, as well as lending a hand in economic and political realms.

Language: The frogman language, of course, is based on the noises of a frog. It contains many clicks and rolling of the tongue. Many people have tried to learn the language, and have little success. As the frogmen say, 'humans and elves have valiantly tried,

and we understand them, but in the end, they will never sound like one of us'.

Adventure: Nothing is of higher prestige to a frogman than having the chance to defend their beliefs. This has caused many frogmen to join the Esane Defense Force, defending the borders of Esane. Many other frogmen have joined with the wizards and psions of the territory and lending their physical prowess as defense for their travels. Because of their high respect for honour and valour, a frogman is highly prized as a friend and traveler.

Frogman Traits

- +4 Dexterity, -2 Strength, -2 Constitution, -2 Charisma
- Small: As small creatures, frogmen gain a +1 size bonus to Armour Class, a +1 size bonus to attack rolls, and a +4 size bonus on hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of medium-sized characters.
- Frogman base speed on land is 20 feet. They also have a swim speed of 30 feet. Frogmen can move their listed speeds without making a swim check. If a swim check is required, they get a +8 racial bonus to that roll.
- +4 racial bonus on Jump checks
- +2 racial bonus on Tumble checks
- Can breath underwater for 10 minutes at a time before having to come up for air. Due to their eyes, they can also see underwater as well as they would above.
- Tongue Grab (Ex): one time per day per character level, a Frogman can initiate a tongue grab. A tongue grab works like a disarm attempt (see page 155 of the *Player's Handbook*) with the following changes: In order to initiate the tongue grab, the frogman must make a ranged touch attack against their opponent. The ranged touch attack, provokes an attack of opportunity. The tongue grab is not considered an unarmed attack, so the frogman does not take a -4 penalty. In addition, the frogman cannot hold onto the disarmed item if he wins. He can hold onto the item, if he is victorious, if he has an empty hand. Otherwise, the disarmed item falls to the floor at the frogman's feet.
- Languages: Common and Frogman.
- Favoured class: Fighter

Gnomes

Gnomes are geniuses, practicing the arts of technology better than any other race. They are capable of building contraptions never dreamed before, if the technology survives its first few uses. Their inventive and curious nature makes them some of the most imaginative people out there. Their loyalties lie with the dwarven lands, and their smarts are used to fight off the psionic and arcane movements.

Personality: Once considered the friendliest of the races, they have become defensive, and standoffish. Gnomes have changed the most since the end of the last Age. They are reflecting the lives of the dwarves more, living in their cities, and acting as the dwarves economical backbone. They offer their help to the dwarves the most, greatly assisting their political power. Nevertheless, they still remain the curious peoples they always have been. Their curiosity has turned to the dwarvish interests of withholding magical and psionic powers, and increasing more divine awareness. Their pranks are still pulled, but mostly on other gnomes, not the ever serious dwarves as much. The gnomes have become much more reserved than their ancestors.

Physical Description: Gnomes are usually three to three and a half feet tall. Their hair is usually any shade of brown, black, blonde or red. And these colours usually go for their eyes as well. Gnomes enjoy to decorate their flamboyant clothes with jewelry, trying to look as important as they can. Occasionally, gnomes have piercing and tattoos, in an attempt to increase their importance.

Relations: As mentioned above, the gnomish people have almost been assimilated by the dwarvish monarchies. In return the gnomes have given them many technological advances, as well as economic power in their circles. They share the same basis for relations with other races as the dwarves. They dislike elves because of their odd behaviour. Gnomes consider elves to be unwise, looking in the wrong places for the secrets of life. One thing they do like about the elves is their love for fine art, and the price they will pay of said art. They enjoy the company of some humans, gladly taking advantage of their naivety in some realms. They generally like the company of people they can impress, make money off of, or generally 'use'. In general terms, they are always suspicious of people larger than themselves, trusting smaller people before larger ones.

Alignment: Gnomes are generally chaotic. Not enough to anger their dwarven brethren, but enough to do whatever they want to do. In some cases, gnomes are lawful evil, abiding to the dwarven (or whomever) laws, but moving within them to obtain

their own desires. As much as they are chaotic, and evil, a gnome would never be chaotic evil, preferring to be on the side of good (or more commonly themselves) than evil.

Gnomish Lands: Gnomes share lands with the dwarves. They live in the plains surrounding the mountains the dwarves mine in. They act as the economic backbone for dwarvish society, farming the lands, and trading with others. Some gnomes live in Tayra, lending their abilities to the government there, ensuring that the anti-magic and anti-psionic movements remain on top.

Religion: Most gnomes at least understand the importance of life in their day to day lives. No god is more important to them, allowing them to think above the other races, and come up with various technologies that make them famous. Beyond that, they respect (and somewhat fear), the chaotic natures of Pune and Tycho. They prefer Pune when chaotic, fearing the evil tendencies of Tycho. They revere Nevis as a giver. They also respect Madras. Gnomes are deeply religious, often claiming fealty to one god, no matter their class. They pray to this god as much as a cleric would, and take deep offense to anyone to does not share an acceptable level of respect to that god.

Language: The gnomish language is derived from all sorts of sources, ranging from dwarven (its greatest contributor) to elvish. It is essentially a hodgepodge of archaic languages, altered into its common day form. Through the ages, the language has become unrecognizable (with the exception of a few phrases) to its contributors.

Adventures: Most gnomes are content to remain in their home city and invent various items all their lives. Others prefer to remain working for the betterment of the societies they live in, producing anti-magic and psionic items. They often travel though, inspecting other lands to sate their own innate curiosity. On most occasions a gnome takes a 'holiday' from their daily work to go off and find different ways of doing things, or different jewels for their clothes.

Gnome Racial Traits

- +2 Intelligence, -2 Wisdom: Although gnomes strive for knowledge, this usually gets them caught up in some bad situations that could have been easily avoided with some common sense.
- Small: As Small creatures, gnomes gain a +1 size bonus to Armour Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they are restricted to use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium sized creatures.
- Gnome base speed is 20 feet.

- +2 to Craft checks: due to their love of creations, they can create anything with a natural flair.
- Low-Light Vision: A gnome can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish colour and detail under these conditions.
- +2 racial bonus on Listen and Spot checks: Gnomes have very sharp senses.
- +2 racial bonus on saving throws against Illusions: gnomes have a hereditary defense against illusions.
- +2 racial bonus on Knowledge (architecture and engineering) skill checks: they spend time as children learning how to build things.
- +4 dodge bonus against Giants: Gnomes are usually in the mountains and find themselves fighting Giants quite often.
- Languages: Common and Gnomish.
- Favoured Class: Rogue. Through the Rogue class gnomes have access to more training and skills than any other class.

Half-Elves

The inevitable union of man and elf created this race. As the human commonly find elves extremely beautiful, it is not uncommon for some elves to fall for humans. Sadly, as short a human life is, the only legacy left from the short lives marriage is the half-elf. Half-elves have created a whole separate sub-society for themselves. They are not human enough to be considered human, and not elvish enough to become an elf. They are in racial limbo.

Personality: The personality of a half-elf ranges from the calm demeanor of the elf, to the curious, short tempered reactionary demeanor of the human. Most common is the precarious balance between the two, but that is most difficult to hold.

Physical Description: To humans, half-elves look like elves, and to elves, they look like humans. half-elf height ranges from 5 to 6 feet tall. They weight about 100 to 180 pounds. They look much more refined, paler, and more graceful than their human counterparts, but still lack the full elven look.

Half-Elven Lands: Although not officially part of any culture, the half-elves are a part of any culture where intermingling with humans and elves can exist. They primarily exist in Hildica (low-elves) Esane, Everard and Faeress. Of course, they never are able to get the respect they feel they deserve from their elvish or human counterparts, and often take to a life of traveling.

Religion: Half-elves, often turn to religion to find meaning. They often worship the chaotic gods, Pune and Tycho, embracing the chaos in their lives. They also worship Ife, hoping to find answers. Many also

worship Lyon, hoping for good travels.

Language: A difficult subject for half-elves, they feel the need to fit into both cultures, they attempt to learn both elvish and common. Occasionally, they only learn one, depending on their circumstances.

Adventures: One of the more common adventuring races, Half-elves tend to have a desire to live life the way they want it. Often shunned by both sides of their heritage, the half-elf often looks to the world for their own answers.

Half-Elven Racial Traits

As described in Chapter 2 of the *Player's Handbook*, with the following exception:

instead of immunity to *sleep* and similar magical effects, Half-Elves gain a +2 bonus on their saving throws against *sleep* and similar magical effects. Half-Elves may also choose their bonus language, in addition to Common.

Half-Orc

With the orcish tribes not having their own lands to live, they commonly raid cities everywhere. In these raids unspeakable deeds are usually accomplished, and some people are cursed with fate crueler than death. In some rare cases, women who are raped by pillaging orcs give birth to a half-breed. These half-breeds are either kept by their mother, or sent away, finding life with the orcish bands.

Personality: Half-orcs are generally short-tempered and sullen. They commonly act before they think, and would rather fight than talk. There are some half-orcs who are civilized enough to be contributing members of society, and keep their temper under wraps.

They enjoy the simple pleasures of life, be it, eating, drinking, singing, dancing or the sort. Don't expect anything profound from the half-orc though.

Physical Description: Half-orcs stand between 6 and 7 feet tall, and usually weight between 180 and 250 pounds. A half-orc's grayish pigmentation, sloping forehead, jutting jaw, prominent teeth, and coarse body hair makes their lineage plain for all to see.

Orcs like scars. They regard battle scars as tokens of pride and ornamental scars as things of beauty. Any half-orc who has lived among or near orcs has scars, whether they are marks of shame indicating servitude and identifying a half-orc's former owner, or marks of pride recounting conquests and high status. Such a half-orc living among humans may either display or hide his scars, depending on his attitude towards them.

Relations: Half-orcs have a hard time fitting in anywhere. Many of the races of the Great Continent are sworn enemies of the orcs, and dislike their

offspring just as much. Yet, in some circles they are accepted by a few of the softhearted (such as their human mother). Each half-orc has to find a way for the society to accept them in his/her own way. Be it, conforming to the human way of life, or fleeing to their orc cousins. Either way, half-orcs cannot fit in without some sort of compromise.

Alignment: Half-orcs inherit a tendency towards chaos from their orc parents, but, like their human parents, they favour good and evil in equal proportions. Half-orcs raised among orcs and willing to live out their lives with them are usually the evil ones.

Half-Orc Lands: Half-orcs, like orcs, do not have any set lands. If the half-orc desires to be with their orc cousins, they will be living a hunted, nomadic existence, fleeing from one territory to another, and from one hideout to another, trying to stay alive. If they are lucky enough to live with humans, the common territories they will live in are the more open ones, including: Esane, Everanta and Everard.

Religion: Half-orcs commonly worship Tycho and Pune, following their chaotic instincts. Some would rather worship Madras, hoping to claim some hope in fitting in.

Language: Half-orcs speak one of two languages, depending on where they were raised. They learn common from human parents, and orcish from their orc parents. Chances are, that is the only language they learn.

Adventures: Half-orcs living with humans tend to travel a great deal, lending their strength to other traveling parties. They sometimes defend wizards and psions, as well as some clerics. Usually, on these adventures is the only way they can find friendship and respect: through battle.

Half-Orc Racial Traits

As described in Chapter 2 of the *Player's Handbook* with the following exception:

- Automatic Language: Common or Orc, depending on where they were raised.

Halflings

Peace loving, and witty, the halflings are an agrarian culture that has spread itself over the southern lands of the Great Continent. They are content, as they have always been, to live in small communities working the land. They are known for their stealth and cunning, but not their strength. The Tallfellow halfling is the most common known. Hairfeet are more shy, and generally stay home, tending the land.

Hairfeet

Hairfeet are a highly agrarian race that prefers to remain on their own land, and everything outside their land, to stay outside. They are fun loving, family

orientated overall friendly. They rarely leave their own land, and welcome outsiders with an uneasy weariness. They are content to stay at home and hear stories about the outside world other than see it for themselves.

Personality: Hairfeet are generally peasants.

They are very content to farm for their whole lives, rather than brave the world. They live in valleys, in halfling cities and villages and dislike all outsiders. They love well manicured lands and gossip more than anything else. Hairfeet enjoy the luxury of the home life complete with pies, bacon and eggs and twice baked cakes.

Physical Description: The common hairfoot look like shrunken human beings in height, retaining most physical features of a human being. They usually stand about three feet tall. They usually have earth tones hair and eyes; never before has there been a halfling with blonde hair, or anything light for that matter. Their hair is commonly curly, and they have somewhat hairy bodies, but of note, hairfeet have thick hair covering their feet, protecting them like good boots. This of course allows hairfeet to omit shoes from their wardrobe. In fact, they never actually wear shoes, and find them very uncomfortable. Hairfeet are usually somewhat plump due to their lives of comfort.

Relations: Hairfeet are very solitary, and somewhat xenophobic. They prefer to remain in their small communities rather than care about what's going on outside. Because of their xenophobia, hairfeet tend to remain to themselves, regardless of what territory they belong to. They do, however, reluctantly trade with the surrounding territory, often giving their produce and tobacco in return for safe keeping. They are rarely involved in the political actions of a territory.

Alignment: Hairfeet are generally lawful. They run their lives by a general social law, that seems to be ingrained on them before they are even born. They are rarely evil, and if they are, just for their own advancement (which tend to mean a larger farm than anything else). Otherwise, a hairfoot is neutral, but a hairfoot will always have an opinion on something.

Hairfoot Lands: The hairfeet do not have a specific territory to control. Instead they have found themselves inside borders. They are often in the fertile valleys of Esane, or the fields of Faeress, Hemsadalen or Tayra. They tend to remain in the south.

Religion: The hairfeet worship Malaran, for protection of their fair country, Epris and Nevis to allow them to continue to grow wondrous harvests, and Pune to give them the proper balance of weather. Any other Gods they only know about from tales and from outside sources: but they are not completely oblivious to them, just undereducated about them.

Language: The hairfeet do not have a collective language. Instead they have taken Common and inserted their own phrases often. Thus, someone who has never encountered a hairfoot could understand generally what they are talking about, not knowing the meaning for a few words at most.

Adventures: Adventures is a silly word for a hairfoot. Adventures only happen in stories, and it applies with no more truth than the hairfeet. They remain in their small towns for most of their life, sometimes going to a neighboring city for excitement. There is rarely a case for a hairfoot to leave town though.

Hairfeet Traits

- +2 Dexterity, -2 Strength
- Small: As small creatures, hairfeet gain a +1 size bonus to Armour Class, a +1 size bonus to attack rolls, and a +4 size bonus on hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of medium-sized characters.
- Hairfeet base speed is 20 feet
- +2 racial bonus on Climb and Jump
- +1 racial bonus on all saving throws: hairfeet are surprisingly capable of avoiding mishaps.
- +1 racial attack bonus on thrown weapons: Throwing stones and such is a common sport in Halfling society.
- +2 racial bonus on listen checks
- +4 racial bonus to Craft (Cooking): All hairfeet learn to cook when they are young.
- Languages: Common. Bonus Language: Any
- Favoured Class: Rogue.

Tallfellow

Unlike their reclusive cousins, the tallfellows enjoy going out into the world. However, they still enjoy a good home cooked meal. They simply are not as reluctant to go outside their borders and explore the world for themselves.

Personality: Tallfellows are much more outgoing than their hairfeet brethren. They often have an urge to see if the tales they were told while they were young were actually true, if the other gods are really how they are described, or what an elf really looks like. Tallfellows are generally curious, and thus can get into some trouble. Other than that, tallfellows still like to sit in their homes and sit by the fire with some twice baked cakes and a cup of tea. They only sometimes call up enough courage to go out into the real world. They are otherwise, much like their hairfoot brethren.

Physical Description: Tallfellows, as their name describes, are generally somewhat taller than

hairfeet. They usually stand a few inches taller, and are usually a few pounds less than the average hairfoot. They always have dark hair of red, brown, black, and brown to dark green eyes. Their skin ranges from the lightly tanned to dark. Tallfellows also have the curly hair on their heads, and some protective hairy feet as their brethren, but are not as noticeable as their cousins.

Relations: Tallfellows live with the hairfeet and thus, do not have very different relations. They are usually confused with the hairfeet by many people who stumble into halfling cities. But the tallfellows also have a much more broader sense of the world because of their curiosity. They are more prone to walk out of their world to investigate it, and thus have more developed knowledge of its inhabitants. They are also tied down to their homelands as the hairfeet and somewhat scared to actually leave their home continent.

Alignment: Tallfellows are generally lawful. They run their lives by a general social law, that seems to be ingrained on them before they are even born. They are rarely evil, and if they are, just for their own advancement (which tend to mean a larger farm than anything else). on occasion, they are more chaotic than their hairfoot cousins, resorting, sometimes, to leaving the community over small squabbles.

Tallfellow Lands: Because they live inside most hairfoot cities, tallfellows have the same lands, inside other territories. In general, these lands are given to the halflings by the rulers of the territory. They are often in the fertile valleys of Esane, or the fields of Faeress, Hemsadalen or Tayra. They tend to remain south.

Religion: The tallfellow religion practically mirrors that of the hairfeet, but the tallfellows are much more educated about the other gods than the hairfeet. They worship Malaran, for protection of their fair country, Epris and Nevis to allow them to continue to grow wondrous harvests, and Pune to give them the proper balance of weather.

Language: The tallfellow, like the hairfeet, do not have a collective language. Instead they have taken Common and inserted their own phrases often. Thus, someone who has never encountered a tallfellow could understand generally what they are talking about, not knowing the meaning for a few words at most.

Adventures: If the tallfellow differed from their cousins in one general aspect, this would be it: tallfellow are more prone to up and go on an adventure. Whether the adventure is to investigate the clearly docile mountains, or to move to the next town, tallfellows have the courage, and more-so, the curiosity to leave their towns. Again, they do fear the open world outside their small microcosm, and rarely

give up everything to go out into the world. That hasn't stopped some tallfellows, though.

Tallfellow Traits

- +2 Dexterity, -2 Strength
- Small: As small creatures, tallfellows gain a +1 size bonus to Armour Class, a +1 size bonus to attack rolls, and a +4 size bonus on hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of medium-sized characters.
- Tallfellow base speed is 20 feet
- +2 racial bonus on Climb, Jump, Move Silently and Listen checks
- +1 racial bonus on all saving throws: tallfellows are surprisingly capable of avoiding mishaps.
- +2 morale bonus on saving throws against fear: Tallfellows are very brave in the face of apparent danger. (This bonus stacks with the halflings +1 bonus to all saving throws)
- +2 racial attack bonus on thrown weapons: Throwing stones and such is a common sport in halfling society.
- Languages: Common. Bonus Language: Any
- Favoured Class: Bard. As tallfellows are the more courageous of their people, they usually travel around and pick up a variety of skills.

Other Races

There are many other races inhabiting the Great Continent. Below is a summary of the more common races. It describes any differences from their description in the *Monster Manual*. This is not meant to be a decisive list, but meant to give some of the more populous races the recognition they deserve. Even though some of the races are described as being rare, their influence is still felt by neighboring peoples.

Goblinoids

One of the many threats that still exist on the Great Continent is that of the goblinoids, and their kin. The goblin, is the weakest of these, followed by the hobgoblin, and the bugbear. The goblinoid society is tribal. Each tribe is usually run by a high ranking, and experienced bugbear, although there are some tribes ruled by a goblin, and only contain goblins. The same for hobgoblins and such. There is intermixing in high degrees. For example, a hobgoblin tribe may have a bugbear (or even a strong goblin) leader. This tribe would contain a large amount of hobgoblins, a smaller amount of bugbears, but be ruled by one strong bugbear.

These tribes are very volatile, the leader often being threatened and killed in many occasions. This is

a common occurrence, and does very little to change the ideals of a tribe, as they are almost the same with every leader.

Alignment: Goblins are Neutral Evil, hobgoblins: Lawful Evil, and bugbears: Chaotic Evil. This difference in basic ideals creates the friction between the different races. It also causes them to form racial tribes. Occasionally, though, a Lawful Evil bugbear will rule a group of Lawful Evil hobgoblins, or a high level Chaotic Evil hobgoblin rule low level bugbears of the same alignment. The alignments are frameworks.

Goblinoid Lands: These goblinoids do not have lands of their own. They are constantly at war with various territories in order to claim land of their own. They are found all over the Great Continent, usually coming from underground to the land above. They are commonly found in any territory with mountains, cliffs or, ridges. They usually create small camps in unsettled areas, hiding until they can amass an attack on a settlement. They often raid small villages, and attack traders who travel near their camps.

Religion: Many goblinoids worship Tycho, as well as the evil incarnations of the elemental gods, especially Nevis and Dakar.

Orcs

Orcs are a savage race who aggressively raid, pillage, and battle other creatures. They commonly attack villages, and rarely organize large attacks on larger cities. They are hated by many races, but none as much as the dwarves and elves. Orcs feel a similar hatred for those races, usually attacking cities inhabited by dwarves and elves first. Although they are unrelentingly savage, they do still understand and observe the rules of war (such as observing a truce), but they do not keep prisoners, unless their ruler commands it.

Orcs are found in tribes, resembling more than anything a regiment of fighters than a tribe. But, each tribe has women and children usually hidden away in mountains or a cave nearby. The tribe is usually led by a high level barbarian.

Orcish Lands: Orcs usually hide from sunlight, and thus try to keep as close to the mountains as they can, so after a nightly raid, they can return to their home. This keeps them within territories that have mountains, ridges or other access to the Underdark.

Religion: Orcs commonly worship Tycho and Dakar. Occasionally they worship Pune and Nevis.

Gnolls

Gnolls are rare to the Great Continent, but still inhabit the southern regions. They are rarely seen in any Territory other than Tayra and Esane, as well as the

southern reached of Hemsadalen. They often raid villages, and cut off traders. They are feared in the south, as they are both strong and intelligent, relying on tactics to obtain their objective.

Gnolls are grouped together into small clans, that are run by the strongest leader. Like most clans of this sort, if a leader is killed, a few more Gnolls are killed in an attempt to gain leadership.

Gnoll Lands: Gnolls, because of their dislike for the cold, are restricted to the southern reaches of the Great Continent. They are found in the hills, mountains and ridges of Esane, southern Tayra and occasionally in the south of Hemsadalen. Because they prefer to remain in the dark and damp, they usually are found in caves.

Religion: Gnolls worship the evil incarnation of Lyon, as well as Dakar and Pune.

Drow Elves

The drow elves are a group of elves who have shunned all other forms of life and now live in the Underdark. They despise light, and most who live under it. They occupy deep cavern inside mountains, or any where underground. They are very rare, and often never heard from.

Drow Lands: The drow do not have any lands that can be seen, nor do many people know the reach of their lands. They live in the Underdark, and very rarely surface. They are discovered mostly by the elves and dwarves who delve in the mountains of the Great Continent.

Drow Religion: The drow have created their own religion, and worship a spider demigoddess names Loth. No one knows how Loth became a demigod, or where she resides. None of the Gods of Eon name her among the few demigods residing with them. Nevertheless, Loth grants the drow powers similar to that of a proper god (Female clerics have access to the following domains: Chaos, Destruction, Evil, and Trickery).

The drow are otherwise as described in the *Monster Manual*.

Kobold

Kobolds are short, reptilian humanoids that are very underestimated. With proper training, Kobolds can be just as dangerous as any orc or goblinoid. They live mostly in caverns and forests around the Great Continent. They utterly despise gnomes.

Kobold Lands: Kobolds do not own any lands for themselves. They occupy all territories, remaining hidden in the forests and underground networks, occasionally attacking anything that enters an area around their forest home, or underground lair.

Kobolds are as described in the *Monster Manual*.

Lizardfolk

A rare race that often vie for land in the warm Esfayon Forest in Esane. They are constantly at war with the frogmen of that forest. They are not seen anywhere else (nor do they really want to leave, as they prefer the warm and wet climate of the Esfayon Forest). They care little for the goings on outside the forest.

Lizardfolk lands: As mentioned, the Lizardfolk are contained in the Esfayon Forest.

Religion: Lizardfolk worship Pune, and Epris.

Centaur

Although a rare sight, the centaurs are not altogether a rare species. They inhabit a few forests of the Great Continent, yet have an unspoken respect for the people who reside in them. As long as the centaur right to live in the forest is observed, they are hardly seen. But, they are fierce opponents if angered.

They do not care for the world outside their forest, and will do almost nothing to alter anything in the world outside their forests. They will, though, kill foul beasts on sight. Such beasts include Orcs, Goblinoids and the such.

Centaur Lands: Centaurs are found in the Gwalmaren, Faerlynn, Gwanmaur and Ravenswood Forests (listed in most populated to least).

Religion: Centaurs worship Epris above all, as well as Madras. They occasionally worship Ife.

Region of Origin

Many of these races are scattered across the Great Continent, occupying many different territories. A human from Everanta is very different than a human from Tayra in many cultural ways, but is very similar in physical ways. This section describes the cultural differences of each territory in the context of the game. Below is a list of each territory, and the most common in-game choices by the general public in the territories. This is by no means a restriction, but a guideline, allowing you to get the feel for each territory and apply it to your character.

A character's race does not necessarily need to have any bearing on her territory of origin. For example, a wood elf may have been born in Hemsadalen, but grew up in Faeress, and thus have more in common with Faeress than Hemsadalen.

Dunwaynn

Dunwaynn is a very religious territory, focusing on the worship of nature over the gods. Everything a member of Dunwaynn does in their life reflects a deep spiritual connection to nature. It is uncommon for a person to leave Dunwaynn, but there are people who prefer to live outside the tribe structure. If they do leave they will never forget their connection to nature.

Classes: druid, ranger, shaman.

Skills: Survival, Ride, Knowledge (nature).

Feats: Animal Affinity, Earth Sense, Mounted Archery, Percise Shot, Self-Sufficient

Prestige Classes: horizon walker

Dwargard

The dwarves of Dwargard are very defensive of their territory. Many dwarves train for war, ensuring no one enters their lands. Other dwarves focus on their skill work, preferring to remain in their underground cities and create. The gnomes and halflings that also live in Dwargard ensure their place in the territory by ensuring that they are the best at what they do.

Classes: fighter, cleric (Nevis, Dakar, Madras), rogue.

Skills: Intimidate, Craft (any, mostly metal-, stone-, or gemwork, and mining).

Feats: Divine Spellshield, Earth Sense, Heavy Armour Optimization, Skill Focus (any Craft, or Profession), Strong Mind, Mountain Warrior

Prestige Classes: dwarven defender, hunter knights (mostly arcane), thaumaturgist, warpriest.

Esane

A free territory where people come from all over to practice the forbidden art of magic. Many people here are granted an education, as well as training in a skill of their choosing. The people are usually happy, and best suited for adventuring because of their open minds. Many bards, inspired by the art of Esane, learn here and leave on wondrous adventures across the continent.

Classes: bard, wizard, cleric, monk

Skills: Knowledge (Any, usually arcane), Perform, Diplomacy, Spellcraft

Feats: Education, Extra Music, Research, Wizard's Source and Bard Music feats

Prestige Classes: bards of the moons, defender knights, loremaster

Everanta

Everanta has strived to return to the former glory of the Avalon Empire. Instead it is a poor territory where people try to leave more than visit. Rogues and other vagabonds flourish here, while the religious attempt to bolster hope within the masses. No matter what an Everantan has become, they have all worked for part of their childhood at a trade, attempting to revive Everanta's economy.

Classes: cleric, rogue

Skills: Craft, Profession

Feats: Deceitful, Ecclesiarch, Persuasive, Self-Sufficient

Prestige Classes: assassin, evangelist, shadow dancer

Everard

Everard is a thriving territory focusing on the furthering of knowledge of all kinds. It is a haven for those who have been oppressed, like wizards and psions, as well as anyone interested in learning. On top of that is a wonderful place to be to make money.

Classes: wizard, psion, bard, monk

Skills: Knowledge (arcane and psionic especially, history), Diplomacy, Craft, Profession

Feats: Education, Honourbound, Magical Aptitude, Research, Skill Focus (any craft or profession)

Prestige Classes: defender knights, eldritch knight, loremaster, retainer knights.

Heirgraff

Thye dwarves of Heirgraaf are very religious. Their lives revolve around religion, family and work, in that order. They are a passionate people, but they dislike psions and the arcane. They also keep a close watch on their borders, not allowing anyone inside unless the dwarves believe they are safe.

Classes: cleric (Nevis, Dakar, Ife, Lyon, Madras), fighter, rogue (gnomes).

Skills: Knowledge (religion), Craft (weaponsmithing), Craft (jewelry), Profession (miner), Diplomacy, Sense Motive.

Feats: Divine Spellshield, Earth Sense, Ecclesiarch, Heavy Armour Optimization, Nevis' Smile, Research, Skill Focus (any Craft), Strong Mind

Prestige Classes: church inquisitor, dwarven defender, evangelist, hunter knights, pious templar .

Hemsadalen

Hemsadalen is a very ordered territory. There is a deep respect for the divisions of the society. People trained in one area do not cross train in another, and remain in this area for the remainder of their lives. Hemsadalen citizens have a deep respect for nature, ensuring that it is protected is a cornerstone in their lives.

Classes: ranger, druid, cleric (Epris, Madras).

Skills: Survival, Spot, Hide, Craft (bowmaking).

Feats: Acrobatic, Animal Affinity, Far Shot, Point Blank Shot, Rapid Shot, Survival, Track

Prestige Classes: horizon walker

Hildica

Hildica is a savage tribal society living in the far north of the Continent. There are very little rules in this society, though every rule that there exists is followed honourably by every tribe member. It contains many natural, untrained psions. Hindicans rarely leave the territory, preferring to remain part of the tribe they have been born into.

Classes: Barbarian, druid, psion

Skills: Intimidate, Survival, Knowledge (nature)

Feats: Toughness, Endurance, Psionic Body, Reckless Body

Prestige Classes: pyrokineticist, thrallheard.

Manfalk

The smallest of the territories, Manfalk is contains humans and half-elves who share a love of freedom and horses.

Classes: fighter, cleric (Lyon), druid

Skills: Ride, Handle Animal, Knowledge (Religion), Survival

Feats: Animal Affinity, Mounted Combat

Prestige Classes: radiant servant of Lyon, war priest

Tayra

Tayra considers itself the seat of civilization, and many agree. Tayra is both the largest and highest populated territory. Summing up what the territory is difficult to do, but one thing is certain: anyone from Tayra is in one way or another against the practice of magic and psionics. Everyone in Tayra has some sort of education, be it in a certain field of work, or school of thought.

Classes: fighter, rogue, cleric (Madras, Tallin, Lyon).

Skills: Craft (any), Knowledge (any), Profession (any)

Feats: Education, Negotiator, Skill Focus (Craft or Knowledge), Strong Mind

Prestige Classes: duelist, Holy Monk, hunter knights, retainer knights

Trian

Trian is a territory that believes in striving to be better. It is often viewed as a power obsessed territory. It has competitions of all varieties as often as it can, trying to find the most powerful or more skillful person at any given time.

Classes: fighter, ranger

Skills: Survival, Intimidate, Diplomacy, Sense Motive, Bluff

Feats: Endurance, Skill Focus (any), Toughness

Prestige classes: assassin, duelist

Racial Characteristics

Race and Languages

When creating a new character one has to take into account the languages they speak. Because the world is a diverse place, with many different races and cultures in close proximity, being able to speak to languages, is very important.

All characters, regardless of their race know Common. Because of special circumstances, each character gets a bonus language. This bonus language represents a learning experience that happens as the character grows in a culturally diverse land. They can be learnt from such things as a childhood friend who was an elf teaching the character elvish, the characters father working closely with dwarves, or the characters mother or father was another race. Each racial description has a list of the languages a race can learn at character creation.

For every positive intelligence modifier the character has, you may learn another language, or become literate in one you can speak. A character with a negative Intelligence modifier can only speak one language: Common **or** a bonus language.

Example: Connor the Human has 14 (+2) Intelligence. As a human, he knows Common and one other language. He chooses to learn high elvish (as his best friend taught him when they were growing up). With his +2 from Intelligence, Connor can either learn to speak two new languages, or become literate in Common and High Elvish.

To become literate in languages after character creation, see the Speak Languages skill.

Character Age

Your character's age is determined by your choice of race and class, as described on Table 1–2: Random Starting Ages.

Table 1–2: Random Starting Ages

Race	Adulthood	Barbarian Psion Rogue	Bard Fighter Paladin Ranger	Cleric Druid Monk Shaman Wizard
Human	15 years	+1d4	+1d6	+2d6
Dwarf	30 years	+2d6	+4d6	+5d6
High-Elf	80 years	+3d6	+5d6	+7d6
Wood-Elf	75 years	+2d6	+3d6	+5d6
Low-Elf	60 years	+2d4	+3d6	+4d6
Frogman	14 years	+1d4	+1d6	+2d6
Gnome	30 years	+3d6	+4d6	+5d6
Half-Elf	20 years	+1d6	+2d6	+3d6
Half-Orc	14 years	+1d4	+1d6	+2d6
Halfling	20 years	+2d4	+3d6	+4d6

As your character ages, her physical ability scores change as described in the *Player's Handbook*.

Height and Weight

Choose your character's height and weight from the range described in the races description, or Table 1–4. Alternatively, you can roll randomly from the Table 1–4.

Table 1–3: Aging Effects

Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Human	35 years	53 years	70 years	+2d20 years
Dwarf	100 years	150 years	200 years	+1d100 years
High-Elf	150 years	225 years	300 years	+2d100 years
Wood-Elf	125 years	188 years	250 years	+2d100 years
Low-Elf	113 years	170 years	225 years	+1d100 years
Frogman	30 years	45 years	60 years	+3d10 years
Gnome	75 years	112 years	150 years	+5d20 years
Half-Elf	50 years	75 years	100 years	+2d20 years
Half-Orc	30 years	45 years	60 years	+2d20 years
Halfling	50 years	75 years	100 years	+4d20 years

1 At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, Cha.

2 At old age, -2 to Str, Dex, and Con; +1 to Int, Wis, Cha.

3 At venerable age, -3 to Str, Dex, and Con; +1 to Int, Wis, Cha.

Table 1–4: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Human, male	4'10"	+2d10	120 lb.	x (2d4) lb.
Human, female	4' 8"	+2d10	85 lb.	x (2d4) lb.
Dwarf, male	3'9"	+2d4	130 lb.	x (2d6) lb.
Dwarf, female	3'7"	+2d4	100 lb.	x (2d6) lb.
High-Elf, male	4'5"	+2d6	85 lb.	x (1d6) lb.
High-Elf, female	4'5"	+2d6	80 lb.	x (1d6) lb.
Wood-Elf, male	4'5"	+2d6	85 lb.	x (1d6) lb.
Wood-Elf, female	4'5"	+2d6	80 lb.	x (1d6) lb.
Low-Elf, male	4'5"	+2d6	100 lb.	x (2d6) lb.
Low-Elf, female	4'5"	+2d6	90 lb.	x (2d6) lb.
Frogman, male	3'0"	+2d6	40 lb.	x 1 lb.
Frogman, female	2'10"	+2d6	35 lb.	x 1 lb.
Gnome, male	3'0"	+2d4	40 lb.	x 1 lb.
Gnome, female	2'10"	+2d4	35 lb.	x 1 lb.
Half-Elf, male	4'7"	+2d8	100 lb.	x (2d4) lb.
Half-Elf, female	4'5"	+2d8	80 lb.	x (2d4) lb.
Half-Orc, male	4'10"	+2d12	150 lb.	x (2d6) lb.
Half-Orc, female	4'5"	+2d12	110 lb.	x (2d6) lb.
Hairfoot, male	2'8"	+2d4	40 lb.	x 1 lb.
Hairfoot, female	2'6"	+2d4	35 lb.	x 1 lb.
Tallfellow, male	2'11"	+2d4	30 lb.	x 1 lb.
Tallfellow, female	2'9"	+2d4	25 lb.	x 1 lb.

Chapter 2: Classes

Barbarian

As explained in the *Player's Handbook*, barbarians exist and function outside civilized society. Because of that, they are perfectly adapted for the wild. They have traits of wild animals, a simple outlook on life and yet are viciously dangerous. Barbarians are usually found in the wastes of the Great Continent, the far north of Hildica, or wandering between territories. They are feared where ever they travel.

Adventuring: Barbarians, on the Great Continent are good for two things: wandering and staying alive. They are found in Hildica and Dunwaynn hunting for food (and fun), then returning seasonally to a central settlement. They are naturally nomadic, and some leave Hildica just to see what else is in the world. Other barbarians don't want anything to do with civilized society and refuse all association with it. They travel in ignorance of territorial boundaries working for whomever they come across.

Religion: Barbarians are not very religious, but they may be heavily superstitious. They make good worshippers of the wilderness, usually taking on worshipping Epris, Pune, Lyon and occasionally, Tycho. In the case of the Dunwaynn barbarians, they worship Epris, and the nature as a spirit itself.

Background: Most barbarians of this time are either part of a tribe of barbarians who survived the wars, or a group formed afterwards. With the case of the Hildicans, barbarians were valued for their survival skills, as well as persistence and resourcefulness in the lost Ice Continent by the low elves. Many followers of the low elves became barbarians, traveling the northern lands for food. The Dunwaynn barbarians are somewhat more ordered, following the shamanistic beliefs of the tribe. Other barbarians are less civilized than the Hildicans, and are a part of a much smaller group. These barbarians ignore the territories and travel as they please. For obvious reasons they are both hunted and searched for.

Races: Barbarians are mostly found in two territories: Dunwaynn and Trian. The humans and elves of those territories are more prone to becoming barbarians because of their close relationship with the lands. The Dunwaynn barbarian is a very spiritual class, respecting the divine almost as much as a cleric. The Trian barbarian is a very wild, and intelligent fighter. Usually half-elves Trians fill this role. Some half-elves and Humans from other territories may dislike the restraints placed upon them by civilization and would rather live off the land, than take from it. Thus, they are seen all over the Great Continent.

Other Classes: Barbarians are only comfortable others of their kind. This can be members of their

tribe, or other barbarians. In Hildica, barbarians work well with the rangers and psions. Their pure strength and determination adding well to the assets of both the ranger and psion. The Dunwaynn barbarian also works well with the rangers of the region as well as the druids, but even better, and on a different level with the shaman. To the barbarian, a shaman is the most important character in the tribe, as they can speak with the nature spirits. Otherwise, the barbarian works best with others of its kind.

Game Information: As described in the *Player's Handbook*.

Bard

Bards have been looked upon as a storyteller, or a traveling musician, holding dear history, and finding it as they moved throughout the lands. Their place in the world has not been more important than now. They see stories everywhere they go, and more importantly people who's stories they think need to be told. They have become a more respected class, because they hold the stories of before the War, and of a much larger and happier world. They bring pleasant memories of a forgotten time to all who listen to them.

Religion: Bards are not very religious, but more and more are turning to religion after the War, calling to them in many a song. They worship life mostly, trying to gain more knowledge through her. Some worship Pune asking for pleasant journeys or a break in the weather and some believe she has come to newfound power, and needs to be respected. Most bards do pay homage to Lyon, respecting the moons above all, being the source of their magical power. Some Bards believe that Lyon has kept magic for them alone. Evil bards spread despair to people, using their abilities to prey on the poor people of the Continent. They worship Pune and Tycho, hoping that their chaos remains for them to reap rewards.

Background: Bards come from all over the great continent. Many fall into the bard class because they cannot find a specialty to follow through in. Others have been awed by traveling bards and desire to become their idols, and follow in their footsteps telling stories. Many bards are runaways, outcasts, orphans, or people who just strike out on their own. These people usually run into another bard who takes them under their wing, teaching them the ropes, before allowing them to do their own thing. But, some bards do not have the guidance other have. One of the main goals of bards is to become linked to one of the Moons of Eon, gaining more magical power, as well as other bardic abilities.

Races: Many half elves find that they are called to the past as well as the arts much more than any other

race. Their elven heritage calls them, and their desire for knowledge drives them to this end. Humans and halflings are also common bards, the humans using their influence and memories of the past ages, where the halflings use their small size to gain knowledge no one else could get. Halflings also become bards so that they can amount to something, believing that recording history would make them famous. Dwarves and elves rarely become bards, caring more about other things than story telling.

Game Rule Information: As described in the *Player's Handbook*, with the exception of the following:

Moon Bonding: Due to the strange lack of arcane magic, and its difficulty to use bards have had to find other ways to retain their magical abilities. Because bards are so resilient, they have found a way to link themselves to the moons of Eon.

At 1st level, a bard must choose which moon to link herself to. The choice opens different doors for the bard, allowing her to take certain feats, while restricting others. The bard may also choose to enter one of the two bardic guilds based around others who have chosen the same moon to be linked to. Once chosen, the bard cannot change the moon they have been linked to.

The bards magical power waxes and wanes as the moons of Eon do. When a moon is in High Sanction (from waxing gibbous, through full, to waning gibbous), bards linked to that particular moon casts spells at +1 caster level and with their saving throw DCs at +1 caster level. When a moon is at Low Sanction (from waning crescent, through new, to waxing crescent), bards of that moon cast spells at -1 caster level, and with their saving throw DCs at -1 caster level. During the waxing and waning periods around the quarter moons, bards of that moon cast their spells at their normal level.

If the two moons are in conjunction (same phase on the same night), bards linked to either moon cast their spells at +1 caster level and with saving throw DCs increased by +1. This bonus stacks with any bonus or penalty in place due to the current phase of the moons. Thus, if Supral and Eylsai come into conjunction in Low Sanction, the bards cast their spells at normal levels. If the moons come into conjunction in High Sanction, the bards cast spells at +2 to their caster levels, and receive +2 to their saving throw DCs.

Bonus Language: A Bard receives one bonus language of his choice (spoken only).

Cleric

Since the fall of Doma and Avalon, clerics have become more and more important in the day to day lives of the people on the Great Continent. Not only that, but they also are trying to reclaim the old world and its values. Some of them are trying to maintain peoples wavering faith in their gods. They are still workers of the Gods, striving to uphold their patron's ideals.

Adventures: As described in the *Player's Handbook*, a cleric's first and foremost duty is, to uphold the dogma of his god. Everything else is secondary. This is not as restricting as it seems. The cleric is free to do whatever he wants, as long as it is, in some way, reflective of their god. Good clerics always assist those in need in the name of their god, where evil clerics increase their own power, and thus the gods. Also, some clerics receive orders from other clerics in their order to do more specific duties for the god.

Religion: Since the end of the last Age, and the beginning of the Age of Storms, many clerics have become disciples of Pune, hoping to please her, and end the storms. Others, believing the other Gods have deserted Eon, have turned to Madras, Ife and to a lesser extent Tallin, the only ones whose Shrines can be reached. The numbers of followers of the Gods from the Right Hand of Eon have nearly doubled, where the numbers of the followers of the the Left Hand, the Elemental hand, have faltered. With the clerics of Alta losing their power, and not being able to calm her in any way, people left the service of Nevis and Dakar, fearing the same fate. Herat has kept his numbers somewhat high, being the God of death, and the wind.

Background: Clerics have been around longer than any other class on Eon. They not only worship the gods, but also teach the people. As the years went on, their role became more and more important as they found themselves defending their lands from different attacks. During the Age of Storms, that job has not been more important. With the disappearance of Alta, the Water Goddess, clerics are found defending the existence of their gods. They have to restore the faith of the people.

In this time of uncertainties, clerics have found themselves in peculiar situations. Some are defending arcane magic users or psions, and others are against them. Even the followers of some gods are split on this idea. Yet, their primary purpose is to defend their gods belief, and spread their gods ideals.

Races: All races of Eon feel the same urgency to believe in these gods. The Dwarves of Heirgraaf are made up of a great deal of clerics, believing it more important to become spiritual at this time.

Other Classes: The cleric, in many ways, is the most important class in an adventuring party. Their healing capabilities are invaluable. But, different clerics of different gods may look not work well with other classes. A cleric of Ife may become good friends with a bard or psion, yet scorn the barbarians lack of tact.

Game Rule Information: As described in the *Player's Handbook*.

Bonus Languages: A cleric's bonus language options include Celestial, Abyssal, and Infernal, as well as Auran, Aquan, Ignan and Terran. These languages can only be learnt if they are inline with the deities dogma (you cannot take Infernal for a god with no evil incarnation, or if you do not worship the evil incarnation).

Cloistered Cleric

The cloistered cleric spends more time than other clerics in study and prayer and less in martial training. He gives up some of the cleric's combat prowess in exchange for greater skill access and a wider range of spells devoted to knowledge (and the protection of knowledge). Most cloistered clerics are nonchaotic, since they believe that a disciplined lifestyle lends itself to better learning.

The cloistered cleric is from *Unearthed Arcana* and printed here for ease of use.

Hit Dice: The cloistered cleric uses a d6 for his Hit Dice (and has hit points at 1st level equal 6 + Con modifier).

Base Attack Bonus: The cloistered cleric's lack of martial training means that he uses the poor base attack bonus.

Class Skills: The cloistered cleric's class skill list includes Decipher Script, Speak Language, and all Knowledge skills (from the Knowledge domain, see below). The cloistered cleric gains skill points per level equal to 6 + Int modifier (and has this number X4 at 1st level).

Class Features

The cloistered cleric has all the standard class features, except as noted below.

Weapon and Armour Proficiency:

Cloistered clerics are proficient with simple weapons and with light armour.

Saving Throws: The cloistered cleric has good will saves, and poor fortitude and reflex saves.

Lore (Ex): Thanks to long hours of study, a cloistered cleric has a wide range of stray knowledge. This ability is identical to the bard's bardic knowledge class feature, using the cloistered cleric's class level in place of the bard level.

Deity, Domains, and Domain Spells: Most cloistered clerics worship deities associated with

Table 2–1: Deities

Deity	AL *	Domains	Most Common Worshipers
Madras	LN	Community ^C , Healing, Law, Renewal ^A	Everanta, Elves, Humans, Gnomes
Ife	N	Inquisition ^C , Knowledge, Mind ^C , Oracle ^C	Heirgraaf, Esane, Faeress, Wizards, Elves, Gnomes, Monks
Lyon	LN (LE)	Glory ^C , Sun, Time ^A , Travel (Cold ^C , Death, Dream ^C , Trickery)	Hildica, Dunwaynn, Bards, Elves, Rangers
Pune	CN	Chaos, Madness ^D , Trickery, Weather ^D	Commoners, Bards, Rogues
Tycho	CN	Chaos, Competition ^C , Domination ^C , Strength, War	Barbarians, Fighters, Monks
Herat	N	Air [†] , Healing, Repose ^A , Travel	Bards, Rogues
Dakar	CN (CE)	Fire [†] , Chaos, Purification ^C , Sun (Fire [†] , Chaos, Destruction, Force ^C)	Fighters, Dwarves
Nevis	LN (LE)	Earth [†] , Protection, Strength, Strength of Stone ^A (Earth [†] , Destruction, Pestilence ^C , Strength)	Dwargard, Heirgraaf, Dwarves, Gnomes
Alta		**	Priests of Alta (Esane)
Epris	CG	Animal, Creation ^C , Plant, Protection	Dunwaynn, Hemsadalen, Trian, Rangers
Tallin	LG	Courage ^A , Law, Nobility ^A , Strength	Tayra, Fighters, Paladins, Monks
Malaran	LG	Family ^A , Good, Healing, Protection	Faeress, Halflings, Peasants

*The alignments in the brackets refer to the evil incarnation of the deity.

** Alta does not allow access to any domains, nor does she give any divine magic to her clerics.

A This domain is listed in this book.

C This domain is from the *Complete Divine*.

† Denotes a domain that a cleric of this deity must choose.

knowledge and learning (but not necessarily limited to) Madras and Ife. Most deities have cloistered clerics in their service, and each one usually learns about the gods specialty (the four races for Madras, the sky for Lyon, geology for Nevis etc.).

In addition to any domains selected from his deity's list, a cloistered cleric automatically gains Knowledge as a bonus domain (even if Knowledge is not normally available to clerics of that deity). He gains the Knowledge domain granted power and may select his bonus domain spell from the Knowledge domain or one of his two regular domains.

Spellcasting: Add the following spells to the cloistered cleric's class spell list: 0—*message*; 1st—*erase*, *identify*, *unseen servant*; 2nd—*fox's cunning*; 3rd—*illusory script*, *secret page*, *tongues* (reduced from 4th level); 4th—*detect scrying*; 6th—*analyze dweomer*; 7th—*sequester*; 9th—*vision*.

Druid

An important part of Eon, druids do not worship the common twelve gods, but Eon himself. Because of that, they are usually separated from the common realm of the people. But, during the Age of Storms, druids have increased in number and importance. Confusion running through the common people have many turning toward Eon as a deity. But, the most important role for the druid is a leader and guide to the Dunwaynn peoples.

Adventures: The druid simply desires the safe keeping of nature. Those that adventure in the world desire nothing more than to learn as much as they can, so they can protect it better. They are the upholder of nature as much as the cleric is an upholder of their god. Druids act against anything and everything that is unnatural. Most druids may remain in a certain area, like the Dunwaynn druids, protecting their land, where others prefer to go out and defend what they can.

Religion: Druids do not worship the twelve Gods, but Eon, the Creator. Because of that worship, they gain a much more closer bond to the earth, the Body of Eon. They almost become symbiotic to the lands. The most number of druids are in the Dunwaynn territory, where they teach, guide and lead the tribes. The druidic way of life is emulated by the tribes, who learn from them, as much as teach the druids. Outside the Dunwaynn territory, druids are seen everywhere, but concentrated in the heavily forested areas.

Background: Before the wars, druids had an interconnected society that spanned across Eon. Since Alta disappeared and the Storms began, the druidic society crumbled. Druids now contain themselves usually to Dunwaynn, and other natural

areas (Hemsadalen, Trian etc.) keeping to smaller communities. Others wander the lands, doing what they can to uphold the delicate balance of nature. Other druids have become jaded by the idea of magic, and have added arcane magic, as well as the newly discovered psionics, to their list of unnatural things. These druids, as well as defending nature, hunt wizards and psions.

Races: Humans feel the closest bond to Eon, but many half-elves, as well as elves also gain respect for the land.

Other Classes: Druids feel closest with other druids, but they agree with many of the ideas of rangers, and some barbarians. They don't share the barbarians shortsightedness though. Clerics of certain gods (Epris especially) can get along with druids, although they dislike the rigidity of the clerical life. The other classes are hard for the druid to understand. They represent concepts the druid dislikes. Druids also have a strong distaste (extreme in some cases) to psions and wizards. In some cases druids are known to hunt down psions, claiming them aberrations.

Game Rule Information: As described in the *Player's Handbook*, except as the following:

Fighter

Fighters make up the professional warriors of the realm. They are trained to attack, and kill, defend and protect, seek out. They are values everywhere, as each territory has its enemies.

Adventures: Fighters are versatile adventurers, lending their skills as a defender to any adventuring party. To them, dangerous raids, escorts and the like are just another job. Their main motivation for adventuring is pure exhilaration.

Religion: Fighters worship a wide range of deities, including Madras, Pune, Lyon and Tycho. Fighters tend to be devoted to their deities, relying on their protection in battles.

Background: Since the wars, fighters have become a valuable commodity to the differing territories of the Great Continent. They represent both the defense, and offense. They are primarily used for the militia of a territory. Some fighters train, then leave, hoping to look for fame by themselves on the continent.

Races: Fighters can be found in many races, but most commonly in the dwarves. Dwarven culture has more of a need for attackers and defenders. Humans secondly, wishing to reclaim their old empires. Elves are rarely fighters, wishing to remain loyal to some sort of ideal, be it divine or otherwise. Gnomes and halflings are more rare than elves as fighters. Gnomes are more interested in thivery and politics, where most halflings care more about staying home, or

a good story.

Other Classes: Somewhat self-sufficient, the fighter can hold its own in any situation where strength is required. In other situations, support may be appreciated. Clerics do a great deal to help fighters recover from their wounds, as well as make them stronger through divine means. They can usually defend other classes as they do what they do best, making their place in any party invaluable.

Game Rule Information: As described in the *Player's Handbook*.

Monk

Interested in the quest for a pure body and mind, Monks represent a new religion for the peoples of Eon. Although such knowledge has been around for as long as many care to remember, the way of the monk has risen since the Age of Storms as a new way to learn. Many people believe that attempting to gain the perfect balance between mind and body, spirit and soul will cleanse the world of its current unbalance.

Adventures: The most important thing to a monk is to perfect the self. Each adventure is an

opportunity to achieve that. Nothing else is important. Other than perfecting the self, monks uphold law and condone chaos. They help the poor, not by giving them money, but by allowing them to live. They are protectors. In their desire for law, they then end up on opposing sides occasionally. They may decide to defend the arcane as a lawful act, yet many other monks believe chaos is derived from arcane magic. The same for psionics.

Religion: Monks perfect themselves so that they can please the gods, and get them to repair the world. Because of this mindset, many monks do not worship any gods on the basis that they are not yet ready to. Nevertheless, many monks still fear abandoning the gods, and take on Madras, Ife, as well as Tallin occasionally as 'patron' gods.

Background: Monks have spanned history being the example for the perfect body, and that has still not changed. With the same ideas of creating the perfect self, the monks of the Great Continent have created various dojo's each specializing in a different school. Because of this, many monks have differing styles, and routines when it comes to daily life. Their

Table 2-2: Monk Feats By Dojo

	Bear	Eagle	Mantis	Monkey	Tiger
1st Level Skill Bonus	Intimidate	Tumble	Escape artist	Balance	Hide
1st Level Feat	Power Attack	Improved Grapple	Dodge	Stunning Fist	Weapon Finesse
2nd Level Feat	Improved Bull Rush	Combat Reflexes	Mobility	Deflect Arrows	Improved Initiative
6th Level Feat	Improved Overrun	Improved Disarm	Spring Attack	Improved Trip	Improved Sunder
6th Level Bonus Ability	If you have used Intimidate to demoralize your opponent at any time within the previous 10 rounds you gain a +4 on Strength checks made to bull rush or overrun that opponent.	When Fighting defensively or using the Combat Expertise feat, you gain +2 on grapple checks and disarm attempts.	The dodge bonus to Armour Class granted by your Dodge feat increases to +2.	You gain a +2 bonus on attacks of opportunity made against an opponent attempting to bull rush or trip you, and a +4 bonus on Dexterity or Strength checks to avoid being tripped or bull rushed.	Once per round, when an opponent would be denied his Dexterity bonus to Armour Class, the monk deals an extra 1d6 points of damage with a melee attack made with a light weapon. Any creature immune to sneak attacks is immune to this ability.
Prerequisites	Intimidate 9 Ranks, Perform (Dance) 4	Tumble 9 ranks, Combat Expertise	Escape Artist 9 ranks, Balance 4 ranks	Balance 9 ranks, Tumble 4 ranks	Hide 9 ranks, Power Attack
Bonus Feats†	Fists of Iron, Ki Shout, Greater Ki Shout, Roundabout Kick	Choke Hold, Earth's Embrace, Flying Kick, Grappling Block	Clever Wrestling, Defensive Strike, Defensive Throw, Prone Attack	Flying Kick, Great Throw, Roundabout Kick, Unbalancing Strike	Flying Kick, Great Throw, Karmic Strike, Tiger Claw Attack

† These feats are found in the Age of Storms Feat List

main purpose, is to defend. They hope for a lawful existence for everyone, and battle chaos in order to get their idea of the law.

Races: Before the Age of Storms, monks were usually humans and half-elves, but afterwards, many elves became monks, hoping to further perfect themselves. Their long life span gave them full opportunity to train until perfection.

Other Classes: Although monks are very distant from the other classes, they do work well with others. Like minded fighters and clerics do wonders for a monk, as do most other classes. Monks admire diversity, and thus, they are open to any companions, as long as they are of a similar mind.

Game Rule Information: As described in the *Player's Handbook*, with the following exception: the monk no longer has Knowledge (Arcana) as a class skill.

A monk can belong to a dojo that trains him in a certain way of fighting, and grants him access to special feats. Depending on which dojo the monk has chosen to belong to, there is a different list of feats to choose from, as well as a bonus to a skill.

A monk who belongs to a Dojo must have chosen their feats as shown on Table 2–2: Monk Feats by Dojo. As a bonus they gain a +2 skill bonus to the listed skill for training at the Dojo. In addition, they receive access to special martial arts feats. They must train at their home Dojo (or with a monk of the same Dojo, who knows the feat) for two weeks in order to obtain the feat. This feat takes the place of any character feats the monk may get. The character must have gone up a level as monk in order to obtain a feat at that level. Upon reaching level 6, the monk also gains a special ability, as long as certain prerequisites have been met. If the prerequisites are not met by that time, the skill is not learnt, and cannot be learnt later.

A monk can abandon their fighting style by selecting a different bonus feat at either 2nd or 3rd level, but if they do they forfeit their bonus to a skill, and do not gain any 6th level ability. In addition, they cannot learn any martial art feat from the new fighting style, nor can they learn any from the old fighting style.

Paladin

Paladins are the defenders of the people. They are the epitome of a certain alignment, defending that alignment with such fervor they are feared, no matter what alignment they are. There are various types of paladins, each representing a certain way of life. The paladin of Tallin, for example exemplifies and defends a lawful life, where the paladins of Tycho exemplify a chaotic, or evil life.

Adventures: To a paladin, an adventure is a serious duty. Not only is it a chance to spread the word

of their god, it is also a chance to defend their gods honour. No matter what they have set out to do, it is for their god, and if not, they will find a reason why it is.

Religion: Paladins worship one of three gods. They do everything for that god, acting almost fanatically for their god. Paladins can choose to worship the lawful nature of Tallin, the good aspects of Madras, or the chaotic or evil life of Tycho. A paladin cannot worship two gods at the same time, nor can they worship another god.

Background: It is said that “no one ever chooses to be a paladin, it is accepting a call”. This is true, as no matter how devoted one is to their god, one can never reach the power, or strike the same awe as a paladin. They are hand chosen by their gods, and given the chance for extraordinary powers. With a great deal of training after receiving such a call, a paladin can gain these powers, and go out into the world and defend their god's ideals. Of course, it is possible to ignore the call, and continue on in life.

Races: Madras paladins usually come from Everanta, and are usually humans or half-elves. Tallin paladins are also mostly humans and half-elves, coming mostly from Tayra, yet some still come from many other territories. The two Tycho paladins are mostly made up of half-elves who would rather take a chaotic, or evil view of life, and come from various territories. Elves are usually concerned with other aspects of life to become paladins. Dwarves are not as devout as most of the other races to Madras, Tallin and Tycho, although some dwarves from Heirgraaf join paladinhood due to their heavy religious aspects. Gnomes and halflings are almost never paladins.

Other Classes: Paladins are always eager to join an adventuring party and help them. With that in mind, many other classes feel the paladin as an annoying partner (especially rogues), always telling (never asking) them what to do. They work best with anyone who agrees with their god, and the god's ideals. Wizards love the unceasing loyalty the paladin has, and sometimes claims to worship the same god as a paladin simply to have one on their side.

Game Rule Information: As described in the *Player's Handbook*, with the following exceptions, all found in the *Unearthed Arcana*, reproduced here for ease of reference:

Paladin of Madras

Alignment: Lawful Good. The paladin of Madras emphasises the traits of Good more than law. If a paladin does a non-good act, it is immediately punished. But, there is some lenience towards neutral good acts. Chaotic acts are frowned upon, but nevertheless are not treated as harshly as non-good. If a paladin of Madras violates their alignment the effects of alignment violation as described in the *Player's*

Handbook occur. But, if the lawful aspect is treated as somewhat neutral, the punishment may be overlooked, or less severe, as determined by the DM.

Lay on Hands (Su): As in the *Player's Handbook*, but it heals wound damage.

Aura of Resolve (Su): Beginning at 3rd level, a paladin of Madras is immune to compulsion effects. Each ally within 10 feet of him gains a +4 bonus on saving throws against compulsion effects. This ability otherwise functions identically to the paladin's aura of courage class feature.

Spellcasting: Remove the following spells from the paladin's spell list: *death ward, discern lies*.

Add the following spells to the paladin's spell list: 3rd—*remove curse*; 4th—*freedom of movement*.

Code of Conduct: A paladin of Madras must be of lawful good alignment, and loses all class abilities if he ever willingly commits an evil act. Additionally, a paladin of Madras' code requires that he respect individual choice, act with honour (not lying, cheating, not using poison and so forth), and help those who have had choice taken from them (provided it does not assist evil ends), and punish those who threaten personal choice.

Associates: While he may adventure with characters of any good or neutral (or, at times, chaotic) alignment, a paladin of Madras will never knowingly associate with evil characters (except on some sort of covert mission), nor will he continue an association with someone who consistently offends his moral code. A paladin of Madras may accept only henchmen, followers, or cohorts who are lawful good (with lenience toward neutral good).

Paladin of Tallin

Alignment: Lawful Good. The paladin of Tallin emphasises the traits of Law more than good. If a paladin does a non-lawful act they are immediately punished. But, there is some lenience toward lawful neutral acts.

Aura of Law (Ex): The power of a paladin of Tallin's aura of law (see the *detect law* spell) is equal to her paladin level, just like the aura of a cleric of a lawful deity.

Detect Chaos (Sp): At will, a paladin of Tallin can use *detect chaos*, as the spell.

Smite Chaos (Su): As the smite evil ability in the *Player's Handbook*, but only effects chaotic creatures.

Lay on Hands (Su): As in the *Player's Handbook*, but it heals wound damage.

Code of Conduct: A paladin of Tallin must be lawful good alignment, and loses all class abilities if she ever willingly commits a chaotic act. Additionally, a paladin of Tallin's code requires that she respect legitimate authority, act with honour (not lying,

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cheating, not using poison and so forth), help those in need (provided they do not use the help for evil, or especially chaotic ends), and punish those who harm or threaten innocents.

Associates: While she may adventure with characters of any good or neutral alignment, a paladin of Tallin will never knowingly associate with chaotic characters, nor will she continue an association with someone who consistently offends her moral code. A paladin of Tallin may accept only henchmen, followers, or cohorts who are lawful good (with a lenience toward lawful neutral).

Paladin of Tycho (Chaos)

Class Skills: Replace Diplomacy with Intimidate on the class skill list.

Alignment: Chaotic Evil. The paladin of Tycho (chaos) emphasises the traits of Chaos more than evil. If a paladin does a non-chaotic act, they are immediately punished. But, there is some lenience toward chaotic neutral acts.

Aura of Chaos (Ex): The power of a paladin of Tycho (chaos)'s aura of chaos (see the *detect chaos* spell) is equal to her paladin level, just like the aura of a cleric of a chaotic deity.

Detect Law (Sp): At will, a paladin of Tycho (chaos) can use *detect law*, as the spell.

Smite Law (Su): As the smite evil ability in the *Player's Handbook*, but only affects lawful creatures.

Deadly Touch (Su): Beginning at 2nd level, a paladin of Tycho can cause wounds with a successful touch attack. Each day she can deal a total number of wound points of damage equal to her paladin level X her Charisma bonus. An opponent is subjected to this attack can make a Will save (DC 10 + 1/2 paladin level + paladin's Cha modifier) to halve the damage dealt.

Alternatively a paladin of Tycho can use any or all of her power to cure damage to undead creatures, just as an *inflict wounds* spell does. This power otherwise functions identically to the paladins lay on hands ability.

Debilitating Aura (Su): Beginning at 3rd level, a paladin of Tycho (chaos) radiates a malign aura that causes enemies within 10 feet of her to take a -1 penalty to Armour Class. This ability otherwise functions identically to the paladin's aura of courage class feature.

Rebuke Undead (Su): A paladin of Tycho rebukes undead rather than turning undead.

Cause Disease (Sp): A paladin of Tycho can inflict disease with her touch (as the *contagion* spell) a number of times per week that a standard paladin of her level would normally be able to remove disease.

Spellcasting: Replace the standard paladin's spell list with the following spell list: 1st—*bane, cause fear, corrupt weapon, create water, curse water, detect*

poison, detect undead, divine favour, endure elements, inflict light wounds, magic weapon, protection from good, protection from law, read magic, resistance, virtue; 2nd— bull's strength, cure light wounds, darkness, delay poison, eagle's splendor, inflict moderate wounds, owl's wisdom, resist energy, undetectable alignment; 3rd— blindness/deafness, cure moderate wounds, deeper darkness, dispel magic, greater magic weapon, heal mount, prayer, inflict serious wounds, magic circle against good/law; 4th— break enchantment, cure serious wounds, dispel good, dispel law, inflict critical wounds, poison, unholy sword.

Code of Conduct: A paladin of Tycho (chaos) must be chaotic evil alignment, and loses all class abilities if she ever willingly commits a lawful act. Additionally, a paladin of Tallin's code requires that she disrespects all authority figures, who have not proven their physical superiority to her, refuse to help those in need sow destruction and death at all

opportunities.

Associates: While she may adventure with characters of any evil or neutral alignment, a paladin of Tycho will never knowingly associate with lawful characters, nor will she continue an association with someone who consistently offends her moral code. A paladin of Tycho may accept only henchmen, followers, or cohorts who are chaotic evil (with a lenience toward chaotic neutral).

Paladin of Tycho (Evil)

Alignment: Lawful Evil. The paladin of Tycho (evil) emphasises the traits of Evil more than chaos. If a paladin does a non-evil act, they are immediately punished. But, there is some lenience toward neutral evil acts.

Aura of Evil (Ex): The power of a paladin of Tycho (evil)'s aura of evil (see the *detect evil* spell) is equal to her paladin level, just like the aura of a cleric of a evil deity.

Table 2–3: Paladin Abilities by Deity

Level	Madras: Lawful Good	Tallin: Lawful Good	Tycho: Chaotic Evil	Tycho: Lawful Evil
1st	Aura of good, <i>detect evil</i> , smite evil 1/day	Aura of law, <i>detect chaos</i> , smite chaos 1/day	Aura of chaos, <i>detect law</i> , smite law 1/day	Aura of evil, <i>detect good</i> , smite good 1/day
2nd	Divine grace, lay on hands	Divine grace, lay on hands	Divine grace, deadly touch	Divine grace, deadly touch
3rd	Aura of resolve, divine heath	Aura of courage, divine health	Debilitating Aura, divine health	Aura of Despair, divine health
4th	Turn undead	Turn undead	Rebuke undead	Rebuke undead
5th	Smite evil 2/day, <i>special mount</i>	Smite chaos 2/day, <i>special mount</i>	Smite law 2/day, <i>special mount</i>	Smite good 1/day, <i>special mount</i>
6th	<i>Remove disease</i> 1/week	<i>Remove disease</i> 1/week	<i>Cause disease</i> 1/week	<i>Cause disease</i> 1/week
7th	—	—	—	—
8th	—	—	—	—
9th	<i>Remove disease</i> 2/week	<i>Remove disease</i> 2/week	<i>Cause disease</i> 2/week	<i>Cause disease</i> 2/week
10th	Smite evil 3/day	Smite chaos 3/day	Smite law 3/day	Smite good 3/day
11th	—	—	—	—
12th	<i>Remove disease</i> 3/week	<i>Remove disease</i> 3/week	<i>Cause disease</i> 3/week	<i>Cause disease</i> 3/week
13th	—	—	—	—
14th	—	—	—	—
15th	<i>Remove disease</i> 4/week, smite evil 4/day	<i>Remove disease</i> 4/week, smite chaos 4/day	<i>Cause disease</i> 4/week, smite law 4/day	<i>Cause disease</i> 4/week, smite good 4/day
16th	—	—	—	—
17th	—	—	—	—
18th	<i>Remove disease</i> 5/week	<i>Remove disease</i> 5/week	<i>Cause disease</i> 5/week	<i>Cause disease</i> 5/week
19th	—	—	—	—
20th	Smite evil 5/day	Smite chaos 5/day	Smite law 5/day	Smite good 5/day

Detect Good(Sp): At will, a paladin of Tycho (evil) can use *detect good*, as the spell.

Smite Good (Su): As the smite evil ability in the *Player's Handbook*, but only affects good creatures.

Deadly Touch (Su): Beginning at 2nd level, a paladin of Tycho can cause wounds with a successful touch attack. Each day he can deal a total number of wound points of damage equal to his paladin level X her Charisma bonus. An opponent is subjected to this attack can make a Will save (DC 10 + 1/2 paladin level + paladin's Cha modifier) to halve the damage dealt.

Alternatively a paladin of Tycho can use any or all of his power to cure damage to undead creatures, just as an *inflict wounds* spell does. This power otherwise functions identically to the paladins lay on hands ability.

Aura of Despair (Su): Beginning at 3rd level, a paladin of Tycho (evil) radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws. This ability otherwise functions identically to the paladin's aura of courage class feature.

Rebuke Undead (Su): A paladin of Tycho rebukes undead rather than turning undead.

Cause Disease (Sp): A paladin of Tycho can inflict disease with her touch (as the *contagion* spell) a number of times per week that a standard paladin of her level would normally be able to remove disease.

Spellcasting: Replace the standard paladin's spell list with the following spell list: 1st—*bane, cause fear, corrupt weapon, create water, curse water, detect poison, detect undead, divine favour, doom, endure elements, inflict light wounds, magic weapon, protection from chaos, protection from good, read magic, resistance, virtue*; 2nd—*bull's strength, cure light wounds, darkness, delay poison, eagle's splendor, hold person, inflict moderate wounds, owl's wisdom, resist energy, undetectable alignment*; 3rd—*bestow curse, cure moderate wounds, deeper darkness, discern lies, dispel magic, greater magic weapon, heal mount, prayer, inflict serious wounds, magic circle against chaos/good*; 4th—*break enchantment, cure serious wounds, dispel chaos, dispel good, dominate person, inflict critical wounds, unholy sword*.

Code of Conduct: A paladin of Tycho (evil) must be lawful evil alignment, and loses all class abilities if she ever willingly commits a good act. Additionally, a paladin of Tallin's code requires that she respect authority figures, as long as they have the strength to rule over the weak, act with discipline (not engaging in random slaughter, keeping form control over those beneath his station, and so forth), help him maintain or improve his status, and punish those who challenge authority (unless, of course, such challengers prove more worthy to hold that authority).

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Associates: While he may adventure with characters of any evil or neutral alignment, a paladin of Tycho will never knowingly associate with good characters unless it serves his need, nor will he continue an association with someone who consistently offends his moral code. He may accept only henchmen, followers, or cohorts who are lawful evil.

Psion

With the uncertainty of the clerical realm, many people have turned to themselves, wishing to better themselves, for whatever reason. This turning inward has brought upon many changes to the peoples of Eon. It has awoken powers of the mind, making people able to manipulate energies with a mere thought. Psionics is a rising discipline that is both admired and feared as much as magic.

Adventures: Psions usually adventure to find themselves, on many levels. Because of the relative newness, psions desire a place in the world. They enter the wilderness seeking others of their kind, to teach and learn from. They also go out into the world to make a name for themselves, proving that they are not to be feared. Others go out to make a name in another way, forcing their powers on the world. Good psions are very weary of using their powers, preferring to learn about their effects fully before using them often. Evil psions have no qualms about using them flagrantly.

Religion: Most psions awoke because of self reflection. Many psions do not adhere to the gods, preferring not to cloud their minds with being who are prone to desert them. Some psions desire a power that they can bring themselves towards. Worshiping life for the gift is common among psions, as well as worshiping Pune and Tycho for the sometimes chaotic nature of psionics.

Background: Psionics first appeared during the last age with some low elves and other races showing signs of psionic activity. Soon after the Age of Storms began, many others began to show the signs. It usually begins with strange and unexplained sights, feelings or sounds. People intrigued by it follow it, discovering their innate powers, while others fear it, and never discover their potential. There are few psionic schools (one in Everard, and the largest one in Esane) that teach those with psionic tendencies to harness their power. They are feared more than arcane magic users by most people, especially those clinging to a naturalistic ideal like the peoples of Tayra, Dunwaynn and Trian.

Races: Many races have looked inward, but the first to show signs of psionic were the low elves of the last Age. They have taught some of the humans of

Hildica, as well as the half-elves of that territory to focus their minds, and few of them have awoken powers inside them. Other humans in Esane and Everard also gained these abilities, and it is being research in the above said territories, in the hope to better understand its qualities. Dwarves, halflings and gnomes have not shown the signs of developing psionic powers, and instead some of them are actively acting against psionics. Elves are indifferent, yet a very small number become psions.

Other Classes: Psions get along with other psions first and foremost. Other psions are the only other class that understands the trials of a psion. Secondly, is the monk, who understands the amount of self-discipline required. Otherwise, the psion has pet peeves about the other classes, claiming them to rely too much on their respective abilities, magic being a crutch for the mind, warriors, relying on the body etc.

Psions are hunted because of their differences, and because they are feared. Because of this, they have a difficult time adapting to most communities.

Game Rule Information: As described in the *Expanded Psionic Handbook*.

Psychic Warrior

There are those who take the psionic powers they are born with, and instead of learning more effective ways of using them, train to use them along with physical combat. These are psychic warriors. Instead of devoting themselves to the development of the mind, psychic warriors develop the body. Through using their psionic powers as well as they physical prowess, the psychic warrior strives toward martial perfection.

Adventures: Psychic warriors know that only through conflict will their skills grow. Prone to showing off their flamboyant abilities, they claim to fear nothing. They adventure to progress their own personal agenda, eager to claim as much power as they can.

Religion: Psychic warriors worship the more powerful gods. Of course, the top of the list is Tycho, but some psychic warriors prefer more stable gods. They choose Madras, and sometimes Tallin. Like with psions, psychic warriors focus more on themselves, and thus do not make good supporters of their god.

Background: The psychic warrior is a martially trained psion. In the tribes of the low-elves, there are many psychic warriors, but many of them come from the psychic schools in the western territories of the Great Continent. Some psychic warriors started off training as fighters, but soon after discovering their psionic abilities, decided to train in both. Others, upon discovering their powers, decided to become psychic warriors, believing the mix of physical prowess and psionic powers are too good to pass up.

Races: The gift of psionic power is

unpredictable, and it can show up in many of the races of Eon. Yet, there is a difference in the amount of psionically active members in each race, as described in the Psion class above. Of them, the most common to become a psychic warrior is the low elf. The martial abilities of the psychic warrior is in heavy demand in the tribal system of Hildica. Humans tend to focus on their psionic powers more, although few to decide to follow a more physical route and become psychic warriors.

Other Classes: Psychic warriors get on well with anyone, regardless of class, who appreciates their unique contributions. Psychic warriors make powerful comrades in combat, so most adventurers are happy to have one in their group. Psychic warriors are not so reliant on others to protect them, like the psion, as they are able to protect themselves in most cases.

Game Rule Information: As described in the *Expanded Psionic Handbook*.

Psychic Rogue

Adventures: Unlike their nonpsionic cousins, psychic rogues have discovered their innate talent for psionics and how to best put it to use in their chosen way of life. Understandably they follow a slightly different path that foregoes some of the standards of typical rogue training in favor of developing their psionic prowess.

Characteristics: While skilled in stealthy movement and other arts requiring subtlety, the psychic rogue also depends on his psionic abilities to deal with whatever the world brings his way. Those attracted to the ways of stealth and darkness may find the psychic rogue an attractive choice. Their use of psionic powers also attracts those who have a wish to enhance their mental abilities. The combination of his skills and psionic powers make for a dangerous foe, so those who claim any psychic rogue as an enemy had best watch out for unusual tactics.

Alignment: As with rogues, psychic rogues look for the next opportunity and do not often hold tight to specific ideals. As a result, psychic rogues can be of any of alignment.

Religion: Psychic rogues come in various types, each one worshipping a different god. The most common worship either Ife or Pune. Some psionic rogues may prefer the stability of other gods.

Background: Psychic rogues can learn their skills in a variety of ways. Some work with organizations that utilize the skills of psychic rogues during the course of their activities. In this case, the psychic rogue can learn skills while working with a mentor or from a series of mentors. Others learn their skills while on the streets of a city where psionic powers are not uncommon. Again, a mentor or series of tutors may

provide the skills a psychic rogue possesses. In any case, psychic rogues prefer not to tout their skills to the public at large given the nature of their skillset.

Races: Psychic rogues are commonly humans, low-elves, or half-elves. Dwarves and half-orcs are rarely psychic rogues, but sometimes one will feel drawn to the class. If a halfling, or the occasional wood-elf awakens psionic powers, they may decide to become a psionic rogue.

Other Classes: Psychic rogues, like rogues, work well with those who can serve as distractions or who can provide a buffer in combat, such as a soulknife, psychic warrior, or fighter. Other psionic characters and arcane or divine casters may complement the powers of the psychic rogue. They prefer to stay away from those who have obvious problems with stealthy methods, such as paladins and clerics. At times, they dislike dealing with large groups due to the sheer numbers, and sometimes they find themselves irritated at another group member's inability to move a bit more quietly in situations that call for silence.

Role: Because the psychic rogue has access to psionic powers, he can bolster his own abilities. Depending on the skills and focus the psychic rogue chooses to follow in this class, this could make the character great at conning others, superb at gathering information, or excellent at moving through a dungeon without being noticed. In combat, the psychic rogue has a few options for both attacking personally (though usually opportunistically) or with psionic capability. This makes the psychic rogue quite adaptable to a variety of situations. His ability to detect and disable traps can also assist a party as a whole in moving through an area controlled by an enemy that has no qualms about placing deadly obstacles in the way.

The psychic rogue appeared in the wizards.com article "The Mind's Eye" written by Scott Brocius and Mark A. Jindra. The article has since stopped its online publication.

Game Rule Information

Abilities: As with the rogue, psychic rogues find Dexterity to be of high importance on their chosen path both for the ability to gain extra protection and due to the skills they favor. Also, Intelligence provides the psychic rogue with more skill points to spread among his skills, and high scores in both Intelligence and Wisdom assist with other skills psychic rogues find useful.

Alignment: Any.

Hit Die: d6.

Class Skills

The psychic rogue's class skills (and the key ability for each skill) are Appraise (Int), Autohypnosis (Wis), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Knowledge (psionics) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Psionic Device (Cha), and Use Rope (Dex).

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All the following are class features of the psychic rogue.

Weapon and Armor Proficiency: Psychic rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Psychic rogues are proficient with light armor, but not with shields.

Power Points/Day: A psychic rogue's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table: The Psychic Rogue. In addition, he receives bonus power points per day if he has a high Intelligence score (see Table: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items. A 1st-level psychic rogue gains no power points for his class level, but he gains bonus power points (if he is entitled to any) and can manifest the single power he knows with those power points.

Powers Known: A psychic rogue begins play knowing one psychic rogue power of your choice. With the exception of 4th, 8th, 12th, 16th, and 20th levels, each time he achieves a new level, he unlocks the knowledge of a new power.

Choose the powers known from the psychic rogue power list. A psychic rogue can manifest any power that has a power point cost equal to or lower than his manifest level.

The total number of powers a psychic rogue can manifest in a day is limited only by his daily power points.

A psychic rogue simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against psychic rogue powers is 10 + the power's level + the

psychic rogue's Intelligence modifier.

Maximum Power Level Known: A psychic rogue begins play with the ability to learn 1st-level powers. As he attains higher levels, he may gain the ability to master more complex powers.

To learn or manifest a power, a psychic rogue must have an Intelligence score of at least 10 + the power's level.

Sneak Attack: If a psychic rogue can catch an opponent when she cannot defend herself effectively from his attack, he can strike a vital spot for extra damage.

Basically, the psychic rogue's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the psychic rogue flanks his target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every three psychic rogue levels thereafter. Should the psychic rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a psychic rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty, because he must make optimal use of his weapon to execute a sneak attack.

A psychic rogue can sneak attack only living creatures with discernible anatomies -- undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The psychic rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A psychic rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Table 2–4: Psychic Rogue

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	PP/Day	Powers Known	Maximum Power Level Known	Special
1st	+0	+0	+2	+0	0*	1	1st	Sneak attack +1d6, trapfinding
2nd	+1	+0	+3	+0	1	2	1st	Evasion
3rd	+2	+1	+3	+1	2	3	1st	—
4th	+3	+1	+4	+1	4	3	1st	Sneak attack +2d6
5th	+3	+1	+4	+1	6	4	2nd	Danger sense
6th	+4	+2	+5	+2	8	5	2nd	—
7th	+5	+2	+5	+2	10	6	2nd	Sneak attack +3d6, Danger sense (uncanny dodge)
8th	+6	+2	+6	+2	12	6	2nd	—
9th	+6/+1	+3	+6	+3	16	7	3rd	Danger sense (improved uncanny dodge)
10th	+6/+1	+3	+7	+3	20	8	3rd	Sneak attack +4d6
11th	+8/+3	+3	+7	+3	24	9	3rd	Special ability
12th	+9/+4	+4	+8	+4	28	9	3rd	—
13th	+9/+4	+4	+8	+4	32	10	4th	Sneak attack +5d6
14th	+10/+5	+4	+9	+4	40	11	4th	Special ability
15th	+11/+6/+1	+5	+9	+5	48	12	4th	—
16th	+12/+7/+2	+5	+10	+5	56	12	4th	Sneak attack +6d6
17th	+12/+7/+2	+5	+10	+5	64	13	5th	Special ability
18th	+13/+8/+3	+6	+11	+6	76	14	5th	—
19th	+14/+9/+4	+6	+11	+6	88	15	5th	Sneak attack +7d6
20th	+15/+10/+5	+6	+12	+6	100	15	5th	Special ability

*The psychic rogue gains no power points from his class at 1st level. However, he does add any bonus power points he gains from a high Intelligence score, his race, and feats or other sources to his reserve. She can use these points (if any) to manifest his powers.

Trapfinding: Psychic rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic or psionic trap has a DC of 25 + the level of the spell or power used to create it.

Psychic rogues can use the Disable Device skill to disarm magic and psionic traps. Magic and psionic traps generally have a DC of 25 + the level of the spell or power used to create them.

A psychic rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Evasion (Ex): At 2nd level and higher, a psychic rogue can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the psychic rogue is wearing light armor or no armor. A helpless psychic rogue does not gain the benefit of evasion.

Danger Sense (Su): At 5th level, a psychic rogue gains the ability to augment his ability to sense danger. When active, this ability grants the psychic rogue the effects of the *danger sense* power. This ability is active as long as the psychic rogue maintains psionic focus.

At 7th level, the psychic rogue's danger sense ability gains the effects of a single augmentation and he is granted the effects of the uncanny dodge ability. While his danger sense ability is active, the psychic rogue can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a psychic rogue already has uncanny dodge from a different class (a psychic rogue with at least two levels of barbarian, for example), he automatically gains improved uncanny dodge (see below) instead.

At 9th level, he gains a second augmentation and is granted the effects of the improved uncanny dodge ability. While his danger sense ability is active, the psychic rogue cannot be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies another rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue levels than the target does. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank

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the character.

Special Abilities: On attaining 11th level, and at every three levels thereafter (14th, 17th, and 20th), a psychic rogue gains a special ability of his choice from among the following options.

Blind Spot (Ps): The psychic rogue can use this ability once per day. While in effect, the psychic rogue can attempt to make himself completely undetectable to any single creature as if manifesting the *cloud mind* power with a manifester level equal to his psychic rogue level. If the target creature fails its save, the psychic rogue can remain hidden as long as he maintains concentration on this ability.

Decoy (Ps): Once a day, the psychic rogue can create an illusory duplicate of himself. The illusion functions as a *project image* spell with a caster level equal to his psychic rogue level, except that it lasts as long as he maintains concentration, to a maximum of 1 round per caster level.

Enhanced Sneak Attack (Su): When the psychic rogue has psionic focus, he adds psionic damage to his sneak attacks. This ability increases his sneak attack damage by +1d6. (For example, an 11th-level psychic rogue would deal +5d6 damage with a sneak attack instead of +4d6). This ability may be selected up to three times.

Improved Evasion (Ex): This ability works like evasion, except that while the psychic rogue still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless psychic rogue does not gain the benefit of improved evasion.

Mind Cripple (Su): A psychic rogue with this ability has learned to focus psychic energy into his sneak attacks, which disrupts the mental capability of his foe. An opponent damaged by one of his sneak attacks also takes 2 points of Intelligence damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Shadow Jump (Ps): The psychic rogue gains the ability to travel between shadows. This ability works like the *psionic dimension door* power with a manifester level equal to his psychic rogue level, except as follows: The transport must begin and end in an area with at least some shadow. A psychic rogue can jump up to a total of 60 feet each day in this way; this can be a single jump of 60 feet or he can split the total distance he can jump each day among many jumps, but each one, no matter how small, counts as a 10-foot jump.

The psychic rogue can select this ability up to three times and he adds 60 feet to the daily total each time he selects it.

The psychic rogue can expend his psionic focus to use this ability as a move action.

Skill Mastery: The psychic rogue becomes so

certain in the use of specific skills that he can use them reliably even under adverse conditions. Upon gaining this ability, he selects a number of skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, he may take 10 even if stress and distractions would normally prevent him from doing so. A psychic rogue may gain this special ability multiple times, selecting additional skills for it to apply to each time.

Slippery Mind (Ex): This ability represents the psychic rogue's ability to wriggle free from magical or psionic effects that would otherwise control or compel him. If a psychic rogue with slippery mind is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same Difficulty Class. He gets only this one extra chance to succeed on his saving throw.

Feat: A psychic rogue can gain a bonus feat in place of a special ability.

Ranger

Rangers are masters of the wild, like Barbarians and Druids, but with much more precision on the hunt than anything else. They respect the dangers of the wild, giving everything they have to learn the wild, and become part of it. Their major role in society is a guide through dangerous areas. Their populations are high in the forested regions, but appear all over the world. In the Dunwaynn territory, they act as a guide and hunter, bringing important skills to the hunt.

Adventures: Rangers, as described in the *Player's Handbook* are often protectors. They guide others through the wilderness, assisting them on their journeys. Because of this versatility, they become invaluable on many adventures. Yet, some rangers are more comfortable guiding their own kind, as with the rangers of Hildica and Dunwaynn. Outside that, there are some rangers who travel the territories unaligned, looking for work, as well as protecting the wild.

Religion: The wilderness and learning its secrets is very important to the Rogue, and thus, Ife and Epris are the most important deities to the Ranger.

Background: The rangers have roots in the ancient elven defenders of the forest. Some rangers remain these defenders, holding the land above all. During the Age of Storms, rangers have aligned with certain territories, protecting that from outside harm. Others have taken to the roads, not aligning themselves with anyone unless they need the rangers help.

Races: As with druids, many humans and half-elves become rangers, feeling better to be alone with than wild than in society. Some elves, in these troubled time also venture to become rangers, rather

spending their time in the wild than in a dying world.

Other Classes: In Dunwaynn, rangers interact with druids, shamans and barbarians on a daily basis, forming a bond as strong as their own with nature. Similarly in Hildica, where the rangers assist the barbarians and psions of the north search for food. In Hemsadalen and Trian the rangers defend the lands from outsiders. In all aspects, the ranger can get along with any class, helping them through the wild. They work best, though, with druids, and barbarians, as well as shamans.

Game Rule Information: As described in the *Player's Handbook*.

Urban Ranger

The urban ranger stalks the treacherous streets of the city, relying on his knowledge of alleyways and underworld contacts to keep him alive.

Class Skills: Eliminate Knowledge (nature), Knowledge (dungeoneering), and Survival from the ranger's class skill list. Add Gather Information, Knowledge (local), and Sense Motive to the class skill list.

Class Features

The urban ranger has all the standard ranger class features, except as noted below.

Animal Companion: An urban ranger cannot have an animal companion larger than Medium as his animal companion.

Urban Tracking: An urban ranger does not gain the Track feat at 1st level. Instead he gains the Urban Tracking feat (see Feats section), which allows him to use Gather Information to track down a missing person, suspect, or other individual within a community.

Wild Empathy: An urban ranger adds only one-half his class level to wild empathy checks, reflecting his limited connection with the natural world.

Favoured Enemy: At the DM's discretion, an urban ranger may select an organization instead of a creature type as his favoured enemy. For example, a character might select the psionic hunter knights, arcanehunter knights, Defender Knights, or the Knights of a particular family. The favoured enemy bonuses would apply to all members of the chosen organization, regardless of their creature type or subtype.

Spellcasting: The urban ranger's spell list is different from the standard ranger spell list. The following spells are eliminated from the urban ranger's spell list: *animal messenger*, *charm animal*, *detect animals or plants*, *speak with animals*, *bear's endurance*, *hold animal*, *snare*, *speak with plants*, *command plants*, *diminish plants*, *plant growth*, *reduce animal*, *tree shape*, *water walk*, *commune with nature*,

and *tree stride*.

In exchange, the urban ranger adds the following spells to his class spell list: 1st— *comprehend languages*, *detect chaos/good/evil/law*, *detect secret doors*, *message*; 2nd— *detect thoughts*, *knock*, *locate object*, *eagle's splendor*; 3rd— *discern lies*, *invisibility*, *speak with dead*, *tongues*; 4th—*dimensional anchor*, *locate creature*, *Mordenkainen's faithful hound*, *true seeing*.

Woodland Stride: The urban ranger does not gain this ability.

Swift Tracker (Ex): Beginning at 8th level, an urban ranger may make a Gather Information check for his Urban Tracking feat every half hours without taking the -5 penalty.

Camouflage: An urban ranger does not gain this ability.

Hide in Plain Sight (Ex): An urban ranger can use this ability in any area, whether natural terrain or not.

Rogue

The most common class in Eon, the rogue fills many duties from thief to specialist, they are, in a sense, jack-of-all-trades, ready to adapt to just about anything the world can throw at them.

Adventures: Rogues are the best class to go adventuring simply based on their skill of quickly adjusting to most situations. They adventure for various reasons including challenge, fame or money. But one thing remains the same for all rogues: they are good at what they do.

Religion: Rogues do not subscribe to any religion for the most part, although some are very devout to some deities. Rogues tend toward the chaotic gods than any of them, favouring Pune and Tycho over all the rest. Pune especially in the Age of Storms, as many rogues believe her to have the most power, and influence.

Background: Most rogues are self-taught, learning the ways of life on the street. Picking up the skills of slyly talking their way out of situations, or making quick getaways when it fails. These rogues tend to be more well rounded in their skills. Other rogues are part of underground thief guilds that crop up in every major city. These are usually trained thieves, taking thrill in the covert robbery of either the local bakery, or a dragons hoard.

Races: Any race can, and is a rogue. Although Half-elves and Humans are the most frequent. Elves tend to stay away, rather tending to the realms of knowledge, arcana, divinity or the earth, than turn to a life on the edge. Dwarves tend to be bound to a personal code, thus staying away from roguish behaviour.

Other Classes: The rogue welcomes all the help he can get. Nothing makes a rogue happier than more people around, because it equals the more help he can get (or the more people he can pin the crime on). Rogues try to avoid the more lawful classes, including monks and clerics, trying to surround themselves with more chaotic characters, like rangers, bards as well as social outlaws like psions and wizards. To a rogue, friends can be the best thing that ever happened to them, or their worst nightmare.

Game Rule Information: As described in the *Player's Handbook*.

Shaman

The shaman is not only a link to nature, but a spiritual guide. Shamans do not gain their abilities from a god, but nature itself, somewhat like a druid. They do not speak to gods like clerics, but speak to the spirits of nature, also, like a druid. But, they focus on their powers granted, more like a cleric. The shaman is a cleric for the wild. Their supernatural powers are deeply respected in some circles as more important than the words of gods.

Shamans communicate with nature spirits. They are not Eon, but part of him. They are not Epris, but part of him. The nature spirits can be interpreted as the aftershadows of the gods as they created the world. It is these aftershadows of both gods and people, as well as plants and animals that shamans get their power from.

Adventures: Shamans usually remain in the tribal setting, preferring to get to know the nature spirits of a certain area. They act as guides, using their divination powers to foresee what will happen to a tribe and its members. Outside the tribe, the shaman acts as another pair of eyes, speaking with often forgotten spirits in order to gain knowledge. It is because of this interesting view and ability that shamans become useful. They leave the tribal settings occasionally to gather more skills, hoping, always, to return to their tribe with their newfound abilities.

Characteristics: A shaman's main power comes from their divine power to see things no one else can see. They have a power over nature that is similar to a druid's. They can foretell someone's future, and give advice. They can also send animals to attack enemies. They have little combat training, preferring to use their divine power more than any other. Yet, the spirits always find a way to make the shaman come out on top in most situations.

Alignment: Shamans serve nature, and thus, their alignments tend to remain neutral. They lean towards good more than evil, and law more than chaos, but never give up their sometimes harsh neutrality.

Religion: Unlike all other peoples of Eon, the shaman does not have a complete belief in a god. Instead, they acknowledge the gods, respect them, but focus their lives on the separate images of life. As each living creature has its story, each living thing has a spirit, and the shaman can read them, and tell a great deal from them.

For all intents and purposes, shamans do not have a religion. They respect Epris and Eon above all others, yet prefer to remain neutral on the fact of which one they prefer better. Because their lives focus mostly on the life-forces of the living, they claim that everything is their god.

Background: Shamanism is a new concept to Eon, having its beginnings in the asian islands, and their worship of similar spirits. The expansion of this class after the Age of Storms may have be contributed to by Alta's disappearance, and the increase of the strength of Pune. Many people become shamans in order to discover secrets about life never able to be seen. Because the tribes of Hildica and Dunwaynn rely heavily on nature, shamanism became popular there, although it can be seen in other places like Hemsadalen and Trian.

Races: Shamanism is usually confined to the humans and half-elves of the Hildica and Dunwaynn tribes. Some halflings have become shamans in their small communities with mixed results. Very rarely are there elvish shamans, due to the unwavering loyalty of elves to the gods. Dwarves and gnomes never become shamans.

Other Classes: Shamans work in tandem with druids, combining their powers to their strongest effect. Barbarians are in awe of the shaman and usually follow them, giving their protection. Of course, this benefits the shaman, and he understands it. Shamans do not work well with clerics, or monks. Clerics believe in the gods solely, where the monks do not believe in such spirituality outside the mind.

Role: The primary role of the shaman is to provide guidance to those who follow them. They see things no one else can, and describe events that may happen in the hopes they can be avoided. They commonly require some sort of defender to assist them, otherwise they will not last long in combat.

Game Rule Information

Abilities: Wisdom determines how powerful a spell a shaman can cast, how many spells per he can cast per day, and how hard those spells are to resist (see Spells below). A high dexterity allows a shaman to move quickly out of combat. A high intelligence also allows a shaman more skills, as well as a better chance of determine signs and omens.

Alignment: Neutral Good, lawful neutral, neutral, chaotic neutral, or neutral evil.

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Class Skills

The shamans class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (spirits) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Survival (Wis). See chapter 4: Skills in the *Player's Handbook* for skill descriptions.

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

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

Class Features

All the following are class features of the shaman.

Weapon and Armour Proficiency: Shamans are proficient with all simple weapons and all light armour.

Spells: A shaman casts divine spells, which are drawn from the shaman spell list. His alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good and Lawful Spells below. A shaman must prepare spells in advance.

To prepare a spell, the shaman must have a wisdom score of at least 10 + the spell level (Wis 10 for 0-level spells, Wis 11 for 1st-level spells and so forth). The Difficulty Class for a saving throw against a shaman's spell is 10 + the spell level + the shaman's Wisdom modifier.

Like other spellcasters, a shaman can only cast a certain number of spells of each spell level per day. His base spell allotment is given on Table 2-4: The Shaman. In addition, he receives bonus spells per day if he has a high enough Wisdom score (See page 8 of the *Player's Handbook*). The shaman also gets one domain spell of each spell level he can cast, starting at the 1st level. When a cleric prepares a spell in a domain slot, it must come from one of his two domains (see Totems, Domains, and Domain Spells, below).

Shamans do not acquire their spells from books or scrolls, nor do they prepare them through study. Instead, they meditate, or pray for their spells, receiving them as gifts from the nature spirits. Each shaman must choose a time at which he must spend an hour each day in quiet conversation with the spirits to regain his daily allotment of spells. Typically, this hour is at dawn or noon for good shamans, or dusk or midnight for evil shamans. Time spent resting has no effect on whether a shaman can prepare spells. A shaman may prepare and cast any spell on the shaman spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Totems, Domains, and Domain Spells:

Choose two domains for your shaman. Each domain

Table 2–5: The Shaman

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	-----Spells Per Day1-----									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Animal companion, Nature Sense	3	1+1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Speak to Plants/Animals	4	2+1	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Foresee Future (2/month)	4	2+1	1+1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Trackless Step, Totem shape (1/day)	5	3+1	2+1	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Spirit Favour, Divine Healing	5	3+1	2+1	1+1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Foresee Future (+1 question, -5%), Totem Shape (2/day)	5	3+1	3+1	2+1	—	—	—	—	—	—
7th	+3	+2	+2	+5	Totem Shape (3/day)	6	4+1	3+1	2+1	1+1	—	—	—	—	—
8th	+4	+2	+2	+6	Divine Healing, Totem Shape (4/day)	6	4+1	3+1	3+1	2+1	—	—	—	—	—
9th	+4	+3	+3	+6	Foresee Future (1/2 weeks)	6	4+1	4+1	3+1	2+1	1+1	—	—	—	—
10th	+5	+3	+3	+7	Divine Understanding, Totem Shape (5/day)	6	4+1	4+1	3+1	3+1	2+1	—	—	—	—
11th	+5	+3	+3	+7	3rd Totem	6	4+2	4+1	4+1	3+1	2+1	1+1	—	—	—
12th	+6/+1	+4	+4	+8	Foresee future (+1 question, -5%)	6	4+2	4+1	4+1	3+1	3+1	2+1	—	—	—
13th	+6/+1	+4	+4	+8		6	4+2	4+2	4+1	4+1	3+1	2+1	1+1	—	—
14th	+7/+2	+4	+4	+9		6	4+2	4+2	4+1	4+1	3+1	3+1	2+1	—	—
15th	+7/+2	+5	+5	+9	Foresee future (1/week)	6	4+2	4+2	4+2	4+1	4+1	3+1	2+1	1+1	—
16th	+8/+3	+5	+5	+10		6	4+2	4+2	4+2	4+1	4+1	3+1	3+1	2+1	—
17th	+8/+3	+5	+5	+10		6	4+2	4+2	4+2	4+2	4+1	4+1	3+1	2+1	1+1
18th	+9/+4	+6	+6	+11	Foresee future (+1 question, -5%)	6	4+2	4+2	4+2	4+2	4+1	4+1	3+1	3+1	2+1
19th	+9/+4	+6	+6	+11		6	4+2	4+2	4+2	4+2	4+2	4+1	4+1	3+1	3+1
20th	+10/+5	+6	+6	+12		6	4+2	4+2	4+2	4+2	4+2	4+1	4+1	4+1	4+1

¹In addition to the stated number of spells per day for 1 st- through 9th-level spells, a shaman gets a domain spell for each spell level, starting at 1st . The "+1" on this list represents that . These spells are in addition to any bonus spells for having a high Wisdom.

represents a different totem animal, a spirit that has a special relationship with the shaman. Each totem gives you access to a domain spell at each spell level, from 1st on up, as well as a granted power. Your shaman gets the granted powers of both domains selected. With access to two domain spells at a given spell level, a shaman prepares one or the other each day. If a domain spell is not on the shaman spell list, a shaman can only prepare it in his domain spell slot.

When a shaman reaches 11th level, he can choose a third domain, and gains access to the spells and granted power of this new domain. Each day, he can prepare two domain spells of certain spell levels, as shown on Table 2–5.

Chaotic, Evil, Good, and Lawful Spells: A shaman can't cast spells of an alignment opposed to his own. For example, a neutral good shaman cannot cast evil spells. Spells associated with particular Age of Storms Campaign Setting

alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions in the *Player's Handbook*.

Bonus Languages: A shamans bonus languages options include sylvan, the language of woodland creatures. This choice is in addition to the bonus languages available to the character because of their race.

Animal Companion (Ex): A shaman can begin play with an animal companion that represents one of his totems. This animal is a loyal companion that accompanies the shaman on his adventures. The Animal companion represents the link the shaman has between it and the animal kingdom.

A 1st-level shaman's animal companion is completely typical for its kind except as noted in the Druid's Animal Companion sidebar on page 36 of the *Player's Handbook*. As a shaman advances in level,

the animals power increases as shown on the above mentioned sidebar.

The shaman cannot release this chosen animal companion. The animal has chosen the shaman. If the animal perishes during the adventures of a shaman, it may be replaced with another animal, corresponding with the totems chosen only after 24 hours of uninterrupted, solitary prayer.

Nature Sense (Ex): A shaman gains a +2 bonus on Knowledge (Nature) and Survival checks.

Speak to Plants/Animals (Sp): Starting at 2nd-level, the shaman can act as if he is under the effects of the *Speak with Animals* and *Speak with Plants* spells at the same time, as the spells. The shaman can use this ability a number of times equal to half his level, rounded down.

Foresee Future (Ex): Beginning at 3rd level, the shaman can foresee the future of one person. This acts like a *Divination* spell in all respects, except that the question asked can only be about one person's future in general, and there is a 25% chance for the answer to be false. The using of this ability requires the shaman to have access to specific shamanistic tools such as divination bones, divination stones or the like. The ceremony must take place without interruption, with the person sitting across from the shaman, for one hour. Every sixth level after (6th, 12th, and 18th), the shaman can ask another question, adding a half an hour onto the ceremony's length. The percentage for an incorrect answer also drops 5%, to a minimum of 10%. Starting at 3rd level, it can be used twice a month, first before Supral becomes full, and second before it becomes new. At 9th level, the ability can be used once every two weeks (or once a cycle of Eylsai). At 15th level, it can be used once a week.

When a persons future is foretold, the DM does not need to disclose the information immediately (they do need to make the roll). During the course of the adventure (or during whatever the character asked about), the character can have one question answered. The DM then decides if the shaman would have seen this situation, then tells the character the outcome. Modifiers are rare, but in some cases, this stops there from being surprise attacks, and the such. The DM may also choose to let a character know of the fortune told as they are nearing an important part of the adventure, reminding them of their time with the shaman, as the character no doubt would be remembering it.

Trackless Step (Ex): Starting at 4th level, a shaman leaves no trail in natural surroundings and cannot be tracked. He may leave a trail if so desired.

Totem Shape (Su): At 4th level, a shaman gains the ability to turn himself into one of his chosen totems (see *Monster Manual*). This ability works like Age of Storms Campaign Setting

the *polymorph* spell except where noted here. The effect lasts for 1 hour per shaman level, or until he turns back. Changing form (to totem or back) is a standard action and doesn't provoke an attack of opportunity.

A shaman loses his ability to speak while in totem form because he is limited to the sounds that a normal, untrained animal can make, but he can communicate normally with animals of that type. A shaman can use this ability more times per day at 6th, 7th, 8th and 10th levels, as noted on Table 2-5: The Shaman.

Spirit Favour (Su): A shaman of 5th level or higher applies his Charisma modifier (if positive) as a bonus on all saving throws.

Divine Healing (Ex): Starting at 5th level, the shaman can remove ability damage caused by natural poisons. The amount of ability damage healed is equal to the shamans level. Starting at 8th level, the shaman gains the ability to remove curses casted by evil aligned divine spell casters twice a day.

Divine Understanding (Ex): At 10th level, the shaman can understand verbal language spoken by any humanoid. They cannot speak back to them.

Soulknife

Some people with psionic abilities focus on those abilities, using their mind as powerful weapons. Others train with weapons, using both their psionic abilities and physical prowess as mighty weapons. The soulknife uses his mind as a powerful weapon: a weapon that materializes from his very thoughts.

Adventures: A soulknife's desire to adventure differs little from everyone else's: to obtain fame and fortune, or to fulfill their own desires. Soulknives, though often desire simply, to show off their blade.

Religion: Most soulknives are not religious, but because of the deep connection with the gods of Eon, soulknives still choose one god, just their worshipping habits are less than acceptable. For the most part, soulknives worship Tycho or Tallin, depending on their alignment and personal reason for combat. Followers of Tycho kill for their own enjoyment, where followers of Tallin, use their powers to defend. Neutral soulknives are rare. They worship Ife or Madras.

Background: Soulknives are very rare on Eon. Most people are unable to create a mind blade, let alone have the discipline to wield it. Yet, there are a few who actually achieve it. All soulknives have guidance from the psionic schools, there are a very small percentage of soulknives who develop these abilities without the aid of the schools, but more times than not, they have guidance of an old soulknife.

Races: The gift of psionic power is unpredictable, and it can show up in many of the races

of Eon. Yet, there is a difference in the amount of psionically active members in each race, as described in the Psion class above. The most common soulknives are humans. For the most part, humans tend to desire training when they show psionic tendencies. Some humans are drawn into the soulknife class because of its power. There are many low elves who also become soulknives. They are usually trained by other soulknives in their tribe.

Other Classes: Soulknives are most comfortable with those who have similarly aggressive bents, such as barbarians, fighters, and even monks and paladins. They are less comfortable with psychic warriors (perhaps due to a feeling of competition), spellcasters, psions and wilders, though a soulknife can discipline himself to manage most any relationship.

Game Rule Information: As described in the *Expanded Psionic Handbook*.

Wilder

The psion draws his psionic ability from strict mental discipline and intellectual development. Not so for the wilder – for her, raw emotion is the source of psionic power.

Emotion-triggered psionic ability is not a science, but a passion. The zeal with which the wilder pursues the use of her psionic ability is so extreme that she can occasionally trigger a surge of power far beyond her normal capabilities. But with this ability comes a price. By exceeding her limits, the wilder may injure herself with psychic feedback.

Adventures: Nothing excites wilders more than adventure. They seek the most dangerous adventures, because it is on these adventures that their emotion triggered abilities can be used. A mundane adventure does nothing for a wilder. They seek out excitement more than anything. Wilders are more concerned with advancing their powers, but that won't stop them from taking some occasional monetary wealth from the adventure.

Religion: Most wilders are very self-centered, not allowing for any time to pay respects to any god. Considering the heavy influence of religion in Eon, wilders still pay tribute to some gods. The most common is the chaotic and emotion filled Pune. Dakar is also worshiped, as he is a very emotionally volatile god. The more lawful gods are not looked to too often, but every wilder at least respects Ife.

Background: Wilders are usually self-taught. In most cases, wilders are psionically active humans or low elves who have been in a very emotionally cruel situation at around the time where their psionic abilities developed. A wilder may then continue to live normally, but at any point when there is a very

emotional outbreak, it is usually accompanied with a psionic power manifesting. This either continues untrained, or the wilder begins to hone their powers, becoming wilders.

Races: Humans and low elves are among the more emotionally volatile races in Eon. Humans make up most of the wilder numbers, simply because the low elves are more refined in their emotional outbursts (although they would admit no such thing, claiming it is too much like a high elf). The few low elves who become wilders usually remain in Hildica. Occasionally, low elf wilders are asked to leave the tribe, as they are too volatile.

Game Rule Information: As described in the *Expanded Psionic Handbook*.

Wizard

The wizard was always feared for its ability to bring into existence terrible forces. In the last Age, the Parsetan fear of the arcane led them to war, and put an end to arcane magic. Since then, people who were interested in the arcane searched for a revival of the art. After many years, they have discovered a way to tap into the arcane by using someone else's life-force. Although controversial, it has caught on in some territories. Many people still fear the arcane wizard, blaming them for the downfall of the empires. The Parsetans hunt them, trying to keep a hold on the magic-free world. Others pledge their life to defend them. Wizards spend most of their time studying in the few places that will allow arcane study. They spend the rest of their time befriending (or kidnapping) their sources. The road to becoming wizard has never been harder, yet the Wizard is a powerful force worthy to be feared.

Adventures: Using their intelligence to assess many situations, the wizard is calculating, usually knowing what situation to allow himself to get into, and what situations to avoid. They are followed loyally (or by force) by their Source, the source (of course) of their power. Wizards are, thus, a two man team. They are weak physically, but make up for it with their powerful array of spells. Their Sources are usually their protectors (cannon-fodder), saving them in difficult situations. Other than the political aspects of having a wizard in one's party, they are an excellent friend to have.

Religion: Because they are constantly hunted, wizards have turned, only slightly, towards religion. The reverend, above all else, Ife. Without her, they would not have the intelligence enough to become wizards. Some worship Madras, allowing them to borrow (steal) the life-forces of their sources to cast magic. Evil wizards worship Tycho and Pune.

Background: Wizards, more than ever, consider

themselves part of a social class all their own. Almost every wizard is part of an organization where the arcane arts are taught and protected. Due to the fear of them, wizards cling to each other more and more often. They stay close to large groups of people who do not fear them, as well as those who have sworn to protect them. Their numbers are small, and usually confined to Esane and Everard.

Races: Elves have a long standing understanding and love for the arcane, and it has not waned since it was outlawed. They still see magic as a high art. Humans are drawn to magic because of their curiosity, and love of going against the grain. They enjoy its over-the-top power in some cases. Half-Elves are drawn to magic in most cases, because they cannot fit into some places. They take magic on as a way to gain acceptance in both the human and elven worlds. Few gnomes enter magical arts any more. They spend most of their time in the caves with dwarves building contraptions. Dwarves despise arcane magic above all else. Halflings rarely enter the ranks of the wizards.

Other Classes: Wizards get along with wizards best. It is only a wizard who understands what a wizard has to go through. Bards, in a somewhat similar fashion also understand the plight of wizards, and sometimes get along quite well with wizards. But, they also get along with fighters and monks who think arcane magic should still exist. Clerics and rogues are helpful to the wizard, allowing them to defend the wizard in different ways. Druids, and shamans mostly dislike the 'unnatural' aspect of the new arcane magic, shunning it. Psions, although very different from the wizard in type of powers, are under the same umbrella, and thus often join forces with wizards to prove their worth in society.

Game Information: As described in the *Player's Handbook*, with the exception of what is described below.

Specialization: Wizards can still become specialists. The rules the same as described in the School Specialization sidebar in the *Player's Handbook* except: The Wizard can prepare one extra spell from her specialized school that she can cast each level. She still has to spend spell points to cast the extra spell, but she is able to memorize this spell for free.

Spells: A wizard casts spells as described in the *Player's Handbook*, except that the energy from the spell is drawn from the source. They memorize the spells as described in The *Player's Handbook*, and are limited by Table 3-18: The Wizard. When they memorize their spells, these are the spells they can cast that day. Instead of disappearing from the memory of the wizard after they are cast, they remain intact. The spell points are instead taken from the

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**Table 2-6:
Spell Cost**

Spell Level	Spell Cost
0	0 ¹
1st	1
2nd	3
3rd	5
4th	7
5th	9
6th	11
7th	13
8th	15
9th	17

¹ 0-level spells cost no spell points to cast. A wizard can cast five 0-level spells a day for free.

**Table 2-7:
Base Spell Points**

Level	Spell Pts/Day
1st	2
2nd	4
3rd	7
4th	11
5th	16
6th	24
7th	33
8th	44
9th	56
10th	72
11th	88
12th	104
13th	120
14th	136
15th	152
16th	168
17th	184
18th	200
19th	216
20th	232

source. These spell points are a set number of points that are affected by the source's Constitution score and the wizard's maximum spell level.

To determine the number of spell points gained from a high ability score, first find the row for the source's Constitution score on Table 2-8: Bonus Spell Points. Next, find the column for the highest level of spell the wizard is capable of casting based on his class level (even if he does not have a high enough Intelligence to cast spells of that level). At the point where the row and column intersect, you find the value of bonus spell points the wizard gains. This value can change each time the source's ability score undergoes a permanent change (such as from an ability score increase due to a character level or a *wish* spell) and each time the wizard's level changes.

For example, Vivi the wizard is level 4 capable of casting 2nd level spells, where his source, Callius, is an 8th level fighter with a Constitution of 16. The number on Table 2-8: Bonus Spell Points at the intersection of the 16-17 row and the 2nd column is 4, so Vivi receives 4 extra spell points to spend each day (in addition to the 11 spell points for being a 4th level wizard). If Callius' Constitution were increased to 20 due to a *bear's endurance* spell or an *amulet of health +4*, he would not give Vivi any additional spell points, since those effects produce temporary changes, not permanent changes. However, when Vivi reaches 5th level, his bonus spell points would increase from 4 to 9 (since he is now capable of casting 3rd level spells and thus uses that column), and his total would increase from 15 to 25. Similarly, if Callius, though gaining levels increased his Constitution to 18, that allows Vivi access to another row of bonus spell points, allowing Vivi to have

16 bonus spell points when he reaches a level capable of casting 4th level spells.

A wizard who would normally receive bonus spells from specialization can instead prepare extra spells of the appropriate school. The wizard does not get any extra spell points, but the added flexibility of being able to use the bonus spell more than once per day makes up for that. For example, if Vivi was a specialist in the Evocation school, he could prepare one additional spell per level, but that additional spell would have to be from the Evocation spell school. Once it is prepared, he can cast that spell just like any other spells, casting it as often as he has spell points.

The wizard still studies his spellbook as described in the *Player's Handbook* and is still under the same restrictions. Only when a spell is cast, it takes the energy from the source. The amount of spell points needed to cast a spell is on table 2–6: Spell Cost. The wizard can cast a number of 0-level cantrips for free equal to 1 + Int modifier. After that, they each cost 1 spell point to cast. When all spell points have been drained from the source, no more energy can be drained from the source without damaging him. Every spell point that would be taken from the spell point pool, are instead taken from the sources Constitution score (this effects Wound points as well. For example, if Callius, through combat has taken 4 wound points of damage, and Vivi has only 2 spell points remaining, but wants to cast *fireball* to finish off the attacking bugbears, the three excess spell points would instead be removed from Callius. Callius' Constitution score would drop from 16 to 13, and his wound points would drop from 12 to 9).

When scribing scrolls, or making magical items, the source must be present throughout the whole of the process, as their energy is being channeled into the item. When the item is completed, the spell points are taken from the source. They do not need to be present when a scroll is read. When the spells would normally be 'erased' from the wizards mind, the proper

amount of spell points are removed from the source.

The source must be within 30 feet of the wizard in order for the energy to be drained. If the source leaves the 30 foot radius while the wizard is concentrating on a spell, the spell is immediately ended. If the spell does not require the concentration of the wizard after it is cast, (like arcane *lock* or *polymorph*), when the source leaves the 30 foot radius, the spell is still intact. If the source leaves the 30 foot radius while a spell is being cast (e.g. a full-round spell) the spell is immediately ruined.

Bind Source: At 1st level, the wizard must find someone who wishes to be their source (or kidnap someone unwilling) and go through a ceremony in which the source's life force can be drained by the wizard and altered into arcane magic.

The ceremony to make someone a source usually lasts about an hour. The source and the wizard must remain motionless (or tied down) for the duration.

A source should have a high constitution, to allow the wizard to cast more spells. The amount of spell points relies on the constitution of the source. If their Constitution is lower than 10, there is a chance they will perish in the ceremony. The creature who is undergoing the ceremony with a Constitution below 10 must make a Constitution check of DC 10 + 1 for every point below 10. Thus a Constitution of 9 makes a DC check of 11. Creatures with low Constitutions are almost guaranteed to perish in the ceremony. When the ceremony ends, the source takes the Wizards Source feat (or it is activated).

If a source dies, the wizard has to replace them with another source before they can cast spells again. Because of the strain on the wizard, he must wait one month before he can be bound to a source. The second binding with a source is twice as long (two months). Because of the lost bond with the first source, spells become more difficult to cast. A new bond is never as effective as the first. The first month of being bound to a new source imposes a +1 penalty to spell point cost for all spells cast. The wizard retains half of his free 0th level spells, the remaining are 1 spell point to cast. After the first month with the new source, this fades away, and the wizards can then cast spells normally.

Table 2–8: Bonus Spell Points

(Condensed from *Unearthed Arcana*)

Source Ability Score	-----Bonus Spell Points----- (by Wizards Maximum Spell Level)									
	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
12-13	1	1	1	1	1	1	1	1	1	1
14-15	1	4	4	4	4	4	4	4	4	4
16-17	1	4	9	9	9	9	9	9	9	9
18-19	1	4	9	16	16	16	16	16	16	16
20-21	2	5	10	17	26	26	26	26	26	26
22-23	2	8	13	20	29	40	40	40	40	40
24-25	2	8	18	25	34	45	58	58	58	58

Specialist Wizard Variants

Due to the recent resurgence of magic into the world, many scholars have become interested in the many different ways of using magic. Since the original rules of magic no longer apply in the Age of Storms, many wizards tried new things. They experimented with their new abilities, and found that if they specialize in a certain school they can gain extraordinary powers never before realized.

Many of these wizards founded schools along the east coast of the Great Continent, specializing in their area of expertise. In order for a wizard to gain the full benefits of the below listed abilities, they have to train at these schools and academies during their first few years of becoming a wizard. That means that a 1st level wizard has to, at one point, have been at the training center for his specialized school. If a character wishes to multiclass into a wizard, they must spend the normal time becoming a wizard, and an additional 6 month period learning their new specialist trade.

All the specialist Wizard Variants are listed in the *Unearthed Arcana*. The DM may have some restrictions on which specialist can take the variants, and what variants can be chosen for your wizard. Ask your DM before choosing any variants for your wizard.

Experience and Levels

As described in the *Player's Handbook*. The only exception is that in order to obtain the required training, when a character obtains enough experience points to gain a level, they need to spend a week training in order to use their abilities.

A proper training facility is the best place to train, although where this is, this differs from class to class. For example, a ranger or druid need to spend a week in the wilderness to gain their training, where a fighter or monk need to be in a practice area trying out new moves. The proper training facility is up to the PC, but must reflect the character's class. For example, a wizard should not be granted her level if she spends a week in the wilderness; an old library would be more of a likely place for a wizard.

Whatever the place, the DM should make it somewhat easy for the players to find their training facility. An example might be after a harrowing adventure in a dungeon, the players level up. Instead of the party's ranger leveling up in the wilderness, he returns to the city with his comrades, so they can all train at one time. The wizard in the sage's office, the fighter and monk together in their inn room (the town they are in is too small to offer a barracks or something of the sort), the ranger and druid train in the wilderness outside the city. The DM should avoid forcing the characters to travel long distances, like the capital city of the neighboring territory, to level up.

Even if a monk who has been trained in a certain dojo who is no where near his home dojo can still gain his feats and skills (including bonus feats and abilities). Most monks trained in a dojo know what they are capable of accomplishing, and need experience in order to do certain abilities. Nevertheless, a character should always return regularly to his dojo and train. The DM should be mindful of this, but not penalize the character. The same is true for specialist wizards.

Multiclassing Characters

A character may add new classes as he or she progresses in level, thus becoming a multiclass character. The class abilities from a character's different classes combine to determine a multiclass character's overall abilities. Multiclassing improves a character's versatility at the expense of focus.

The multiclassing rules are as described in the *Player's Handbook*, except as follows:

Adding a Second Class

When a character with one class gains a level, he or she may choose to increase the level of his or her current class, or pick up a new class at 1st level.

The rules for adding a second class are the same as described in the *Player's Handbook*, except that it takes game time to train and become ready to use the new skills gained at 1st level. The time it takes to become proficient in a new class, depends on the new class, as shown in Table 2–8.

Wizards face a special restriction because their art has been lost to many, and has to be learnt in an actual school setting. In order to multiclass as a wizard, you need to be taught inside one of the three schools teaching magic (Elris Academy in Tirann, Everard, Erina Academy in Esfayon, Esane or the Iscynd Wizards College in Erihyll, Faeress). To become a specialist, you must remain in school for an additional 3 months. If you wish to become one of the variant specialist wizards, an additional 3 months schooling is required, making a grand total of 12 months of schooling to become a specialist with variant abilities.

The other classes do not necessarily need to be in a specific place in order to become multiclassed. The monk, if going to be trained in a specific dojo, is required to be at that dojo for the three weeks. Otherwise, the multiclass character should be in a place that would be helpful for the character to train his new skills, following the guidelines discussed above in the Experience and Levels section.

Table 2–8: Training Times to Become Multiclassed

Class	Time to become trained
Barbarian, Psion, Rogue	1 week
Bard, Fighter, Paladin, Ranger, Druid, Shaman	2 weeks
Monk, Cleric	3 weeks
Wizard	6 months

Chapter 3: Prestige Classes

To a character, there are many paths one can take to survive, or to claim their fortunes. This chapter contains many prestige classes that can improve your character, and are specialized for the Age of Storms campaign setting. They all add to the flavour of the campaign, as well as your characters abilities.

In addition to these prestige classes, characters may choose a prestige class from the *Dungeon Master's Guide*, or another source as described below. Remember, the DM has final say in which prestige classes you can, or cannot, choose.

Some prestige classes listed below are taken from other sources and altered slightly to better fit them into the Age of Storms campaign setting.

There are many prestige classes that are not suited for play in the Age of Storms campaign setting. These prestige classes are listed below, according to their source.

Dungeon Master's Guide: arcane archer, arcane trickster, dragon disciple, and the red wizard.

Expanded Psionics Handbook: fist of Zuoken, Illithid slayer, psion uncarnate, and war mind.

Complete Warrior: drunken master, eye of Gruumsh, frenzied berzerker, gnome giant-slayer, halfling outrider, hulking hurler, knight of the chalice, knight protector, master of the unseen hand, mindspy, occult slayer, purple dragon knight, rage mage, ravager, reaping mauler, ronin, tattooed monk, thayan knight, and warshaper.

Complete Divine: blighter, entropomancer, geomancer, holy liberator, rainbow servant, sacred fist, seeker of the Misty Isle, ur-priest, and void disciple. The Temple raider of Olidammara is now known as the temple raider of Pune. There are no changes to the rules.

Complete Adventurer: daggerspell mage, daggerspell shaper, dread pirate, Fochlucan lyrist, ghost-faced killer.

Fist of Ife

A rare off shoot of monk, the Fist of Ife commonly take to defending psions, and psionic institutions.

Religion: The Fists of Ife all worship Ife.

Territories: The Fists of Ife rarely travel, unless they have decided to protect a psion, who wishes to travel. Most commonly, Fists of Ife are found in Esane, Everard and Faeress defending local psions, and psionic institutions.

Game Rule Information: As described in the *Expanded Psionics Handbook*. under the name Fist of Zouken.

Holy Monk

The holy monks are defenders of the Gods. They represent the perfect purity of body and mind. The holy monks believe that the Age of Storms is a test to the peoples of the world. The only way to get past it, is to purify the populace. Many people turn to the clergy, many other the dojos. But, many take both roads, forming the holy monks. They believe that the absolute purity of mind, body and soul of both the Cleric and Monk is key to restoring the world.

Adventures: Holy monks are widely concerned with one thing: personal purity. When adventuring, it is a personal test to remain who they are, defenders of their gods. They are fervent worshippers of both their gods as well as their minds, bodies and souls. They only leave their personal temples to go on personal crusades: whether to defend their land, or to prove to themselves something about the world (the most common reason is to prove to themselves how impure the world has become).

Characteristics: A holy monk is without humour. They are usually quiet people, content to live alone and attain personal purity. They do not do well with outsiders, especially others who are clearly impure. They are serious at all times, caring only for personal purity.

Alignment: Holy monks are all lawful, but depending on their god, their alignment can be good, evil, or neutral. All holy monks believe that law is missing from the world, but they cannot agree on what *kind* of law is missing. Because of the difference in each gods teachings, this will be never settled, and each holy monk knows it. Nevertheless, they fight and train for their own ideals for purity and law.

Religion: Because of the monk influences, the holy monks have a limited religion. They only worship gods who accept Law in their dogma. This omits such gods as Tycho and Pune who's whole basis is chaos. The holy monks, through the lawful gods hope to purify themselves and thus the world. They are arguably the most devoted people known (save paladins).

Background: The holy monk's background stems all the way back to the end of the Age of Magic. When the storms began, many people wanted to know what was happening, and when the storms would stop. Many clerics searched for the answer. Some of these clerics found the various dojos that have sprung up, and realized that the monks of the Great Continent were concerned with personal perfection. Many of these clerics returned to their churches with their findings. It was soon after that the Order of the Holy Monks was formed in Faeress. This class is populated mostly by devout clerics, or curious monks.

Table 3–3: The Holy Monk

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	AC Bonus	Unarmoured Speed Bonus	Spells per Day
1st	+0	+2	+2	+2	Quick Soul +1 1/day, Unarmed damage	+1	+0 ft.	+1 level of existing divine spellcasting class
2nd	+1	+3	+3	+3	–	+1	+0 ft.	+1 level of existing divine spellcasting class
3rd	+2	+3	+3	+3	Quick Soul +2 2/day	+1	+10 ft.	–
4th	+3	+4	+4	+4	–	+1	+10 ft.	+1 level of existing divine spellcasting class
5th	+3	+4	+4	+4	3rd Domain	+2	+10 ft.	+1 level of existing divine spellcasting class
6th	+4	+5	+5	+5	Blindsense 10 ft.	+2	+20 ft.	+1 level of existing divine spellcasting class
7th	+5	+5	+5	+5	Quick Soul +3 3/day	+2	+20 ft.	–
8th	+6	+6	+6	+6	–	+2	+30 ft.	+1 level of existing divine spellcasting class
9th	+6	+6	+6	+6	Quick Soul +4 4/day	+2	+30 ft.	+1 level of existing divine spellcasting class
10th	+7	+7	+7	+7	Inner Armour	+3	+30 ft.	+1 level of existing divine spellcasting class

Races: Because of its location, and its difficult training, elves and half elves populate most of the holy monk's ranks. The elven population has found it rather enlightening to combine two disciplines, in order to purify ones self. Many half-elves like the idea of becoming pure, most believing that they were born impure. Nevertheless, the holy monks do accept humans and other races into their numbers. Other than humans, the dwarven number is few, and the halfling and gnomish populations is close to nil.

Territories: The Order of the Holy Monks is located in Erihyll, Faeress. It is the centralized place of training and specialized worship for the holy monks. It is also the only official gathering place for the holy monks. Each holy monk usually trains, then goes on a personal pilgrimage alone. People interested in becoming holy monks, however, come from all over the Great Continent.

Other Classes: Holy monks are complimented, of course, by other monks, or clerics. But, mostly, they are loners, preferring their own company.

Hit Dice: d8.

Requirements

Base Attack Bonus: +3

Alignment: Any Lawful

Deity: Worship a Lawful God (Restricted Deities: Tycho, Pune, Dakar, Nevis (evil incarnation))

Skills: Concentration 4 Ranks, Knowledge (Religion) 8 ranks

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Feats: Any martial art feat learnt at a dojo, Combat Casting, Combat Reflexes, Improved Unarmed Strike

Spells: Must be able to cast 1st level divine spells.

Class Skills

The holy monk's class skills (and key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Jump (Str), Knowledge (Religion) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Tumble (Dex).

Skill points at each Level: 2 + Int Modifier

Class Features

Weapon and Armour Proficiency: Holy monks gain no proficiency with any weapons, armour or shields.

AC Bonus (Ex): A Holy monk is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks. When unencumbered and wearing light or no armour, a holy monk gains a +1 bonus to her AC. This bonus increases to +2 at 5th level and to +3 at 10th.

This bonus is to AC applies even against touch attacks or when the holy monk is flat-footed. She loses the bonus when imobilized or helpless, when she wears any armour heavier than light armour, including a shield, or when she carries a medium or heavy load.

Spells Per Day: When a new holy monk level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever spellcasting class in which she could cast divine spells before she added the prestige class. She does not, however, gain any other benefits a character of the class would gain (improved chance of turning undead, bonus feats and so on). This essentially means that she adds the level of holy monk to the level of whatever other spellcasting class the character has, then determine spells per day accordingly.

If a character has more than one spellcasting class in which she could cast divine spells before she became a holy monk, the player must first decide which class to assign each level of holy monk for the purposes of determining spells per day and spells known.

Unarmed Damage (Ex): A holy monk's class levels stack with her monk levels (if any) for the purpose of determining her unarmed damage. If a holy monk doesn't have monk levels prior to becoming a holy monk, treat her as a monk of the same class level as her holy monk class level for determining her unarmed damage.

Quick Soul (Ex): Starting at 1st level, the holy monk can move with blinding speed, using her souls energy to propel the body. Using this ability gives the holy monk 50% miss chance, as well as +1 to hit for one round, starting at the time she used it, to that initiative count the next round. If used outside combat, it allows the holy monk to move an extra 15 feet instantaneously. It can be used once a day. At 3rd level, the holy monk can use this ability two times a day and it gives a +2 bonus to an attack, or she can instantaneously move 20 feet. At 7th level, it can be used 3 times a day and gives a +3 bonus to attack, or allows her to move 25 feet instantaneously. At 9th level, it can be used 4 times a day, gives a +4 to attack and allows her to move 30 feet instantaneously. This ability is a free action.

3rd Domain: The holy monk gains access to a third domain. The domain they gain must be chosen from the domain list of the god they worship.

Blindsight (Su): A 6th-level holy monk gains sensitivity to vibrations, scent, and noise granting her blindsense out to 10 feet.

Inner Armour (Ex): At 10th level, a holy monk's inner tranquility protects her from external threats. She may invoke a +4 sacred bonus to AC, a +4 sacred bonus on all saving throws, and spell resistance of 25 for a number of rounds equal to her Wisdom modifier. She may use inner armmour once per day.

Multiclass Note: A monk who becomes a holy monk may continue to take levels in monk with no penalty. They follow all restrictions placed on a monk.

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Knights

The knightly orders form the backbone of the societies of some of the territories. The oldest order of Knights is the hunter knights, who hunt arcane or psionic users. The defender knights swear an oath to protect one wizard, bard or psion from these hunter knights. Lastly, is retainer knights who guard cities and castles lending their power and courage to lords and kings.

Each knight class has its own oath and responsibilities to uphold. If they fail to uphold these, they are usually expelled from the Knightly Order they belong too, or in extreme cases, executed.

Defender Knights

The Defender Knights are an organization of knights that were created to defend the arcane using population, and later the psions, from the hunter knights. The defender knights accompany arcane and psionic using people, pledging their life to their defense.

Adventuring: The defender knights pledge their lives to the protection of the arcane and psionic using peoples of the Great Continent. These Knights defend one wizard, psion, or even a bard. They give their life to the defense of this charge.

Religion: Although not very religious, the defender knights worships Madras, hoping to gain more resolve through the god. Others also worship Nevis for strength, or Tallin for justice.

Background: Considering how new the defender knights are, they have little background. They were formed shortly after the hunter knights began killing many wizards and psions, in a hope to allow the blooming of the arcane and psionic trades. As the amount of hunter knights rose, general fear of magic and psionic powers rose. The defender knights are based solely in the eastern territories in cities where arcane libraries and psionic training grounds exist. Most defender knights are young, coming from many walks of life. Most defender knights have been saved, or have had pleasurable experiences with magic and psionic powers.

Races: Because of the need for more defender knights, there is no restriction on race. Half-elves make up a vast percentage of the defender knights. They enjoy the feeling of belonging. Humans, of course, fill out the rest of the ranks. Elves who are not able to become wizards, usually become defender knights, but not often. Dwarves are almost never defender knights.

Territories: The Order of Defender Knights is centralized in the Esane Territory. There is another Order in Everard and Faeress. They are, of course, under the control of the governments of each Territory, however, they still work in unison.

Other Classes: Of course, defender knights get along with the class that they defend the most. The wizard, bard or psion appreciates the defense, where the defender knight gains some abilities through the wizard, bard or psion. Other than that, defender knights like to ally themselves with fighters and barbarians, who can assist in physical combat (as long as they have a respect for the arcane and/or psionic). They also are complimented by clerics for their divine spells.

How to Become a Defender Knight

The first step to becoming a defender knight is to apply at an Order of Defending Knights location. They are located in the capital cities of Esane, Everard, and Faeress (Esfayon, Tirann and Erihyll respectively).

The Order then will place the applicant through certain tests, in order to see if the applicant is good enough to become a defender knight. These tests range anywhere from an escort, defending a high level wizard, bard or psion while on a errand (usually with another defender knight) or a more controlled test within the Order's walls.

When this test is complete, the applicant is then free to train as a defender knight. After three months after the test, the defender knight is summoned by the Order, and then is given their charge (they are never chosen by the defender knight).

The defender knight is bound by their oath the moment that take it after the test.

Oath of the Defender Knights

A defender knight is sworn to protect his charge from any harm.

- Complete defense and protection of their sworn charge
- Ensuring that no unnecessary harm befalls the sworn charge
- Secondary protection to psions, bards or wizards, without putting their own charge at risk.

Defender Knight

Hit Dice: d12

Requirements

To qualify to become a defender knight, a character must fulfill the following criteria.

Base Attack: +3

Feats: Alertness, Combat Reflexes

Skills: Spot 4 ranks, Sense Motive 5 ranks

Special: Have been accepted into the Order of Defending Knights

Class Skills

The defender knight's class skills (and the key ability for each skill) are Climb (Str), Heal (Wis), Jump (Str), Listen (Wisdom), Sense Motive (Wis), Search (Int) and Spot (Wis), Survival (Wis).

Skill points for Each Level: 2 + Int modifier

Class Features

Weapon and Armour Proficiency: The defender knight is proficient with all simple and melee weapons as well as all types of armours and shields.

The Charge: The charge of a defender knight must be a bard, wizard, or psion. The defender knight gains his abilities to defend only this one person he is sworn to protect. He cannot change his charge unless directed by the Order of Defending Knights. An arcane defender defends bards or wizards (or aother arcane classes), a psionic defender defends psions or wilders (or other psionic classes). A defender knight cannot change his charge from one class to another (psion to bard). The type of charge must be chosen at 1st level.

Harm's Way (Ex): Beginning at 1st Level, the defender knight may elect to place himself in the path of danger in order to protect his charge. Anytime that you are within 5 feet of your charge, and your charge suffers an attack, you may switch places with your

Table 3–5: The Defender Knight

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Harm's Way, Mask Magical/Psionic Aura
2nd	+2	+3	+3	+0	Defensive Strike, Uncanny Awareness 100 ft.
3rd	+3	+3	+3	+1	Deflect Attack +1
4th	+4	+4	+4	+1	Defensive Strike +1, Uncanny Awareness (empathy)
5th	+5	+4	+4	+1	Deflect Attack +2, Unerring Devotion
6th	+6	+5	+5	+2	Defensive Strike +2, Uncanny Awareness (status) 150 ft.
7th	+7	+5	+5	+2	Deflect Attack +3
8th	+8	+6	+6	+2	Defensive Strike +3, Uncanny Awareness (telepathy)
9th	+9	+6	+6	+3	Deflect Attack +4
10th	+10	+7	+7	+3	Defensive Strike +4, Uncanny Awareness 200 ft.

charge and receive the attack in his place. You must declare this before the attack roll is made. This is a free action.

Mask Magical/Psionic Aura (Ex): A defender knight can mask the magical or psionic aura of his charge from *detect* spells. This ability can be used a number of times a day equal to the defender knights level. The aura of his charge does not register if a *detect* spell is cast. The charge is seen without an aura, as if they were a normal, non-magical or non-psionic creature. The defender knight must be within 20 feet of his charge for this ability to function.

Defensive Strike (Ex): You can make an attack of opportunity against any adjacent opponent who attacks your charge in melee. You gain a +1 bonus to this attack every two levels after 2nd.

Uncanny Awareness (Sp): The connection between the defender knight and his charge allows him to be aware of the charges location at all times. Starting at 2nd level, this ability allows the defender knight to know where his charge is, within a 100 foot radius. Nothing else is known. The defender knight knows the direction his charge is in, as well as the distance. At 4th level, the defender knight can feel strong emotions from the charge. Strong emotions include, fear, anger, surprise, joy etc. Other, more common emotions (such as boredom, anxiety, happiness, sadness, etc.) are not felt, nor is pain. At 6th level, the range of awareness is increased to 150 feet. In addition, the defender knight can know the status of his charge as the spell *status*. This ability can be used as a free action. At 8th level, the defender knight can hear thoughts from his charge that are directed to him. For example, his charge may be exploring a small hole, and be frightened by a few rats, withholding that thought, but when she notices the glimmer of a magical sword, sends her defender knight a telepathic message telling him of her find. This ability is always in effect. At 10th level, the range of this ability is increased to 200 ft.

Deflect Attack (Ex): Beginning at 3rd level, the defender knight can attempt to parry a melee attack against his charge. He must be within 5 feet of his charge to attempt this and holding a melee weapon or shield to deflect the attack. Once per round when your charge would normally be hit with a melee weapon, you may make a Reflex saving throw against DC 20 (If the melee weapon has a magic bonus, the DC increases that amount). You gain a competence bonus to your Reflex save as indicated on the chart. If you are successful, you can deflect the blow as a free action. You must be aware of the attack beforehand and not flat footed.

Unerring Devotion (Sp): The defender knight has such devotion to his charge, that eventually, he can sacrifice his own life to heal the Age of Storms Campaign Setting

charge. Once per day, the defender knight can sacrifice any amount of hit points, as long as it does not cause him to become unconscious, and replenish half of them to his charge. He must be able to touch the charge in order for this transfer to take place. For example, a defender knight sacrifices 30 hit points, and thus heals the charge 15 hit points.

Multiclass Note: A paladin who becomes a defender knight may continue to gain levels as a paladin.

Ex-Defender Knights

If a defender knight fails to protect his charge, he cannot gain levels as a defender knight until an inquiry into the death of the charge is done. The defender knight is then brought before to the Order, and either expelled from the Order executed, or reassigned, depending on the inquiries findings.

If a defender knight is expelled he can be atoned as the spell *atonement*. He cannot gain levels as a defender knight until he is atoned. Most defender knights, though, die before mortal harm can be inflicted on their charge.

Hunter Knights

The hunter knights were formed shortly after the Age of Storms began. Their purpose was to seek out and eliminate the last remaining arcane users in the world. Their work was exceptional eliminating sorcerers completely and enforcing the worldwide fear of all things arcane. Their work did not end there, with the emergence of psionics their ranks divided. One half of their ranks were to continue their hunt of the arcane, while the other half were trained to hunt psions. Their work was impeccable, until the defender knights formed almost two centuries after the official formation of the hunter knights in Tayra territory.

The hunter knights are respected among most of the worlds populace. They understand that the world is in danger as long as there is arcane or psionic forces existing. The common public do not fear these hunter knights, seeing them as the true good in the world. Because of the common belief that psions are abominations, they are accepted as cleansers of the world. It is a rare case that a hunter knight is not respected in the common folks mind.

Adventuring: Hunter knights are bound to hunt and destroy the two greatest threats to the world: arcane magic users, and the abominations known as psions. Their war is never ending. They usually remain in a territory, ensuring that no wizard or psion crosses the border, or infests the population. Others wander the lands, killing any psion or wizard they meet.

The hunter knights are ruled by an order that commands them to do certain actions. Each Knight is answerable to another higher ranking knight. These knights are all commanded by the order's

headquarters, in Tayra. Each knight is expected to follow orders from Tayra, as if they were given by a god.

The hunter knight usually organizes a group to assist him. This party may contain many different types of classes, including other hunter knights (arcane and Psion hunters often pool their collective powers, and hunt together). They are very often leaders of groups, and not followers.

Characteristics: The hunter knights are to do one thing: eliminate any arcanic or psionic threat on sight. Otherwise, they are to do what their leader requests. Their allegiance lies with the Order, and nowhere else.

Alignment: The hunter knights are usually usually Lawful, respecting the rigidity and order of a rank system. No knight is Chaotic. Very few are Neutral.

Religion: Most hunter knights, like the teaching of their Order, are quite religious. They believe that they are cleansing the world, in order to make it more pure. The Age of Storms has come about because of the overuse of magic, as well as a distancing from the Gods. As such, the hunter knights feel obligated to repair the problems created by the arcane users, by eliminating not only them, but all their creations as well. Psions are corrupted humanoids, that simply shouldn't exist. hunter knights worship Madras mostly, respecting his purity, and above all trying to capture his original view of how the races should exist.

Races: Most Knights are humans and half-elves. Their strength and determination leads them to become hunter knights. Dwarves also make up a large population of the hunter knights. Their hatred of the arcane has run deep through their history.

Territories: The Hunter Knights Headquarters is located in Halune, Tayra. Tayra has the largest population of hunter knights. A hunter knight base is in every major Tayran city. Dwargard and Heirgraaf also have large populations. There is a base in more than half of the cities in the dwarven territories. Everanta contains many hunter knights. There is a hunter knight base in Neavalon and Etharra. Trian has a small population, with a base in Quinar only.

Other Classes: The hunter knights form good friendships with rangers. Their skills are used in unison to hunt their foes much easier. Clerics also add a religious base to the hunter knights. In a hunter knight party, there are many Clerics. Not as common in the company of a hunter knight, a rogues skills do come in handy.

It is not very common that a hunter knight joins a company. Usually, it is the hunter knight who forms one. A hunter knight is constantly on the search for wizards and psions, and would not do well with a ragtag group.

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How to Become a Hunter Knight

The first step in becoming a hunter knight is to apply for squireship in one of the hunter knight bases located throughout Tayra or Dwargard. The captains of the bases will then put the applicant through a small test in order to see if the applicant truly does understand what they are getting into.

Once the loyalty of the applicant is found, they are handed over to a fully fledged hunter knight willing to have a Squire (usually one over 5th level). They will Squire for the hunter knight for exactly a year, when the hunter knight and his Squire will travel to the hunter knight Headquarters in Halune, Tayra to stand before the High Order of Hunter Knights. The Order then hears the Knight, and then the Squire, and based on what was said, the Squire is either promoted to a hunter knight, told to do more training, or forced out of the order, never to be allowed admission again.

Hunter Knight's Oath

- To cleanse the world from abominations (arcane magic users (wizards & bards) and psionics)
- To aid other hunter knights in the cleansing of the world
- Protection of the defenseless from the abominations
- Educating others about the truth behind arcana and psionic powers

Ex-Hunter Knight

A hunter knight who does not follow his oath to a satisfactory level can be expelled, or executed (as seen fit by the Order of Hunter Knights). If a hunter knight is expelled, they lose all abilities gained as a hunter knight and cannot gain levels as a psionic hunter, nor arcane hunter until they atone for their actions (unless the Order deems their actions unatoneable, yet not punishable by death (see the spell description for *atonement*)).

Arcane hunter

The arcane hunter is the oldest knightly order. Because of that, they are very numerous, and the most respected. They are constantly hunting down arcane magic users, trying to rid the world of their influences. psionic hunterhunters believe that the Age of Storms, and all the calamities experienced by the world is caused by the overuse of magic. Their beliefs are widely accepted, and more than often, they are assisted in their hunt.

Hit Dice: d10.

Requirements

To qualify to become an arcanehunter knight, a character must fulfill all the following criteria.

Base Attack Bonus: +4

Skills: Gather Information 2 ranks, Knowledge (Arcana) 4 ranks, Sense Motive 4 ranks, Survival 2 ranks.

Feats: Track, Weapon Focus (any weapon)

Special: Have been initiated into the Order of Hunter Knights.

Class Skills

The arcane hunter's class skills (and key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (Arcana) (Int), Sense Motive (Wis), Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armour Proficiency: Arcane hunters are proficient in all simple and martial weapons. They gain no additional shield or armour proficiencies.

Weapon Bond (Su): An arcane hunter must choose a particular weapon of at least masterwork quality as the focus of his power. Upon making his selection, he immediately forms a bond with the chosen weapon that imbues it with the force of his hatred for spellcasters. Thereafter, any successful attack he makes with that weapon against a spellcaster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the arcane hunter loses the ability to deal the extra damage until he acquires and bonds with another weapon of the same kind of at least masterwork quality. The arcane hunter must spend one day per character level practicing with the replacement weapon (and doing little else—no adventuring) to create a new weapon bond.

Strength of Will (Ex): A hunter knight's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells and spell-like abilities. This bonus is +1 at 1st

level, and it increases to +2 at 4th level, +3 at 7th level and to +4 at 10th level.

Mind over Magic (Su): Starting at 2nd level, an arcane hunter can cause a spell or a spell-like ability targeted against him to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's arcane hunter level +5). An arcane hunter can use this ability once per day at 2nd level, twice per day at 6th and three times a day at 10th level.

Auravision (Su): At 3rd level, an arcane hunter gains the ability to see magical auras at a range of 60 ft as a free action. This ability otherwise functions as the *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Hunter's Fury (Ex): When an arcane hunter sees an arcane using creature, they can channel their furious hatred for the arcane into an attack. This ability allows the arcane hunter to add his Charisma modifier to the attack roll and deals 1 extra point of damage per level. This ability can only be used on creatures that have auras revealed to the hunter through the auravision ability or a spellcaster who has cast an overt spell (ex. *fireball*, not *detect magic* or something similar). If the Hunter accidentally attacks a creature that cannot cast arcane spells, nor has any spell-like abilities, the bonus' do not take effect, and the ability is used for the day.

At 5th, 7th, and 9th level the arcane hunter may channel his fury more times a day, to a maximum of four times a day at 9th level.

Slippery Mind (Ex): This ability, gained at 4th level, represents an arcane hunter's utter dislike for arcane magic, as well as personal mental conditioning against it. If an arcane hunter is affected by an enchantment and fails his saving throw, 1 round later, he can attempt his saving throw again. He only gets this one extra chance to succeed at his saving throw. If

Table 3–6: The Arcane Hunter Knight

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Weapon Bond, strength of will +1
2	+2	+3	+0	+3	Mind over magic 1/day
3	+3	+3	+1	+3	Auravision, hunters fury 1/day
4	+4	+4	+1	+4	Slippery mind, strength of will +2
5	+5	+4	+1	+4	Hunters fury 2/day, nondetection cloak
6	+6	+5	+2	+5	SR 11 Mind over magic 2/day
7	+7	+5	+2	+5	SR 12, strength of will +3, Hunter's Fury (3/day)
8	+8	+6	+2	+6	SR 13, blank thoughts
9	+9	+6	+3	+6	SR 14, hunter's fury (4/day)
10	+10	+7	+3	+7	SR 15, strength of will +4, mind over magic 3/day

it fails as well, the spell's effects occur normally. The arcane hunter gains no special bonuses against psionics.

Nondetection Cloak (Su): Upon reaching 5th level, an arcane hunter (and any gear he wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detection spells. The arcane hunter gains magical protection from divinations equivalent to a *nondetection* spell (caster level equals the character's arcane hunter level), except that it affects only the arcane hunter and his possessions.

Spell Resistance (Ex): As an arcane hunter gains levels, his mental conditioning against magic is so great, that he gains spell resistance. Starting at 6th level, the arcane hunter's Spell Resistance is at 11. It increases a point every level thereafter, to a maximum of 15 at 10th level.

Blank Thoughts (Ex): At 8th level, an arcane hunter can induce within himself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). He can suppress or resume this ability as a free action.

Psionic Hunter

Newly formed after the population of psionics grew. They usually team up with arcane hunters, helping them hunt down arcanemagic users. Their primary mission is to hunt down and destroy any psions. Psionic hunters believe that psions are a abomination of the natural form, and thus are poisoning the world.

Hit Dice: d10

Requirements

To qualify to become a psionic hunter knight, a character must fulfill all the following criteria.

Base Attack Bonus: +4

Skills: Gather Information 2 ranks, Knowledge (Psionics) 4 ranks, Sense Motive 4 ranks, Survival 2 ranks

Feats: Track, Wapon Focus (any weapon)

Special: Have been initiated into the Order of hunter knights.

Class Skills

The psionic hunter's class skills (and key ability for each skill) are: Climb (Str), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (Psionic) (Int), Sense Motive (Wis), Survival (Wis), Use Psionic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armour Proficiency: Psionic hunters are proficient in all simple and martial weapons. They gain no additional shield or armour proficiencies.

Weapon Bond (Su): A psionic hunter must choose a particular weapon of at least masterwork quality as the focus of his power. Upon making his selection, he immediately forms a bond with the chosen weapon that imbues it with the force of his hatred for the psionic. Thereafter, any successful attack he makes with that weapon against a creature able to manifest powers or a creature with power-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the psionic hunter loses the ability to deal the extra damage until he acquires and bonds with another weapon of the same kind of at least masterwork quality. The psionic hunter must spend one day per character level practicing with the replacement weapon (and doing little else—no adventuring) to create a new weapon bond.

Strength of Will (Ex): The psionic hunter's hatred for the psionic has given him a strong will

Table 3–7: The Psionic Hunter Knight

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Weapon Bond, strength of will +1
2nd	+2	+3	+0	+3	Psychic leech 1/day
3rd	+3	+3	+1	+3	Auravision, hunters fury 1/day
4th	+4	+4	+1	+4	Slippery mind, strength of will +2
5th	+5	+4	+1	+4	Hunters fury 2/day, nondetection cloak
6th	+6	+5	+2	+5	PR 11, psychic leech 2/day
7th	+7	+5	+2	+5	PR 12, strength of will +3, Hunter's Fury (3/day)
8th	+8	+6	+2	+6	PR 13, blank thoughts
9th	+9	+6	+3	+6	PR 14, hunter's fury (4/day)
10th	+10	+7	+3	+7	PR 15, strength of will +4, psychic leech 3/day

against psionic powers. When making Will saving throws against psionic powers, the hunter gains a +1 morale bonus to that save. This bonus is increased to +2 at 4th level, to +3 at 7th level and to +4 at 10th level.

Psionic Leech (Su): Starting at 2nd level, a psionic hunter can create a field that feeds off the psychic energy in manifesters, and gives it to the psionic hunter as temporary hit points as a free action. This ability otherwise functions as the *greater psionic turmoil* spell (found in the *Expanded Psionics Handbook*) (caster level equals the character's psionic hunter level +5). A psionic hunter can use this ability once per day at 2nd level, twice per day at 6th and three times a day at 10th level.

Auravision (Su): At 3rd level, a psionic hunter gains the ability to see psionic auras at a range of 60 ft as a free action. This ability otherwise functions as the *detect psionic* spell. The character cannot use this ability to determine anything but the number of psionic auras present.

Hunter's Fury (Ex): When a psionic hunter sees a psionic using creature, they can channel their furious hatred for the psionic into an attack. This ability allows the psionic hunter to add his Charisma modifier to the attack roll and deals 1 extra point of damage per level. This ability can only be used on creatures that have auras revealed to the hunter through the auravision ability or a manifester who has manifested an overt power (ex. *crystal shard*, not *conceal thoughts* or something similar). If the hunter accidentally attacks a creature that cannot manifest powers, nor has any power-like abilities, the bonus' do not take effect, and the ability is used for the day.

At 5th, 7th, and 9th level the psionic hunter may channel his fury more times a day, to a maximum of four times a day at 9th level.

Slippery Mind (Ex): This ability, gained at 4th level, represents a psionic hunter's utter dislike for psionic powers, as well as personal mental conditioning against it. If a psionic hunter is affected by a psionic power with the compulsion descriptor (*aversion*, *domination*, and so on) and fails his saving throw, 1 round later, he can attempt his saving throw again. He only gets this one extra chance to succeed at his saving throw. If it fails as well, the power's effects occur normally. The psionic hunter gains no special bonuses against arcane magic.

Nondetection Cloak (Su): Upon reaching 5th level, a psionic hunter (and any gear he wears or carries) becomes more difficult to locate through clairvoyance powers such as *clairvoyant sense*, or *remote viewing* and other detection spells. The psionic hunter gains magical protection from divinations equivalent to an *escape detection* power (manifester level equals the character's psionic hunter Age of Storms Campaign Setting

level), except that it affects only the psionic hunter and his possessions.

Power Resistance (Ex): As a psionic hunter gains levels, his mental conditioning against psionic powers is so great, that he gains power resistance. Starting at 6th level, the psionic hunter's Power Resistance is at 11. It increases a point every level thereafter, to a maximum of 15 at 10th level.

Blank Thoughts (Ex): At 8th level, a psionic hunter can induce within himself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). He can suppress or resume this ability as a free action.

Retainer Knights

Defenders of cities and the common peoples honour, the retainer knights protect the people. They are usually found in large cities, defending the walls, patrolling the cities, or leading small armies to war. The retainer knights are versatile warriors and leaders and are feared throughout the realms of the Great Continent.

Adventuring: Retainer knights do not commonly go adventuring. When they do, it is usually a charge given to them by their liege lord to do something for them. They are excellent leaders at higher levels, making them perfect generals of armies. Commonly, retainer knights are defending keeps, holds, cities and castles.

Characteristics: The retainer knights are based on the ideals of loyalty and honour. They are excellent examples of loyalty to a lord, and it is for this reason that many retainer knights are in charge of the armies of many lords.

Alignment: All Retainer knights believe in honour and true loyalty, this they all are Lawful Good.

Religion: Although religion is not of the utmost importance to a retainer knight, many knights worship Tallin, Goddess of Justice, as well as Madras.

Background: When the various territories began to form, the new kings were worried that their land would be unable to protect themselves. A group of loyal defenders then created the Order of Retainer Knights in order to create knights who were honourable and strong. These orders can be found in many cities, most likely the capitals. Although the Order claims it will accept anyone worthy of the title Retainer Knight, they are known to reject low class people, and many people based on infamy.

Races: The races of the retainer knights depends mostly on the territory in which they are stationed. Nevertheless, gnomes and halflings are almost never retainer knights (and they will have a difficult time proving to the Order that they are worthy of the honour).

Territories: Retainer knights are found in every Territory with a central government. Hildica, Manfalk and Dunwaynn do not have Orders of Retainer Knights, and do not recognize the authority of the knights.

Other Classes: Retainer knights are best coupled with honourable fighters and Clerics of like-mind. They respect the outlook of the monks (especially if they are lawful good), but they seem too internalized for the retainer knight. They cannot stand the company of thieves.

How to Become a Retainer Knight

To become a retainer knight, a character must first find a lord or king to serve, or a retainer knight who will train him. From there, the character must swear to serve the lord or king he had found or, the lord or king the retainer knight serves. The new applicant is then made into a squire, who will serve one of the retainer knights serving the lord or king. The squire will remain in service of the retainer knight for no less than a year before he is promoted to full Knighthood (a ceremony where the squire swears in front of the lord or king his undying loyalty, then swears in front of each of the 11 remaining gods the same. He is then anointed with the 11 Oils of the Gods).

Oath of the Retainer Knight

- Unquestioned obedience to those the retainer knight is serving
- Loyalty to brother knights
- Strengthening the weak and protecting the defenseless
- Defending the Honour of Knighthood and fellow knights
- Protecting the lives of other Knights
- Giving no thought to one's own safety in the defense of one's liege lord

Ex-Retainer Knights

A retainer knight who ceases to be lawful good, or who willingly commits an evil act, or who grossly violates their Oath immediately loses any supernatural abilities. If his actions are discovered, he faces trial by a Knightly Council. Possible sentences include being stripped of knighthood, or even execution. Atonement for evil actions is possible (see the *atonement* spell description). If a retainer knight's liege lord perishes, the retainer knight does not lose his abilities, but is expected to find a new liege lord within a year. If he does not, he is considered a rebel, and will be hunted by other retainer knights.

Hit Points: d10

Requirements

To qualify to become a retainer knight, a character must fulfill all the following criteria.

Alignment: Lawful Good

Base Attack: +4

Skills: Diplomacy 2 ranks, Knowledge (Nobility and Royalty) 2 ranks, Ride 2 ranks

Feats: Armour Proficiency (Heavy), Honourbound, Martial Weapon Proficiency (any one), Shield Proficiency

Special: The character must have been a Squire of a retainer knight, and then have taken the Oath of Fealty.

Class Skills

The retainer knight class skills (and key ability for each skill) are: Climb (Str), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (Royalty and Nobility) (Int), Ride (Dex), Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

Knightly Courage (Su): A retainer knight applies his Charisma modifier (if positive) as a morale bonus on all saving throws against fear effects.

Strength of Honour (Su): Once per day, a 1st-level retainer knight can gain a +4 morale bonus to his Strength score for a number of rounds equal to 3 + his Charisma modifier. As he advances in level, this ability can be used more times a day (3rd level twice per day, 6th level three times per day, and 8th level, four times per day). Activating this ability is a free action.

Honourable Will (Su): A 2nd level retainer knight applies his Charisma bonus (if any) as a morale bonus on saving throws against compulsion spells and effects (this includes powers with the compulsion descriptor (*aversion*, *domination*, and so on)). His powerful sense of honour and loyalty to his oath strengthens his will.

Leadership: A 2nd level retainer knight gains the Leadership feat if he does not already have it.

Armoured Mobility (Ex): At 3rd level, a retainer knight treats heavy armour as medium armour for all purposes, including running speed. In addition, his armour check penalty when wearing heavy armour is reduced by -1. This benefit stacks with the armour check penalty reduction granted by masterwork or other armours.

Leadership Bonus: At 4th level, a retainer knight gains a +1 bonus to his Leadership score. This bonus increases to +2 at 7th level. This stacks with all other bonuses to Leadership, such as the bonus for being lawful and any bonus derived from the knight's reputation.

Table 3–8: The Retainer Knight

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Knightly Courage, Strength of Honour 1/day
2nd	+2	+3	+0	+0	Honourable Will, Leadership
3rd	+3	+3	+1	+1	Armoured Mobility, Strength of Honour 2/day
4th	+4	+4	+1	+1	Leadership Bonus +1, Aura of Courage
5th	+5	+4	+1	+1	Rallying Cry, Inspire Courage (+2, 2/day)
6th	+6	+5	+2	+2	Inspire Greatness, Strength of Honour 3/day
7th	+7	+5	+2	+2	Leadership Bonus +2, Inspire Courage (+3, 3/day)
8th	+8	+6	+2	+2	Final Stand, Strength of Honour 4/day
9th	+9	+6	+3	+3	Inspire Courage (+4 4/day)
10th	+10	+7	+3	+3	Soul of Knighthood

Aura of Courage (Su): Beginning at 5th level, a retainer knight becomes completely immune to fear (magical or otherwise). allies within 10 feet of the knight gain a +4 morale bonus on saving throws against fear effects. This ability functions while the knights is conscious, but not if he is unconscious or dead.

Rallying Cry (Su): The retainer knight may, as a free action, utter a powerful shout that causes all allies within 60 feet gain a +1 morale bonus on their next attack roll and increases their base speed by 5 feet on their next action. Rallying cry is a mind-affecting ability that may be used up to three times daily. It affects only allies who can hear the retainer knight's cry.

Inspire Courage (Su): At 5th level, the retainer knight can inspire courage in his allies (including himself) twice per day, bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the retainer knight speak. The effect lasts as long as the ally hears the retainer knight continue to speak and for 5 rounds thereafter. While speaking, the retainer knight can fight but cannot cast spells, activate magical items by

spell completion (such as wands). Affected allies gain a +2 morale bonus on saving throws against charm and fear effects and a +2 morale bonus on attack and weapon damage rolls. At 7th level and again at 9th level, this bonus increases by +1 and the knight can use the ability one additional time per day. Inspire Courage is a mind-affecting ability.

Inspire Greatness (Su): A 6th level retainer knight can inspire greatness in a single willing ally within 30 feet, granting extra fighting capability. At 9th level, the retainer knight can affect one other ally. Each use of this ability counts against the knight's daily uses of his inspire courage ability. To inspire greatness, the knight must speak (as with the inspire courage ability) and the creature must hear the knight speak. The effect lasts for as long as the ally heard the knight continue to speak and for 5 rounds thereafter. A creature inspired with greatness gains temporary hit points equal to 2d10 Hit Dice (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attacks, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining effects such as the *sleep* spell. The knight may inspire greatness in himself. Inspire greatness is a mind-affecting ability.

Final Stand (Su): Once per day, an 8th level retainer knight can inspire troops to a heroic effort, temporarily increasing their vitality. All allies within 10 feet of the knight gain 2d10 temporary hit points. This ability affects a number of creatures equal to the knight's class level + his Charisma modifier and lasts an equal number of rounds.

Soul of Knighthood (Su): When he reached 10th level, a retainer knight is the living embodiment of the principles of honour, obedience, and loyalty. He adds his Charisma modifier as a morale bonus on all saving throws, and gains an additional +4 bonus on saves against compulsion effects (including psionic powers with the compulsion descriptor (*aversion*, *domination*, and so on)) (this replaces the bonus his honourable will ability). In addition, once per day, he can gain a +4 morale bonus on attack rolls, weapon damage rolls, and saving throws, and gaining 15 temporary hit points. This effect lasts for 5 minutes.

Radiant Servant of Lyon

Lyon is usually a silent defender against the undead and other evils of the world. He has sacrificed much to give the world the sun, and do away with many hurts in the world. The radiant servant of Lyon, though, is a much more active servant than most clerics of Lyon. They very actively fight against the dark forces of the world, healing the land, as well as giving the dead the rest they deserve.

Game Rule Information: As described in the *Complete Divine*, under the name radiant servant of Pelor, with the following change. The Bonus Domain ability gained at 5th level now gives the choice between Healing and Purification.

Shining Blade of Tallin

Tallin has long laboured to bring justice into the world. Her teachings are taught in every city, yet still, people act unjustly. Her clerics spread teachings and examples, yet there is injustices done everywhere. Her paladins walk the land, enforcing justice, yet it is still perpetrated every day. The shining blade of Tallin is a shining sets a shining example of justice being promoted by force of arms. The shining blades of Tallin go forth into the world, actively fighting injustices, but with more zeal than her paladins. In a sense, the shining blades of Tallin are an exaggeration of the paladins of Tallin.

Game Rule Information: As described in the *Complete Divine*, under the name shining blade of Heironeous.

Chapter 4: Skills and Feats

Skills

Appraise (Int)

Check: In addition to appraising concrete items, any character can appraise the quality of a performance. A successful Appraise check (using the same DCs described on page 67 of the Player's Handbook) means that you estimate the approximate daily income a performer might be able to expect from a performance of this quality, as shown in the Perform skill description on page 79 of the Player's Handbook.

A character can also appraise a work being performed to determine its value, just as a physical item can be appraised. see the Craft skill description in this chapter in this chapter for approximate values for artistic works.

Fast Appraise: You can appraise an item quickly, but the DC increases by 5. Failing the check means that you cannot estimate the item's value at all, much like Appraise checks made to determine the value of rare or exotic items (see page 67 of the Player's Handbook). Appraising an item quickly takes 1 round.

Identify Racial Craftwork: You can tell what race made the item by making a successful DC 10 Appraise check.

Action: Normally, appraising an item takes 1 minute. Appraising the quality of a performance requires the character to view and listen to the performance for 1 minute. However, appraising the actual work performed (the entire song or poem, for example) requires the character to view and listen to the entire performance.

Try Again: If you attempt a normal Appraise check, you cannot try again on the same object, regardless of success. If you fail to appraise an item quickly (or even if you succeed), you can still try to appraise the item normally. Doing so requires the normal amount of time (1 minute).

Synergy: If you have 5 or more ranks in any Perform skill, you get a +2 bonus on Appraise checks related to performances using that Perform skill.

Bluff (Cha)

For some jaded or mean-spirited souls, part of the fun of viewing a performance includes attempting to heckle performers into making mistakes. They use this skill to influence performers or public speakers and disrupt their efforts.

Check: Heckling involves making a Bluff check opposed by the targets Concentration check. More than one person can aid a heckler, using the aid

another action (see page 65 of the Player's Handbook), by making a DC 10 Bluff check.

If you succeed, the performer is distracted by your abuse and taunts, and he must make an immediate Perform check with a –2 penalty. For every 5 points by which your Bluff check exceeds the performers Concentration check, the penalty worsens by an additional 2. (So a Bluff check that exceeds the Concentration check by 11 results in a –6 penalty.) This new Perform check is required even if the performer has already made one or more successful checks during the same performance, and the result of the new Perform check replaces any previous result.

If your Bluff check is unsuccessful, the audience sides with the performer, admiring his composure under fire. The performer receives a +2 circumstance bonus on Perform checks for the remainder of the performance, and you have probably offended the crowd. At the DM's option, you might have angered powerful nobles in attendance, or you could suffer attack at the hands of an unruly bar crowd — effects vary depending on the setting and the mood of the audience. Even if you succeed on the heckle attempt, a chance exists that the performer's new Perform check is better than his previous result. In such an instance, the crowd responds just as if you failed your Bluff check to heckle.

Action: An attempt to heckle takes 1 minute.

Try Again: No. You cannot try again during the same performance.

Climb (Str)

When exploring caverns, chasms, and the like, getting where you want to go relies as much on going down as it does climbing up. Those who wish to see how deep a cave goes typically use full climber's kits, including ropes and safety harnesses, allowing them to both rappel over a ledge into the darkness and climb back up to safety afterward.

Check: You can use a rope and climbing gear to descend over a precipice or down a sheer cliff. You must have a rope and at least 1 rank in either Climb or Use Rope. You must declare the distance you intend to cover, then make a successful Climb check and a Successful Use Rope check according to the parameters below.

Climb: While you are rappelling, the Difficulty Class to climb down a wall of any texture, even one that is perfectly smooth, flat and vertical, becomes DC 10. Add 5 to the DC if the surface is slippery or 10 if you are rappelling with no surface to brace against.

Use Rope: While rappelling, you can descend at your base land speed with a DC 10 Use Rope check, or you can take a full-round action to move twice your speed. If you make a DC 20 Use Rope check, you can

take a full-round action to descend at four times your base speed.

If you fail either your Climb check or your Use Rope check, you still descend your declared distance but you may go into an uncontrolled fall. To prevent this outcome, you can attempt another Use Rope check (DC equal to previous DC + 5). On a success, you take 1d6 points of damage but you halt your movement; on a failure, you fall. If you don't hit bottom by the start of your next turn, you can try to arrest your descent with another Use Rope check (DC equal to previous DC + 10). Success means you take 3d6 points of damage; failure means you continue to fall.

Action: None. A Climb or Use Rope check to rappel is included in your movement, so it is part of another action.

Concentration (Con)

Concentration is an important skill to develop as a performer, since it allows you to better resist the attempts of uncultured idiots trying to rouse you to anger and disrupt your time in the spotlight.

Check: To resist heckling, you make a Concentration check opposed by the heckler's Bluff check. If you succeed, you can ignore the heckler and proceed with your performance, generally garnering respect from your audience in the process because you kept your composure in the face of resistance. If you fail, you must make another immediate Perform check with a –2 penalty. The result of this check replaces your previous check result. For every 5 points by which the heckler's Bluff check exceeds your Concentration check, the penalty on your new Perform check increases by 2.

If your concentration check is successful, you gain the respect of the crowd and gain a +2 bonus on Perform checks you make for this group for the remainder of your performance. all further heckling attempts during performances in front of this crowd are made with a –5 penalty.

Action: None. Resisting heckling is not an action.

Try Again: Not on a specific heckling attempt.

Synergy: If you have 5 or more ranks in any Perform skill you get a +2 bonus on Concentration checks to resist heckling while using that skill.

Craft (Int)

Use of the Craft skill is intended to represent trades and arts ranging from alchemy to gemcutting, painting to weaponsmithing. Anything you make or use has its basis in the Craft skill. In addition to concrete goods, Craft covers artistic endeavors such as writing and musical composition.

Check: The basic function of the Craft skill is to allow you to create items of the type appropriate to Age of Storms Campaign Setting

that skill. The DC for this check depends on the complexity of the item created. As with the standard use of the Craft skill, the DC, your check results, and the value of the composition determine how long it takes to compose a musical or written work. The table below summarizes DCs and values for common types of compositions. All the values are expressed as ranges. You can choose your target value for your composition.

Raw Materials: The only raw materials required for a written composition are pen, ink and parchment. In the course of one week's work, you spend about 2 gp on materials. Use this cost rather than the cost of the normal materials (a total of one-third the item's price). If you are making checks by the day, you spend about 3 sp per day.

Action: Does not apply. Craft checks are made by the day or week (see above).

Try Again: Yes, but each time you fail a check by 5 or more, you must start over from the beginning of the creation process.

Special: You can voluntarily add 10 to your Craft DC to create an item more quickly, as with normal skill use.

Composition Type	Value	Craft DC
Poem	5 sp-2 gp	12
Novel	5 gp-15 gp	15
Reference book	25 gp-100 gp	18
Epic	50 gp-500 gp	20
Song	5 sp-5 gp	12
Quartet or quintet composition	5 gp-15 gp	15
Symphony	25 gp-100 gp	20
Dramatic monologue	1 gp-5 gp	15
Comedic play	10 gp-30 gp	15
Dramatic play	15 gp-5p gp	15

Handle Animal (Cha; Trained Only)

New Used for Existing Tricks: If an animal already knows one of these tricks described on pages 74–75 of the Player's Handbook, it might be able to apply special abilities it possesses to using that trick.

Come or Heel: An animal that knows either of these tricks will move through a tight space if commanded to do so.

Knowledge (Local) (Int)

This skill is as defined in the *Player's Handbook*. The character must choose a specific territory that the character is knowledgeable about. This skill can be taken many times, each time for a new territory.

Sleight of Hand (Dex; Trained Only)

Sleight of Hand is a well-known skill of rogues, thieves, and street magicians everywhere. It also has a practical use to the magic-using world, allowing spellcasters to cast their spells while avoiding the notice of others.

Check: When casting a spell, you may make a Sleight of Hand check to make your verbal and somatic components less obtrusive, muttering magic words under your breath and making magic gestures within your sleeves. Your Sleight of Hand check is opposed by any observer's Spot check. The observer's success does not prevent you from casting the spell, just from doing it unnoticed.

Action: None. You make the check as part of your normal spellcasting.

Try Again: Yes, but after an initial failure, you take a –10 penalty on a second Sleight of Hand attempt against the same target (or while the same observer who noticed your previous attempt is watching you).

Speak Languages (None; Trained only)

At character creation, you receive two free languages (one if your Intelligence modifier is negative) that you can speak (See the table in the Races section for the list of bonus languages a character can learn). For every positive Intelligence modifier point, you can add a new language that your character can speak, or become literate in a language you can already speak. After character creation, if you want to learn more language, you have to invest skill points.

You do not purchase ranks in this skill, instead you purchase languages. For every two skill points, you can speak a new language. In order to become literate in a language, you must spend two more skill points in a language you can already speak. A bard only needs to spend one skill point to learn a new language, or become literate in a language they already know.

Use Rope (Dex)

In conjunction with the Climb skill, you can make Use Rope checks to rappel down a rope. See Climb, earlier in this section, for details.

Feats

The following feats from the *Expanded Psionics Handbook* have been removed from Age of Storms: Antipsionic Magic, and Cloak Dance.

Feats can only be taken from the *Player's Handbook*, *Complete Adventurer*, *Complete Warrior*, *Complete Divine* and *Expanded Psionics Handbook* books, and the below list. Any feat listed here takes precedence over the feats of the same name in another source.

Choke Hold [Martial Art]

You have learned the correct way to apply pressure to render an opponent unconscious.

Prerequisite: Improved Unarmed Strike, Improved Grapple, Stunning Fist, Member of the Eagle Dojo.

Benefit: If you pin your opponent while grappling and maintain the pin for 1 full round, at the end of the round your opponent must make a Fortitude saving throw (DC 10 + 1/2 your level + your Wisdom modifier). If the saving throw fails, your opponent falls unconscious for 1d3 rounds.

Clever Wrestling [Martial Art]

You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.

Prerequisite: Small or Medium Size, Improved Unarmed Strike.

Benefit: When your opponent is larger than Medium, you gain a circumstance bonus on your grapple check to escape a grapple or pin. The size of the bonus depends on your opponent's size, according to the following table.

Opponent Size	Bonus
Large	+2
Huge	+4
Gargantuan	+6
Colossal	+8

Defensive Strike [Martial Art]

You can turn a strong defense into a power offense.

Prerequisite: Dex 13, Int 13, Combat Expertise, Dodge, Member of the Mantis Dojo.

Benefit: If an opponent attacks you and misses while you are using the total defense action, you can attack that opponent on your next turn with a +4 bonus on your attack roll. You gain no bonus against an opponent that does not attack you or against an opponent that attacks and hits you.

Defensive Throw [Martial Art]

You can use your opponent's weight, strength, and momentum against her, deflecting her attack and throwing her to the ground.

Prerequisite: Dex 13, Combat Reflexes, Dodge, Improved Trip, Improved Unarmed Strike, Member of the Mantis Dojo.

Benefit: If the opponent you have chosen to use your Dodge feat against attacks you and misses, you can make an immediate trip attack against that opponent. This attempt counts against your allowed attacks of opportunity this round.

Divine Accuracy [Divine]

You can channel positive energy to give your allies' melee attacks another chance to strike true against incorporeal undead.

Prerequisite: Ability to turn or rebuke undead.

Benefit: Spend one of your turn or rebuke attempts to grant all your allies (including yourself) within a 60-foot burst the ability to reroll their miss chance with melee attacks whenever they miss a foe because of a miss chance caused by incorporeality. This effect lasts for 1 minute and can be used once per missed attack.

Divine Cleansing [Divine]

You can channel energy to improve your allies' ability to resist attacks against their vitality and health.

Prerequisites: Ability to rebuke or turn undead.

Benefit: As a standard action, you can spend one of your turn or rebuke undead attempts to grant allies (including yourself) within a 60-foot burst a +2 sacred bonus on Fortitude saving throws for a number of rounds equal to your charisma modifier.

Divine Might [Divine]

You can channel energy to increase the damage you deal in combat.

Prerequisites: Str 13, Ability to rebuke or turn undead, Power Attack.

Benefit: As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus to your weapon damage for 1 full round.

Divine Shield [Divine]

You can channel energy to make your shield more effective for either offence or defence.

Prerequisites: Ability to rebuke or turn undead, proficiency with a shield.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to channel energy into your shield, granting it a bonus equal to your Charisma modifier. This bonus applies to the shield's bonus to armour class and lasts for a number of rounds equal to half your character level.

General Feats	Prerequisites	Benefit
Dojo Training ²	Str 13, Wis 13, four month down time in Dojo, all prerequisites of new feat	Gain access to two martial art feats without belonging to a dojo
Ecclesiarch	Knowledge (religion) 6 ranks	Gather Information and Knowledge (local) are class skills, +2 bonus on leadership score
Education	1st-Level only	All Knowledge skills are class skills, +1 on checks with any two Knowledge skills
Gift of Eysai	1st-level bard or higher, at least one illusion spell per level, linked to Eysai	Gain specialization in illusion spell school
Gift of Supral	1st-level bard or higher, at least one enchantment spell per level, linked to Supral	Gain specialization in enchantment spell school
Honourbound	—	Gain +2 bonus on saves against breaking an oath
Invesitgate	—	Use Search skill to analyze scene of crime
Magician	—	+2 on Escape Artist and Slight of Hand
Moon Blessing	1st-level bard or higher	Reroll checks or gain +3 to roll
Quicken Turning	Ability to turn or rebuke undead	Can turn undead as a free action
Reduce Energy	Wizard 1st level	Cast some spells for free
Research	—	Use knowledge to get information from books and scrolls
Strong Mind	Wis 11	+3 on saves against psionics
Urban Tracking	—	Follow person's trail in urban environment
Wizard's Source	Con 10	Become a wizard's source
Racial Feats	Prerequisites	Benefit
Hidden Talent	Low elf, or half-elf, 1st level	Latent psionic powers awake within you
Piercing Sight	Gnome	Gain +4 bonus to disbelieve illusions
Natural Trickster	Gnome, Cha 13	Gain 1-st level illusion spell as spell-like ability
Nevis' Smile	Dwarf	Gain a +2 bonus on Cha-based skill checks
Trivial Knowledge	Gnome, Int 13	Choose higher of two Knowledge or bardic knowledge checks
Psionic Feats	Prerequisites	Benefit
Focused Body	—	+2 bonus on Balance, Climb and Tumble checks with psionic focus
Psionic Feint	Improved Feint	Feint as a swift action by expending psionic focus
Psionic Tumbling	Focused Body, Dex 15	Ignore certain Tumble DC by expending psionic focus
Bardic Music Feats	Prerequisites	Benefit
Enchanting Song	Perform (any) 5 ranks, Spell Focus (enchantment), bardic music	Spend bardic music to increase enchantment spell caster level and DC by 1.
Extra Music ²	Bardic music	Use bardic music four extra times per day
Haunting Melody	Perform (any) 9 ranks, bardic music	Bardic music inspires fear
Misleading Song	Perform (any) 5 ranks, Spell Focus (Illusion), bardic music	Spend bardic music to increase illusion spell caster level and DC by 1.
Music of Growth	Perform (any) 12 ranks, bardic music	Bardic music enhances animals and plants
Requiem	Bardic music, Perform (any) 8 ranks	Bardic music affects undead
Song of the Heart	Bardic music, inspire competence, Perform 6 ranks	Increase bardic music effects

Soothe the Beast	Bardic music, Perform 6 ranks	Bardic music improves the attitudes of animals
Divine Feats	Prerequisites	Benefit
Divine Accuracy	Ability to turn or rebuke undead	Ignore miss chance for incorporeality
Divine Cleansing	Ability to turn or rebuke undead	Gain +2 sacred bonus on fortitude saves
Divine Might	Str 13, Ability to turn or rebuke undead, Power Attack	Add Charisma bonus to weapon damage
Divine Shield	Ability to turn or rebuke undead, proficiency with shield	Add Charisma bonus as sacred bonus to your shield's defence
Divine Vigor	Ability to turn or rebuke undead	Increase base speed by 10 ft., gain +2 hp/level
Martial Art Feats	Prerequisites	Benefit
Choke Hold	Improved Unarmed Strike, Improved Grapple, Stunning Fist	Grappling can make foe go unconscious
Clever Wrestling	Small or Medium Size, Improved Unarmed Strike	Cain circumstance bonus to escape grapple or pin
Defensive Strike	Dex 13, Int 13, Combat Expertise, Dodge	+4 bonus on attack roll after successful total defence
Defensive Throw	Dex 13, Combat Reflexes, Dodge, Improved Trip, Improved Unarmed Strike	Trip attempt after foe's attack misses
Earth's Embrace	Str 15, Improved grapple or Improved Grab, Improved Unarmed Strike	Extra damage while pinning opponent
Fists of Iron	Improved Unarmed Strike, Stunning Fist, base attack bonus +2	+1d6 damage on unarmed attacks
Flying Kick	Str 13, Jump 4 ranks, Improved Unarmed Strike, Power Attack	+1d12 damage on unarmed attacks when charging
Grappling Block	Wis 17, Improved Unarmed Strike, Stunning fist, Base attack bonus +5	May disarm an attacking opponent
Great Throw	Dex 13, Dodge, Combat Reflexes, Improved Trip, Improved Unarmed Strike	When you make a trip attack, you choose what space the foe lands
Karmic Strike	Dex 13, Combat Expertise, Dodge	Take -4 penalty to AC to make attack of opportunity against melee opponent that hits you
Ki Shout	Cha 13, Base attack bonus +1	Affected opponents become shaken for 1d6 rnds
Great Ki Shout	Cha 13, Ki Strike, Base attack bonus +9	Foes who hears your shout may panic
Prone Attack	Dex 15, Lightning Reflexes, Base attack bonus +2	Attack when prone at no penalty and stand up
Roundabout Kick	Str 15, Improved Unarmed Strike, Power Attack	Additional unarmed strike against opponent on which you have just scored a critical hit
Tiger Claw Attack	Wis 13, Improved Sunder, Improved Unarmed Strike, Stunning Fist	Add your wisdom bonus to damage to an object
Unbalancing Strike	Wis 15, Improved Unarmed Strike, Stunning Fist	Attack may unbalance opponent

Divine Vigor [Divine]

You can channel energy to increase your speed and durability.

Prerequisites: Ability to rebuke or turn undead.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level. These effects last a number of minutes equal to your charisma modifier.

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Dojo Training [General]

You have trained at a Dojo you do not belong to, and have mastered two of their techniques.

Prerequisite: Str 13, Wis 13, You do not belong to the Dojo you are training at, four month down time in Dojo.

Benefit: You can gain two martial art feats. When you take this feat, you must be allowed to train at the Dojo of the feats you want to take. The first training

session (the level in which you gain this feat) is four months. The next level you can gain a feat, you must return to the Dojo, and train for two weeks. You must have the prerequisites for the martial art feat you want. At the end of the two weeks, you gain the martial art feat. The same process must be gone through in order to gain the second feat. A fighter can gain this feat as one of his bonus feats, and can also take a martial art feat as one of his bonus feats.

Special: This feat can be taken multiple times.

Ecclesiarch [General]

You command a degree of respect in your church's hierarchy.

Prerequisite: Knowledge (religion) 6 ranks.

Benefit: Add Gather Information and Knowledge (local) to your list of class skills. This benefit represents your ability to learn details about any community from the clergy of its churches.

In addition, if you take the Leadership feat, you gain a +2 bonus to your Leadership score.

Education [General]

Some lands hold the pen in higher regard than the sword. In your youth, you received the benefit of several years of informal schooling.

Prerequisite: 1st level only.

Benefit: All Knowledge skills are class skills for you. You get a +1 bonus on all checks with any two Knowledge skills of your choice.

Enchanting Song [Bardic Music]

You can channel the power of your bardic music to temporarily increase the power of your enchantment spells.

Prerequisite: Perform (any one) 5 ranks, Spell Focus (enchantment), bardic music.

Benefit: As you cast a spell of the enchantment school, you may spend one daily use of your bardic music ability to increase the caster level and saving throw DC of that spell by 1. These bonuses stack with those provided by other feats, such as Spell Focus.

Extra Music [Bardic Music]

You can use your bardic music more often than you otherwise would.

Prerequisite: Bardic music class feature.

Benefit: You can use bardic music four extra times per day.

Normal: A bard without the Extra Music feat can use bardic music a number of times per day equal to his bard level.

Special: A character can gain this feat multiple times.

Fists of Iron [Martial Art]

You have learned the secrets of imbuing your unarmed attacks with extra force.

Prerequisites: Improved Unarmed Strike, Stunning Fist, base attack bonus +2, Belong to the Bear Dojo.

Benefit: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You deal an extra 1d6 points of damage when you make a successful unarmed attack. Each attempt counts as one of your uses of the Stunning Fist feat for the day.

Flying Kick [Martial Art]

You literally leap into battle, dealing devastating damage.

Prerequisites: Str 13, Jump 4 ranks, Improved Unarmed Strike, Power Attack, Belong to the Eagle, Monkey or Tiger Dojo.

Benefit: When fighting unarmed and using the charge action, you deal an extra 1d12 points of damage with unarmed attack.

Focused Body [Psionic]

Your meditations assist your body control.

Benefit: When you have psionic focus, you gain a +2 bonus on Balance, Climb and Tumble checks.

Gift of Eylsai [General]

You show a strong connection to Eylsai, allowing you better access to it's arcane power.

Prerequisites: 1st-level bard or higher, at least one spell from the illusion school per bardic spell level, linked to the moon Eylsai.

Benefit: You gain specialization in the illusion school. Every spell you cast from the illusion school is cast as if you had the Extend Spell feat. In addition, you gain a +1 DC to all spells cast from the illusion school. You must ensure that at least one spell from every spell level you have is from the illusion school.

Gift of Supral [General]

You show a strong connection to Supral, allowing you better access to it's arcane power.

Prerequisites: 1st-level bard or higher, at least one spell from the enchantment school per bardic spell level, linked to the moon Supral.

Benefit: You gain specialization in the enchantment school. Every spell you cast from the enchantment school is cast as if you had the Extend Spell feat. In addition, you gain a +1 DC to all spells cast from the enchantment school. You must ensure that at least one spell from every spell level you have is from the enchantment school.

Grappling Block [Martial Art]

You can catch and pin an opponent's weapon with your bare hands.

Prerequisites: Int 13, Combat Expertise, Combat Reflexes, Deflect Arrows, Improved Disarm, Improved Unarmed Strike, Belong to the Eagle Dojo.

Benefit: You must have both hands free or be holding weapons designed to catch other weapons (such as the sai or jitte) to use this feat. Once per round when you would normally be hit by a melee weapon, you may make a special disarm attempt against your opponent. This attempt counts against your allowed attacks of opportunity this round. You make an opposed attack roll (with your unarmed strike, sai, or jitte) against the attack roll that hit you. The opponents attack roll is not modified by the size of the weapon. If you succeed, you grab the weapon away from your opponent (if you are unarmed) or knock the weapon to the ground (if you are armed). You may only use this feat against weapons up to two sizes larger than you.

Great Ki Shout [Martial Art]

Your *ki* shout can panic your opponents.

Prerequisites: Cha 13, Ki Shout, base attack bonus +9, Belong to the Bear Dojo.

Benefit: When you make a *ki* shout, your opponents are panicked for 2d6 rounds unless they succeed at their Will saves (DC 10 + 1/2 your character level + your Charisma modifier). The *Ki* shout affects only opponents with fewer Hit Dice or levels than you have. The effects of being panicked supersede the effects of being shaken.

Great Throw [Martial Art]

You can throw your opponents to the ground, choosing where they land and dealing damage in the process.

Prerequisites: Dex 13, Combat Reflexes, Dodge, Improved Trip, Improved Unarmed Strike, Belong to the Monkey or Tiger Dojo.

Benefit: When you make a successful unarmed trip attack against a creature no larger than your own size, you can choose where the creature lands, within the area you threaten. In addition, you deal your normal unarmed strike damage to the opponent. The creature's movement does not provoke attacks of opportunity, no matter how far you move it. When you use this option, however, you cannot make a follow-up melee attack using the Improved Trip feat.

Haunting Melody [Bardic Music]

You can use your music to inspire fear.

Prerequisites: Bardic music, Perform 9 ranks.

Benefit: When you sing or use some other Perform skill, you can unnerve enemies within 30 feet
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of you. Any opponent in range must succeed on a Will saving throw (DC 10 + 1/2 your bard level + your Cha modifier) or become shaken for a number of rounds equal to your rank in the Perform skill. This is a mind-affecting fear effect.

Special: Using this ability counts as one of your daily uses of bardic music.

Hidden Talent [Racial]

Your mind wakes to a previously unrealized talent for psionics.

Prerequisites: Low elf or half-elf, this feat can only be taken at 1st level.

Benefit: Your latent power of psionics flares to life, conferring upon you the designation of a psionic character. As a psionic character, you gain a reserve of 2 power points, and you can take psionic feats, metapsionic feats, and psionic creation feats. If you have or take a class that grants power points, the power points gained from Hidden Talent are added to your total power point reserve.

When you take this feat, choose one 1st-level power from any psionic class list. You know this power (it becomes one of your powers known). You can manifest this power with the power points provided by this feat if you have a Charisma score of 11 or higher. If you have no psionic class levels, you are considered a 1st-level manifester when manifesting this power. If you have psionic class levels, you can manifest the power at the highest manifester level you have attained. (This is not a manifester level, and it does not add to manifester levels gained by taking psionic classes.) If you have no psionic class levels, use Charisma to determine how powerful a power you can manifest and how hard those powers are to resist.

Note: This feat can also be selected as a low elves free feat.

Honourbound [General]

Keeping your word and upholding your honour is of great importance to you.

Benefit: You gain a +2 circumstance bonus on any saving throw if failing that saving throw would result in breaking a promise, oath, or sworn duty.

Special: If you willingly break a promise or oath, you lose the benefits of this feat until you atone for your actions (see *atonement* spell).

Investigate [General]

You can use the Search skill to find and analyze clues at the scene of a crime or mystery.

Benefit: This feat expands the way you can use the Search skill by allowing you to notice and analyze available clues in a specific area. This use of the Search skill is a full-round action. Clues are pieces of evidence that lead to the solution of a mystery. Clues

are physical and can be seen, heard, touched, smelled, or tasted. A clue stands out because it is not a normal feature of the area being searched. Examples of clues include a trampled flowerbed, a broken urn, a pin snapped off in a lock, a torn strip of cloak, a burnt scrap of scroll, or a brooch clutched in a dead man's fist. Add the following task to the list provided in the *Player's Handbook* description of the Search skill.

Task	Search DC
Find a clue	10

So, in addition to using Search to find a certain item, notice a secret door, or find a footprint, you have the additional training and experience necessary to find clues of all sorts. Modify the Search DC according to the nature of the scene being examined, as indicated below. (This function of the Search skill doesn't reveal clues when there are no clues to be found.)

Scene Condition	Search DC Modifier
Undisturbed	+0
<i>(The scene has not been touched or contaminated in any way)</i>	
Disturbed	+5
<i>(Someone or something has slightly and perhaps unintentionally contaminated the scene; for example, a book was picked up and put back down or a dwarf walked cautiously across the area.)</i>	
Greatly Disturbed	+10
<i>(Someone or something has massively and intentionally contaminated the scene; for example, the area has been cleaned and scrubbed, or the area was intentionally disturbed after the primary event occurred.)</i>	

When a successful Search check turns up a clue, you can make a second check to discern patterns, analyze evidence, and draw conclusions about what occurred in a specific area. In other words, the first Search check lets you find something, and the second check allows you to figure out what you've found.

You can make a DC 15 Search check to analyze a clue. By examining a body, you might determine whether the victim fought back or provided no struggle at all, or if claws, a weapon, or a spell killed the victim. By looking a scorch mark on a wall, you might approximate the location of the spellcaster when the spell was cast.

The DC for the check is modified by the time that has elapsed since the event occurred and how significant the clue is, as indicated below. All other rules concerning the Search skill otherwise apply.

Circumstance (example)	DC modifier
Each day past since event	+2
<i>(Maximum modifier +10)</i>	
Minor clue	+0
<i>(Provides only a piece of the solution to a puzzle and requires additional data for the investigator to reach a conclusion.)</i>	
	+2
<i>(Provides significant data toward the solution of a puzzle and could lead to a conclusion without additional data.)</i>	
Major clue	+5
<i>(Provides everything an investigator needs to solve a puzzle, even if the solution isn't immediately obvious.)</i>	

The DM should secretly make the second Search check to analyze the clue. If the check succeeds, the DM provides a truthful, objective analysis of the clue that can help the investigator reach a reasonable and logical conclusion. For example, analyzing a brooch clutched in the hand of a murdered dwarf (a major clue) reveals that it was torn from a blue cloak or tunic (it bears blue strands of material). It bears the symbol of House Tamriel, but the brooch isn't of the quality that a house noble would normally wear. These true and objective facts are now left for the investigator to consider and follow up on.

If the check fails, the DM provides analysis of the clue that sounds plausible, but is actually flawed in some manner. For example, a flawed analysis of the major clue discussed above would reveal only that the brooch bears the symbol of House Tamriel.

Even a successful analysis won't reveal the actual authenticity of a clue. False clues planted at a scene could provide truthful and objective data that leads an investigator in the wrong direction.

Generally, investigating a scene a second time doesn't add new insight unless another clue is discovered. You can take 10 when making a Search check to find a clue, but you cannot take a 20.

Synergy: If you have 5 or more ranks in an appropriate Knowledge skill, you get a +2 bonus on Search checks to find or analyze clues.

Karmic Strike [Martial Art]

You have learned to strike when your opponent is most vulnerable—at the same instant your opponent strikes you. This feat is also called *ai uchi*.

Prerequisites: Dex 13, Combat Expertise, Dodge, Belong to the Tiger Dojo.

Benefit: You can make an attack of opportunity against an opponent that hits you in melee. You take a -4 penalty to your Armour Class, in exchange for the

ability to make an attack of opportunity against any creature that makes a successful melee attack roll against you. The opponent that hits you must be in your threatened area, and this feat does not grant you more attacks of opportunity than you are normally allowed in a round. If you hit with your attack of opportunity, you and your opponent deal and take damage simultaneously. You specify on your turn that you are activating this feat, and the change to your Armour Class and your ability to make a karmic strike last until your next turn.

Ki Shout [Martial Art]

You can bellow forth a *ki*-empowered shout that strikes terror into your enemies.

Prerequisites: Cha 13, Base attack bonus +1, Member of the Bear Dojo.

Benefit: Making a *ki* shout is a standard action. Opponents who can hear your shout and who are within 30 feet of you may become shaken for 1d6 rounds. The *ki* shout affects only opponents with fewer Hit Dice or levels than you have. An opponent in the affected area can resist the effects with a successful Will save against a DC of 10 + 1/2 your character level + your Charisma modifier. You can use the benefit of *ki* shout three times per day.

Magician [General]

You are good at prestidigitation, and escaping seemingly inescapable situations.

Benefit: +2 to Escape artist and Slight of Hand skill checks.

Misleading Song [Bardic Music]

You can channel the power of your bardic music to temporarily increase the power of your illusion spells.

Prerequisites: Perform (any one) 5 ranks, Spell Focus (illusion), bardic music.

Benefit: As you cast an illusion spell, you can spend one daily use of your bardic music ability to increase the caster level and saving throw DC of that spell by 1. These bonuses stack with those provided by other feats, such as Spell Focus.

Moon Blessing [General]

Your close connection with your moon has blessed you with luck.

Prerequisite: 1st-level bard or higher

Benefit: The bard can reroll any roll the just made before the effect is taken. The rerolled result must be taken. It can be used once per day for every four levels of bard the character has. It can only be used once for a given check. During High Sanction of the bards moon, the bard may decide to increase the result by +3 instead of taking the reroll. During Low Sanction this feat cannot be used at all.

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Music of Growth [Bardic Music]

Your music can enhance the power of animals and plant creatures.

Prerequisites: Bardic music, Perform 12 ranks.

Benefit: By singing or playing music, you grant a +4 enhancement bonus to the Strength and Constitution scores of every creature of the animal or plant type within 30 feet of you. This bonus lasts only as long as you continue performing.

Special: Using this ability counts as one of your daily uses of bardic music.

Natural Trickster [Racial]

You have greater natural access to your race's powers of illusion.

Prerequisites: Gnome, Cha 13.

Benefit: You gain the ability to use one of the following spells once per day as a spell-like ability: disguise self, silent image, ventriloquism. Caster level 1st; save DC 10 + your Cha modifier + spell level.

Special: This feat can be taken as many as three times. Each time, you select a different spell and gain one daily use of that spell.

Nevis' Smile [Racial]

Through the favour of Nevis, you are skilled at interacting with others.

Prerequisite: Dwarf.

Benefit: You gain a +2 bonus on all Charisma-based skill checks.

Pierce the Darkness [Divine]

You can channel positive energy to temporarily increase the range of your darkvision.

Prerequisites: Ability to turn undead, darkvision.

Benefit: As a standard action, spend one of your turn undead attempts to double the range of your darkvision. This increase lasts for a number of minutes equal to your character level.

Piercing Sight [Racial]

Your fundamental familiarity with illusions allows you to better recognize them.

Prerequisite: Gnome

Benefit: You gain a +4 bonus on saving throws made to disbelieve illusions (any illusion spell or effect with "disbelief" in the saving throw entry).

Prone Attack [Martial Art]

You attack from a prone position without penalty.

Prerequisites: Dex 15, Lightning Reflexes, base attack bonus +2, Belong to the Mantis Dojo.

Benefit: You can make an attack from the prone position and suffer no penalty on your attack roll. If your attack roll is successful, you may regain your feet

immediately as a free action. Opponents gain no bonus on melee attacks against you while you are prone.

Psionic Feint [Psionic]

Prerequisite: Improved Feint.

Benefit: You may expend your psionic focus to feint as a swift action.

Psionic Tumble [Psionic]

Your tumbling is enhanced by your powers of concentration.

Prerequisite: Focused Body, Dex 15.

Benefit: You can ignore the Tumble DC modifiers for difficult surfaces and accelerated tumbling when you expend your psionic focus. (You are still granted the bonus from Focused Body on the action you expend your focus.)

Quicken Turning [General]

You can turn or rebuke undead with a moment's thought.

Prerequisite: Ability to turn or rebuke undead.

Benefit: You can turn or rebuke undead as a free action. You may still make only one turning attempt per round.

Reduce Energy [General]

You are adept at removing energy from sources.

Prerequisite: Wizard level 1st.

Benefit: You can cast a number of spells equal to the bonus spells for Intelligence listed on Table 1-1 in the *Player's Handbook* for free.

Normal: All spells higher than 0-level spells always cost spell points.

Requiem [Bardic]

Your bardic music affects undead creatures

Prerequisite: Bardic music class feature, Perform (any) 8 ranks.

Benefit: You can extend the effects of your mind-affecting bardic music and virtuoso's performance abilities so that they influence even the undead. All bardic music effects on undead creatures have only half the duration they normally would against the living.

Normal: Undead are usually immune to mind-influencing effects.

Research [General]

You can use your Knowledge skills to extract information from books, scrolls, and other repositories of facts and figures.

Benefit: This feat expands the way you can use a Knowledge skill to navigate a library, an office filing system, a chronicler's repository, or a church's records

storage cell in order to discover information. You must be able to read the language the texts are written in to research them.

Research a Topic: Given enough time (usually 1d4 hours, though the DM can increase the time based on the amount of material you are examining) and a successful DC 10 skill check, you gain general understanding of the topic you're researching. This assumes the information you are seeking exists within the collection of materials you are researching. The higher the check result, the better and more detailed the information (to the extent available within the source material).

When you want to find out specific information on a specific topic, you must first find a library with tomes relating to that topic. The quality of the library or collection can provide a circumstance bonus on your Knowledge check when performing research.

General-purpose libraries (such as those found in some wealthy households, small churches, or towns) contain basic information on a variety of topics and provide a +1 circumstance bonus.

A library devoted to a specific topic (usually owned by churches or organizations devoted to specific pursuits) provides a +2 circumstance bonus on Knowledge checks related to its topic.

Comprehensive collections are harder to find, but they provide a +4 circumstance bonus. Such collections reside with large churches, in some larger cities, in some organizations and institutions, the Great Library in Erihyll, the Bardic College, and in major chronicle offices.

Even rarer and harder to gain access to are master collections, which provide a +6 circumstance bonus. Master collections are found in rich aristocrat enclaves, in one or two royal libraries, and in the Shrine of Ife.

Examine Records: Examining books or records to get a general sense of what's in them takes time, skill, and some luck. Find a stack of ledgers in the alchemist's lab? Discover records in the crime lord's hideout? Locate the files pertaining to taxes collected in the city? To get a general sense of the information contained therein and whether or not you can use it, you must make a research check using the most appropriate Knowledge skill. The DC depends on the complexity of the code or filing system used.

Complexity of Code	Knowledge DC	Time Needed
Basic	10	1d4 hours
Simple	15	1d4+1 hours
Moderate	20	1d4+2 hours
Complex	30	1d4+4 hours

On any successful check, the higher the result, the better and more complete the information you glean. If you start out seeking a simple fact, date, map, or familiar bit of information, the DM might increase the DC by as little as +5 or as much as +15.

You can retry a Knowledge check made to perform research, though if the material you are examining doesn't contain the data you seek, you can't find it. You can take 10 or take 20 when making a Knowledge check to research a topic or examine records. This use of the Knowledge skill takes a minimum of 1d4 hours.

Roundabout Kick [Martial Art]

You can follow up on a particularly powerful unarmed attack with a mighty kick, spinning in a complete circle before landing the kick.

Prerequisites: Str 15, Improved Unarmed Strike, Power Attack, Belong to the Bear or Monkey Dojo.

Benefit: If you score a critical hit with an unarmed attack, you can immediately make an additional unarmed attack against the same opponent, using the same attack bonus that you used for the critical hit roll. For example, Bujiko the 15th level monk can make three unarmed attacks in a round, at base attack bonuses of +11, +6 and +1. If she scores a critical hit on her second attack, she can make an additional attack using her +6 base attack. She then makes her third attack (at +1) as normal.

Song of the Heart [Bardic Music]

Your bardic music reaches the depths of its listeners' hearts.

Prerequisites: Bardic music, inspire competence ability, Perform 6 ranks.

Benefit: When you use inspire courage, inspire competence, inspire greatness, or inspire heroics, any bonus granted by your music increases by +1. Thus, a 15th-level bard with this feat grants his allies a +4 bonus on attack rolls, damage rolls, and saving throws against fear when he uses inspire courage, rather than the +3 he would normally grant. If he uses inspire greatness, the same bard grants up to three allies 3 bonus Hit Dice, a +3 bonus on attack rolls, and a +2 bonus on Fortitude saves.

Also, when you use *facinate*, *suggestion*, or *mass suggestion*, the saving throw DC increases by 1.

If you have the Haunting Melody feat, the saving throw DC for that effect also increases by 1. If you have the Music of Growth feat, the bonus bestowed increases to +6. If you have the Music of Making feat, the bonus on Craft checks bestowed by the feat increases to +6. If you have the Soothe the Beast feat, you gain a +2 circumstance bonus on your Perform check to improve the attitude of an animal or

magical beast.

Soothe the Beast [Bardic Music]

Echoing the music of creation, your music has powers to calm animals.

Prerequisites: Bardic music, Perform 6 ranks.

Benefit: You gain an ability similar to the wild empathy ability of a druid or ranger. Your music can improve the attitude of an animal. You make a Perform check instead of a Diplomacy check and use the result to determine the animal's new attitude. The typical domesticated animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use this ability, you must be within 30 feet of the animal. The check takes 1 minute, but it might take longer to actually influence the animal.

You can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a –4 penalty on the check.

Special: Using this ability counts as one of your daily uses of bardic music.

Strong Mind [General]

You are unusually hard to affect with psionic powers and mind attacks.

Prerequisite: Wisdom 11.

Benefit: You gain a +3 bonus on saving throws against psionic abilities and mind attacks. Psionic abilities include many spell-like abilities of monsters such as aboleths, mind flayers, and yuan-ti (and any other such creature whose attacks are described as psionic). Mind attacks include the mind flayer's *mind blast* ability, as well as any similar supernatural ability that uses sheer mental force to stun or disable an opponent (at the DM's discretion).

Special: The benefit of this feat does not extend to spells, spell-like abilities, or magic items that duplicate psionic abilities.

Tiger Claw Attack [Martial Art]

Your superior insight allows you to strike objects with impressive force.

Prerequisites: Wis 13, Improved Sunder, Improved Unarmed Strike, Belong to the Tiger Dojo.

Benefit: When you make an unarmed strike against an object, you may add your Wisdom bonus to the damage dealt to the object.

Trivial Knowledge [Racial]

You have the ability to dredge up obscure knowledge in appropriate situations.

Prerequisites: Gnome, Int 13.

Benefit: Whenever you make a Knowledge check or a bardic knowledge check, roll twice and use the better of the two results.

Unbalancing Strike [Martial Art]

You can strike a humanoid opponent's joints to knock your target off balance.

Prerequisites: Wis 15, Improved Unarmed Strike, Stunning Fist, Belong to the Monkey Dojo.

Benefit: Against a humanoid opponent, you can make an unarmed attack that has a chance of unbalancing your target. If your attack is successful, you deal normal damage and your target must attempt a Reflex saving throw (DC 10 + 1/2 your level + your Wisdom modifier). If the target fails this saving throw, he is thrown off balance for one round, losing any Dexterity bonus to AC and giving attackers +2 bonus on their attack rolls. Using this feat uses up one of your stunning fist attacks for the day.

Urban Tracking [General]

You can track down the location of missing persons or wanted individuals within communities.

Benefit: To find the trail of an individual or to follow it for 1 hour requires a Gather Information check. You must make another Gather Information check every hour of the search, as well as each time the trail becomes more difficult to follow, such as when it moves to a different area of town.

The DC of the check, and the number of checks required to track down your quarry, depends on the community size and the conditions on Table 4-2.

If you fail a Gather Information check, you can retry after 1 hour of questioning. The DM should roll the number of checks required secretly, so that the player doesn't know exactly how long the task will require.

Table 4-2: Urban Tracking Modifiers

Community Size ¹	DC	Checks required
Thorp, hamlet, or village	5	1d3
Small or large town	10	1d4+1
Small or large city	15	2d4
Metropolis	20	1d4+2
1 See page 137 of the <i>Dungeon Master's Guide</i> .		
Conditions		DC Modifier
Every three creatures in the group being sought		-1
Every 24 hours party has been missing/sought		+1
Tracked party "lies low"		+5
Tracked party matches community's primary racial demographic ¹		+2
Tracked party does not match community's primary or secondary racial demographic ¹		-2
1 See Racial Demographics, page 139 <i>Dungeon Master's Guide</i> .		

Normal: A character without this feat can use Gather Information to find out information about a particular individual, but each check takes 1d4+1 hours and doesn't allow effective trailing.

Special: A character with 5 ranks in Knowledge (local) gains a +2 bonus on the Gather Information check to use this feat.

You can cut the time between Gather Information checks in half (to 30 minutes per check rather than 1 hour), but you take a -5 penalty to the check.

Wizard's Source [General]

You become the source of energy for a wizard.

Prerequisite: Con 10+, You have to have survived the hour-long ceremony which binds you to a wizard.

Benefit: You lend your energies to a wizard, allowing him to cast spells. In return, if the wizard you are bound to casts a spell on himself you gain the bonuses of that spell as well. The rules are the exact same as sharing spells between a wizard and a familiar. A wizard cannot choose both the source and familiar, he must choose either the source or the familiar.

You must be within 30 feet of the wizard in order for him to drain your energy. If you leave the 30 foot radius while the wizard is concentrating on a spell, the spell is immediately ended. If the spell does not require the concentration of the wizard after it is cast, (like arcane *lock* or *polymorph*), when you leave the 30 foot radius, the spell is still intact. If you leave the 30 foot radius while a spell is being cast (e.g. a full-round spell) the spell is immediately ruined.

The amount of points you have are described in Tables 2-7 and 2-8. If you are a higher level than the wizard, you can only give him power as a level higher than he is. For example, Shamino the Rogue is level 9, and is the source for Mr. Popo the wizard, who is 5th level. Shamino can only give the wizard enough spell points as a 6th level character, not 9th.

If the wizard casts a spell, and you do not have the spell points to give, the points are then taken from your Constitution score. If your Constitution score drops below 0, you are dead, without the chance for resurrection. The damage to your Constitution score heals normally (1 point for 8 hours complete rest, or 2 points for 24 hours rest).

Special: If someone survives the ceremony, they can have the effects of this feat, but **MUST** choose it the next time they can choose a feat.

Chapter 5: Characters

Character Traits

Traits are aspects of a character's personality, background, or physique that makes him better at some activities and worse at others. In many ways, traits resemble feats: A character can have only a limited number of traits, each trait provides a benefit. Unlike feats, however, traits always carry a corresponding drawback. In addition to their game effects, traits suggest characteristics about the character's personality that might lead to interesting roleplaying opportunities. Together with a character's class and feat selection, traits offer a way for game mechanics to encourage deeper character backgrounds and consistent roleplaying.

Traits serve as an interesting starting point for roleplaying, reminding players of their characters' most prominent strengths and weaknesses. However, roleplaying a certain aspect of a character's personality does not require possessing the trait. For example, a paladin can be honest and forthright without the Honest trait. The player should roleplay the character consistently even though the character's honesty has no effect on his skill checks.

Table 5–2: Character Traits

d%	Trait	d%	Trait
01-03	Abrasive	58-60	Reckless
04-06	Absent-minded	61-63	Relentless
07-09	Aggressive	64-66	Saddleborn
10-11	Brawler ¹	67-69	Skinny
12-13	Cautious ¹	70-72	Slippery
14-16	Detached	73-74	Slow ¹
17-19	Dishonest	75-77	Specialized
20-22	Easygoing	78-80	Spellgifted
23-25	Farsighted	81-83	Stout
26-28	Focused	84-86	Suspicious
29-31	Hard of Hearing	87-89	Torpid
32-34	Hardy	90-92	Uncivilized
35-37	Honest	93-100	Roll again twice ²
38-39	Inattentive ¹	1 Trait has special restrictions (see the text) if you don't qualify, roll again. 2 No starting character may have more than two traits. If a player rolls this result two or more times, the player may choose which two traits to keep.	
40-41	Musclebound ¹		
42-44	Near-Sighted		
45-46	Nightsighted ¹		
47-49	Passionate		
50-52	Plucky		
53-55	Polite		
56-57	Quick ¹		

A character can begin play with up to two traits, chosen by the player at the time of character creation. Alternatively, the DM can require players to roll on Table 5–2: Character Traits to determine the traits possessed by their characters.

As characters advance in level and ability, they might want to get rid of the traits that they chose at the beginning of play. Although the characters cannot rid themselves of a trait directly, specific feats, skill ranks, or magic items can compensate for the penalties imposed by the trait. For example, an abrasive character can work on becoming more personable by spending skill points to gain a rank in Bluff and a rank in Diplomacy, thereby offsetting the drawback from the Abrasive trait.

If the DM allows it, players may add traits to their characters after 1st level. The DM might allow a player to assign a trait to her character after she has roleplayed the character in a manner consistent with the trait in question, or after a traumatic or life-changing experience (after dying, a character might develop the Cautious trait or the Aggressive trait). If the DM includes this option, a character should gain a new trait no more frequently than once every five levels.

Roleplaying of Traits

If a player creates a character with one or more of the traits described here, she has three basic choices for how that trait affects the character's personality.

First, the character might view the trait as a weakness. A character with this view might try to hide the trait or make excuses for his behaviour. On the other hand, he might seek out others with the trait to feel better about his own idiosyncrasy.

Second, the character might view the trait as a strength. A character might call attention to the trait, encourage others to act in ways that mimic the trait, or simply assume that those without the trait are less worthy than those who possess it.

Finally the character might not acknowledge the trait at all. A character might adopt this attitude toward a trait several reasons, each suggesting something different about the character's background and personality.

–The character might not be aware of the trait; for example, a nearsighted character might not realize that others see better at a distance because his impairment is mild and the onset so gradual that he never noticed the change.

–The character might be aware of the trait but not want to admit that he possesses it. For example, an abrasive character might realize that his mannerisms affect others, yet find more solace in putting the blame on those whom he offends rather than on himself.

–The character might know but simply not care.

Trait Descriptions

Each trait in this section includes a benefit, a drawback, any special limitations regarding its selection by a character, and roleplaying ideas for how to incorporate it into your character's personality.

Abrasive

You are difficult and demanding in conversation, which tends to oppress those around you.

Benefit: You gain a +1 bonus on Intimidate checks.

Drawback: You take a -1 penalty on Diplomacy checks and Bluff checks.

Roleplaying Ideas: Characters with this trait might be loud and abrupt or quiet and sinister, but either way, most find them disconcerting or irritating.

Absent-Minded

You are fascinated by knowledge and learning and are capable of pursuing complex trains of thought quickly. However, your preoccupation with such thoughts makes you a little less aware of your surroundings.

Benefit: You gain a +1 bonus on Knowledge checks (although this does not let you use a Knowledge skill untrained).

Drawback: You take a -1 penalty on Spot checks and Listen checks.

Roleplaying Ideas: Characters with this trait might flit from idea to idea, trailing off in mid-sentence or mumbling their way through complex ideas. Conversely, characters with this trait might be extremely articulate but still allow their thoughts to move faster than the pace of a conversation.

Aggressive

You are quick to initiate combat, and you tend to press the attack once battle is joined. Your enthusiasm makes you a dangerous foe, but you sometimes leave yourself open to blows that a more cautious warrior would avoid.

Benefit: You gain a +2 bonus on initiative checks.

Drawback: You take a -1 penalty to Armour Class.

Roleplaying Ideas: Characters with this trait are often hotheaded and quick to anger, or simply think that the best defense is a quick offense.

Brawler

You naturally move close to your opponents when fighting, instinctively grabbing and punching rather than striking with weapons.

Benefit: You gain +1 bonus on unarmed attack rolls and grapple checks.

Drawback: You take a -1 penalty on all other attack rolls.

Special: The bonus from this trait doesn't apply to natural weapons. A character with the Improved Unarmed Strike feat can't select this trait (if a character with this trait later gains that feat, he loses the trait).

Roleplaying Ideas: Characters with this trait often disdain the use of weapons entirely, and some eventually learn more refined martial arts based on their instinctive fighting techniques. Many brawlers might not even be consciously aware that they fight differently from other characters; they simply know that the best way to take someone out of a fight is to grab him or punch him in the face.

Cautious

You are cautious in combat, even a bit cowardly, and you take more care to defend yourself than others. However, this caution renders you susceptible to fear attacks.

Benefit: You gain an additional +1 dodge bonus to Armour Class whenever you fight defensively or take the total defense action.

Drawback: You take a -1 penalty on saving throws made to resist fear effects.

Special: You cannot select this trait if you have immunity to fear or fear effects. If you later gain immunity to fear, you lose the benefit of this trait.

Roleplaying Ideas: Characters with this trait might consistently urge talking rather than fighting, or they might do little to encourage that their companions avoid combat and simply remain as far away from foes as possible, using ranged weapons or spells.

Detached

You maintain a distance from events that keeps you grounded but limits your reaction speed.

Benefit: You gain a +1 bonus on Will saves.

Drawback: You take a -1 penalty on Reflex saves.

Roleplaying Ideas: Characters with this trait are likely to be quiet and restrained, but they might be vocal when others falter in their beliefs.

Dishonest

You are naturally deceitful and insincere with others. You have a talent for lying, but have difficulty convincing others when you do speak truthfully.

Benefit: You gain a +1 bonus on Bluff checks.

Drawback: You take a -2 penalty on Diplomacy checks.

Roleplaying Ideas: Characters with this trait might be portrayed as crafty liars, or lying might simply be second nature to them, making actually telling the truth a difficult chore.

Easygoing

You are naturally friendly. Others feel comfortable around you, but this trait makes it more difficult for you to be pushy or suspicious.

Benefit: You gain a +1 bonus on Gather Information checks.

Drawback: You take a -1 penalty on Intimidate checks and Sense Motive checks.

Roleplaying Ideas: Characters with this trait might be more easily manipulated in interactions with NPCs, or they might simply prefer not to argue and instead use their natural talent to learn more about the world around them.

Farsighted

You have difficulty focusing on nearby objects, but your distance vision is more keen than normal.

Benefit: You gain +1 bonus on Spot checks.

Drawback: You have a -2 penalty on Search checks.

Roleplaying Ideas: Characters with this trait might be sensitive about it, or they might simply be oblivious to its presence, having never known any different way of experiencing the world.

Focused

You can keep your attention on a task despite many distractions; however, events in the background pass you by.

Benefit: You gain a +1 bonus on Concentration checks.

Drawback: You take a -1 penalty in Spot checks and Listen checks.

Roleplaying Ideas: Characters with this trait often see, single-minded or even obsessive in their focus on a specific task.

Hard of Hearing

You have a slight hearing impairment, and to compensate, you have become more in tune with your other senses.

Benefit: You gain a +1 bonus on Spot checks.

Drawback: You take a -2 penalty on Listen checks.

Roleplaying Ideas: Characters with this trait might be sensitive about it, or they might simply be oblivious to its presence, having never known any different way of experiencing the world.

Hardy

You are made of tougher stuff than the average person, but you're not quite as quick to react to dangerous effects.

Benefit: You gain a +1 bonus to Fortitude saves.

Drawback: You take a -1 penalty on Reflex saves.

Roleplaying Ideas: Characters with this feat might see their physical prowess as normal and look down on less hardy individuals, or they might see it as their duty to play the role of protector and help those less able to endure physical hardship.

Honest

You are naturally straightforward and sincere. This quality helps you persuade people to your viewpoint, but you have difficulty telling lies and seeing deception in others.

Benefit: You gain a +1 bonus on Diplomacy checks.

Drawback: You take a -1 penalty on Bluff and Sense Motive checks.

Roleplaying Ideas: Characters with this trait might be naïve and too unsophisticated to lie, or they might be aware of worldly matters and simply choose to take higher ground.

Inattentive

You are skilled at finishing simple tasks quickly, but you have a difficult time dealing with longer more complex tasks.

Benefit: Choose a skill that allows complex skill checks. You gain a +1 bonus on simple skill checks made using the chosen skill.

Drawback: You take a -4 penalty on any complex skill checks made with the chosen skill.

Special: You can take this trait more than once. Its effects do not stack. Instead choose a new eligible skill each time you select this trait

Roleplaying Ideas: Characters with this trait might flit from subject to subject in conversation, or they might seem typical in most situations but leave most of their long-term projects perpetually unfinished.

Musclebound

You are good at almost everything that requires strength, but less adept than most at tasks that require coordination.

Benefit: You gain +1 bonus on Strength-based skill checks and ability checks.

Drawback: You take a -2 penalty on Dexterity-based skill checks and ability checks.

Roleplaying Ideas: Characters with this trait are likely to solve problems with physical strength rather than through trickery or finesse.

Nearsighted

You have difficulty focusing on distant objects, but your eye for detail is more keen than normal.

Benefit: You gain a +1 bonus on Search checks.

Drawback: You take a -1 penalty on Spot checks.

Roleplaying Ideas: Characters with this trait might be sensitive about it, or they might simply be oblivious to its presence, having never known any different way of experiencing the world.

Nightsighted

Your eyes are particularly well suited to using darkvision, but they are less well adapted to what others consider normal light.

Benefit: Add 10 feet to the range of your darkvision.

Drawback: You take a -1 penalty on Spot checks when in areas of bright light.

Special: You must have darkvision as a racial ability to have this trait.

Roleplaying Ideas: This trait might not affect a character's personality at all, but it might make the character prefer going on underground or nighttime adventures.

Passionate

You are made of tougher stuff than the average person, but you are highly suggestible.

Benefit: You gain a +1 bonus on Fortitude saves.

Drawback: You take a -1 penalty on Will saves.

Roleplaying Ideas: Characters with this trait might be gruff and place extreme value on overcoming physical obstacles, or conversely, their weakness against magical enchantments might leave them fascinated and fearful of such things.

Plucky

You have a strength of will not reflected in your limited physical gifts.

Benefit: You gain a +1 bonus on Will saves.

Drawback: You take a -1 penalty on Fortitude saves.

Roleplaying Ideas: Characters with this trait might be annoyingly positive-minded, or they might only show their mental resilience in times of dire need.

Polite

You are courteous and well spoken.

Benefit: You gain a +1 bonus on Diplomacy checks.

Drawback: You take a -2 penalty on Intimidate checks.

Roleplaying Ideas: Characters with this trait might be honestly polite and kind, or they might be simply adept at mimicking social conventions to get what they want.

Quick

You are fast, but less sturdy than average members of your race.

Benefit: Your base land speed increases by 10 feet (if you don't have a land speed, apply the benefit to whichever of your speeds is highest).

Drawback: Subtract 1 from your vitality points gained at each level, including 1st (a result of 0 is possible).

Special: You must have a Constitution of 4 or higher to select this trait.

Roleplaying Ideas: Characters with this trait typically try to stay away from physical combat, but a rare few might relish it, striving to see if their superior speed is enough to best hardier warriors.

Reckless

You naturally sacrifice accuracy to put more power behind your blows.

Benefit: You gain a +1 bonus on damage rolls after successful attacks.

Drawback: You take a -1 penalty on melee attack rolls.

Roleplaying Ideas: Characters with this trait might be loudly passionate about entering combat and overcoming foes through strength of arms, or they might be quiet and so desperate to avoid confrontation that they put extra effort into every blow in an attempt to end the encounter more quickly.

Relentless

You don't know the meaning to the word "tired." You go all out until you simply can't continue.

Benefit: You gain a +2 bonus on Constitution checks and similar checks made to continue tiring activities (see the Endurance feat, page 93 of the *Player's Handbook*, for a mention of all the checks and saves to which this benefit applies).

Drawback: Any effect or condition that would normally cause you to become fatigued instead causes you to become exhausted.

Roleplaying Ideas: Characters with this trait may see others as soft or weak, especially anyone who complains about being tired or fatigued. They might scoff at others' weaknesses or might quietly encourage them to "tough it out."

Saddleborn

You are a natural in the saddle, but you have little patience for handling animals when not riding them.

Benefit: You gain a +1 bonus on Ride checks.

Drawback: You take a -1 penalty on Handle Animal checks.

Roleplaying Ideas: Characters with this trait rarely bother to consider animals good for anything other than mounts, but they are extremely confident about their riding abilities.

Skinny

You are very slender for your race.

Benefit: You gain a +1 bonus on Escape Artist checks.

Drawback: You take a -2 penalty on Strength checks to avoid being bullrushed or overrun.

Roleplaying Ideas: Skinny characters tend to be pushed around by tougher types, so those with this trait might be shy, or they might be very defensive when faced with such situations.

Slippery

You are less adept at grappling and wrestling than others of your size and strength, but you are adept at slipping out of another's hold.

Benefit: You gain a +1 bonus on Escape Artist checks to escape a grapple and on grapple checks to escape a grapple or avoid being grappled.

Drawback: You take a -1 penalty on all other grapple checks.

Roleplaying Ideas: Characters with this trait might feat close combat, knowing they are less adept grapplers than most opponents. On the other hand, good escape artists with this trait might enjoy baiting larger foes into grappling them, knowing they can easily slip out of the grasp of most foes.

Slow

You are slow, but sturdier than average members of your race.

Benefit: Add +1 to your vitality points gained at each level.

Drawback: Your base land speed is halved (round down to the nearest 5-foot interval).

Roleplaying Ideas: Characters with this trait tend to be relatively immobile in combat. They typically prefer to wear string armour (or other protective devices), since it is hard for them to flee a fight.

Specialized

You have a knack for one kind of work or study, but other tasks are harder for you to accomplish.

Benefit: Choose one specific Craft, Knowledge, or Profession skill. You gain a +1 bonus on checks using the specified skill.

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Drawback: You take a -2 penalty on all other checks using the same skill (Craft, Knowledge or Profession, based on the skill chosen).

Roleplaying Ideas: Characters with this trait often see themselves as elite artists or experts rather than mere professionals, and they might regard their chosen vocation or study as more useful or interesting than other tasks.

Spellgifted

You have a gift for casting spells from a certain school. Although your spells from this school are more potent than those of other casters, you are not as effective at casting spells from other schools.

Benefit: Choose a school of magic. Add 1 to your caster level when casting spells from that school.

Drawback: Reduce your caster level by 1 whenever you cast a spell that is not from your chosen school.

Roleplaying Ideas: Characters with this trait might be loudly vocal about the merits of the school of magic that they understand most readily, or they might feel awkward and out of place around "normal" spellcasters as a result of their unusual aptitude.

Stout

You are heavy for your race.

Benefit: You gain a +2 bonus on Strength checks to avoid being bull rushed or overrun.

Drawback: You take a -1 penalty on Escape Artist checks.

Roleplaying Ideas: Overweight characters are often bullied, so those with this trait might be shy, or they might be very defensive when faced with such situations. Some turn to humour to defuse such situations, while others become bitter.

Suspicious

You are naturally suspicious of everyone and everything. While this trait makes you hard to fool, it makes others slightly less likely to agree with you or find you threatening.

Benefit: You gain a +1 bonus on Sense Motive checks.

Drawback: You take a -1 penalty on Diplomacy checks and Intimidate checks.

Roleplaying Ideas: This trait might express itself as comic levels of paranoid, or it might make the character quietly cautious about others.

Torpid

You are sluggish and slow to react to danger, but also resistant to other's commands.

Benefit: You gain a +1 bonus on saves against enchantment (compulsion) effects.

Drawback: You take a -2 penalty on initiative checks.

Roleplaying Ideas: Torpid characters may be seen a lazy, or as methodical and measured in their actions.

Uncivilized

You relate better to animals than you do people.

Benefit: You gain a +1 bonus on Handle Animal checks and wild empathy checks.

Drawback: You take a -1 penalty on Bluff checks, Diplomacy checks, and Gather Information Checks.

Roleplaying Ideas: Characters with this trait are likely to feel awkward in many social situations; that might be expressed through an overly exuberant need to participate in conversations.

Character Flaws

Flaws are like the flip side of feats. Whereas a feat enables a character to be better than normal at performing a task (or even to do something normal characters can't), a flaw restricts a character's capabilities or imposes a penalty of some sort.

A player may select up to two flaws when creating a character. After 1st level, a character cannot take on additional flaws unless the DM specifically allows it (for example of times when doing this might be appropriate, see Character Traits above). Each flaw a player selects entitles his character to a bonus feat. In other words, when you create a character, if you select two flaws, you can also take two bonus feats beyond those your character would be normally entitled to.

Unlike traits (see above), flaws are entirely negative in their impact on a character's capabilities.

Flaw Descriptions

Each of the flaws described here has a specific game effect. Some flaws can only be taken by a character who meets a special requirement.

Feeble

You are unathletic and uncoordinated.

Effect: You take a -2 penalty on Strength-, Dexterity-, and Constitution-based ability checks and skill checks.

Frail

You are thin and weak of frame.

Effect: Subtract 1 from the number of vitality points you gain at each level. This flaw can reduce the number of vitality points you gain to 0 (but not below).
Special: You must have a Constitution of 4 or higher to take this flaw.

Inattentive

You are particularly unaware of your surroundings.

Effect: You take a -4 penalty on Listen checks and Spot checks.

Meager Fortitude

You are sickly and weak of stomach.

Effect: You take a -3 penalty on Fortitude saves.

Noncombatant

You are relatively inept at melee combat.

Effect: You take a -2 penalty on all melee attacks.

Pathetic

You are weaker in an attribute than you should be.

Effect: Reduce one of your ability scores by 2.

Special: You cannot take this flaw if the total of your ability modifiers are 8 or higher.

Poor Reflexes

You often zig when you should have zagged.

Effect: You take a -3 penalty on Reflex saves.

Shaky

You are relatively poor at ranged combat.

Effect: You take a -2 penalty on all ranged attack rolls.

Slow

You move exceptionally slowly.

Effect: Your base land speed is halved (round down to the nearest 5-foot interval).

Special: You must have a base land speed of at least 20 feet to take this flaw.

Unreactive

You are slow to react to danger.

Effect: You take a -6 penalty on initiative checks.

Vulnerable

You are not good at defending yourself.

Effect: You take a -1 penalty to Armour Class.

Weak Will

You are highly suggestible and easily duped.

Effect: You take a -3 penalty on Will saves.

Chapter 6: Equipment

Since the Age of Storms started, many of the more exotic weapons craftsmen made were not made anymore. Focus was on simple weapons that can be made quickly, better for equipping armies. After the wars started, though, craftsmen and warriors began trying to bring back the weapons that allowed more skill in their use.

The weapons and armour listed below are from various sources. It is not a complete listing. They do represent all the weapons and armour not included in the *Player's Handbook* that can be found and used.

Weapon Descriptions

Blowgun: The blowgun is a long tube through which you fire needles. A needle can deliver poison of either injury or contact type.

Butterfly Sword: A monk using a butterfly sword fights with her unarmed base attack bonus, including her more favourable number of attacks per round, along with other applicable modifiers.

Chakram: The chakram is a throwing disk of about 1 foot in diameter, with a sharpened outer rim. The chakram returns to a proficient thrower on a missed attack roll. To catch it, the character must make an attack roll against AC 10 using the same bonus they threw the chakram with. Failure indicates the weapons falls to the ground 10 ft. in a random direction from the thrower. A non-proficient user who fails in his attempt to catch the returning chakram suffers 1d4 damage from the weapon's sharp edges. Catching the chakram is part of the attack and does not count as a separate action.

Fukimi-Bari (mouth darts): These slim, almost needlelike metal darts are concealed in the mouth and then spit at the target. Their effective range is extremely short, and they do little damage, but they are highly useful when taking an opponent by surprise. You can fire up to three mouth darts per attack (all at the same target).

Fullblade: A fullblade is 18 inches longer than a greatsword, and is too large for a Medium-sized creature to use with two hands without special training; thus, it is an exotic weapon. (Medium-sized creatures cannot use a fullblade one-handed at all.) A Large-size creature could use the fullblade with one hand, but would be assessed the standard -4 nonproficiency penalty to its attack rolls, or with two hands as a martial weapon. A Large-size creature with the Exotic Weapon Proficiency feat could use a fullblade in one hand, but a Medium-Size creature must use both hands even with the feat. A fullblade is also

called an ogre's greatsword.

Impaler: A Trian weapon designed for use in the arenas. Two blades are mounted parallel to the end of a four-foot long shaft, forming a bladed "T". The impaler is swung horizontally or vertically with great force.

Jitte: With a jitte, you get a +2 bonus on your opposed attack roll when attempting to disarm an enemy (including the opposed attack roll to avoid being disarmed if you fail to disarm your enemy).

A monk using a jitte can strike with her unarmed base attack bonus, including her more favourable number of attacks per round, along with other applicable modifiers.

Mercurial Greatsword: This huge blade hides a secret reservoir of quicksilver (also called mercury by alchemists) that runs along the interior of the blade in a slender channel. When the blade is vertical, the mercury swiftly fills an interior bulb in the haft, but when swung, the heavy liquid flows out into the blade, making it heavier. In nonproficient hands, this shifting mass penalizes the wielder by an additional -3 penalty to attack rolls, beyond the normal nonproficiency penalty for using an exotic weapon untrained.

Mercurial Longsword: As above, except that in nonproficient hands, the shifting mass and feel of the blade penalizes the wielder by an additional -2 penalty to attack rolls beyond the normal nonproficiency penalty for using an exotic weapon untrained.

Nagaika: The nagaika is a leather lash studded with glass. Unlike the whip it deals normal damage and can damage armoured foes. Although you keep it in your hand, treat it as a projectile weapon with a maximum range of 15 feet and no range penalties.

Because the nagaika can wrap around an enemy's leg or other limb, you can make trip attacks with it. You can drop it to avoid being tripped during your own trip attack. You also gain a +2 bonus on your opposed attack rolls when using the nagaika to disarm an opponent (including the roll to keep from being disarmed if your attempt fails).

Nagaika, Mighty: A character who takes Exotic Weapon Proficiency (nagaika) is also proficient with the mighty nagaika. This weapon is made of exceptionally strong leather, which allows the user to apply his or her Strength bonus on damage rolls (within the weapons limit).

Stump Knife: A stump knife is akin to a punching dagger, except that it can be securely attached to the stump of a missing forelimb. For someone proficient in its use, the stump knife becomes an extension of his body. Against foes to

Table 6–1: Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type
<i>Ranged Weapons</i>							
Blowgun	1 gp	1	1	20	10 ft.	2 lb.	Piercing
Blowgun Needles (20)	1 gp	-	-	-	-	**	Piercing
Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type
<i>One-Handed Melee Weapons</i>							
Impaler	8 gp	1d4	1d6	18-20	-	5 lb.	Piercing
Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type
<i>Light Melee Weapons</i>							
Butterfly Sword	10 gp	1d4	1d6	19-20	-	2 lb.	Slashing
Jitte*	5 sp	1d3	1d4	20	-	2 lb.	Bludgeoning
Stump Knife	8 gp	1d3	1d4	19-20	-	2 lb.	Piercing
Talid	40 gp	1d4	1d6	19-20		4 lb.	Piercing
Tonfa	5 sp	1d4	1d6	20	-	2 lb.	Bludgeoning
Triple Dagger*	10 gp	1d3	1d4	19-10	-	1 lb.	Piercing
Widow's Knife*	50 gp	1d3	1d4	19-20		2 lb.	Piercing
<i>One-Handed Melee Weapons</i>							
Mercurial Longsword	400 gp	1d8	1d10	19-20	-	6 lb.	Slashing
Nagaika*	25 gp	1d4	1d6	19-20	-	4 lb.	Slashing
Nagaika, mighty*							
+1 Strength	225 gp	1d4	1d6	19-20	-	5 lb.	Slashing
+2 Strength	325 gp	1d4	1d6	19-20	-	6 lb.	Slashing
+3 Strength	425 gp	1d4	1d6	19-20	-	7 lb.	Slashing
+4 Strength	525 gp	1d4	1d6	19-20	-	8 lb.	Slashing
<i>Two handed Melee weapons</i>							
Full Blade	100 gp	1d10	1d12	19-20	-	23 lb.	Slashing
Mercurial Greatsword	600 gp	2d6	2d8	18-20	-	17 lb.	Slashing
Three-Section-Staff	4 gp	1d6	1d8	19-20	-	8 lb.	Bludgeoning
<i>Ranged Weapons</i>							
Fukimi-Bari (Mouth darts)	1 gp	1	1	20	10 ft.	1/10 lb.	Piercing
Chakram*	15 gp	1d3	1d4	19-20	30 ft.	2 lb.	Slashing

* See the weapon description for details, ** No weight worth noting

whom you have already dealt damage during the course of a continuous melee, the stump knife's critical range is doubled (17-20). Your opponent cannot disarm you of a stump knife.

Talid: Also known as the gladiator's gauntlet. It is made of stiff leather with metal plating on the hand cover and all along the forearm. Spiked protrude from each of the knuckles and along the back of the hand. A sharp blade runs along the thumb and there is a 6 inch spike on the elbow. A strike with a talid is considered an armed attack.

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The cost and weight are given for a single Talid. An opponent cannot use a disarm action to disarm a character's talid.

Three-Section-Staff: Originally a farm implement for threshing grain, this weapon is composed of three sections of wood of equal lengths joined at the ends by chain, leather, or rope.

A monk using a three-section-staff (for which she must take an Exotic Weapon Proficiency feat due to the weapons Large size) fights with her

Table 6–2: Armour

Armour	Cost	Armour Bonus	Maximum Dex Bonus	Armour Check Penalty	Arcane Spell Failure Chance	Speed (30ft.) (20ft.)		Weight*
Bone	20 gp	+3	+4	-3	15%	30 ft.	20 ft.	20 lb.
Leather Scale	35 gp	+3	+6	-2	15%	30 ft.	20 ft.	20 lb.

* Weight figures are for armour sized to fit Medium characters. Armour fitted for Small characters weighs half as much, and armour fitted for Large characters weighs twice as much.

unarmed base attack bonus and her more favourable number of attacks per round, along with other applicable attack modifiers. The Three-section-staff requires two hands to use.

Tonfa: A monk using a tonfa can strike with her unarmed base attack bonus, including her more favourable number of attacks per round, along with other applicable attack modifiers.

Triple Dagger: This weapon is used in the off-hand as a means to disarm an opponent— you hold it as you would a shield, not another weapon, and so do not suffer penalties for fighting with two weapons. When using a triple dagger, you get a +3 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if you fail to disarm the opponent). The triple dagger could also be used as a normal dagger, if desired, but if used in the off-hand, all normal penalties for fighting with two weapons apply.

Widow's Knife: Two prongs are hidden within the hilt of a widow's knife. On a successful hit, you may trigger the prongs by releasing a catch in the hilt as a free action. The prongs do an additional 1d3 points of damage (1d2 for a Small widow's knife) when sprung, and take a standard action to reload.

Armour Descriptions

Bone Armour: Bone armour is a cloth or leather coat reinforced with strips of bone, often cut from animals used for food. The armour covers the torso but leaves the limbs free for better mobility.

Leather Scale: This armour is exactly like scale mail, but is made from strips of leather.

Herbal Items

The skill Craft (Potions/Salves) is required to concoct the following items. They follow the rules in the *Player's Handbook*.

Potions: These potions are created from many rare herbs that work on the inside of the imbidders body to heal wounds. Because of the rarity of the herbs they can become quite expensive, nevertheless, they are effective. They can heal hit points within 1d4+1 rounds of being ingested. But, if this potion is ingested, and Age of Storms Campaign Setting

before the potion can heal the wounds, the imbiber falls below -10 hit points, the potion will not restore hit points and heal them.

Table 6–3: Herbal Healing Items

Name	Heal	Time	Craft (DC)	Craft (SP)	Price (GP)
<i>Potions</i>					
Bellaneru	1d6	1d4+1 rnds	15	50	15
Bellantaid	2d6	1d4+1 rnds	17	100	30
Bellanail	3d6	1d4+1 rnds	19	167	50
Bellancanthui	4d6	1d4+1 rnds	21	250	75
Bellanlefui	5d6	1d4+1 rnds	23	333	100
Bellanenchui	6d6	1d4+1 rnds	25	417	125

Unusual Materials

Adamantine: Found only in meteorites and the rarest veins underground, this ultra hard metal adds to the quality of a weapon or suit of armour. It is rarely found anywhere on the Great Continent, but the Dward Dwarves have reportedly found a vein of it during their years of mining. They very rarely let any non-Dwarf have adamantine. Adamantine has the same effects and prices as described in the *Dungeon Master's Guide*.

Darkwood: A rare wood believed to be caused by magic, is only found in the oldest forests on the Great Continent, Ravenswood and Gwalmaren. It is as hard as normal wood, but very light. Darkwood has the same effects and prices as described in the *Dungeon Master's Guide*.

Iron, Cold: Mined deep underground, and forged at low temperatures, cold iron is known to be effective against fey creatures. It is more commonly found across the Great Continent, but not commonly forged. The general public's disbelief in fay creatures in general has stopped the mining of such brittle iron. Nevertheless, it is still, at times, forged. Cold Iron has the same effect and prices as described in the *Dungeon Master's Guide*.

Mithral: One of the most sought after materials in all of Eon, Mithral is a very rare glistening metal that is lighter than iron, but just as hard. It is found in the two dwarven territories of

Dwargard and Heirgraaf. It is much more common than adamantine, yet still quite rare. Again, it is rarely given to any non-dwarf. Mithral has the same effect and prices as described in the *Dungeon Master's Guide*.

Norr Glass: Norr glass is a special glass that is found in the Norrholm wastes and is refined in Tayra and Dwargard. Norr glass is more durable than normal glass. It has a hardness rating of 2, and 3 hit points per inch of thickness. It is incredibly sharp, and is occasionally added to weapons to give them exceptional sharpness. Adding Norr glass to a slashing or piercing weapon increases its threat range by 2 points (a threat range of 17-20 becomes 15-20). Because Norr glass is more fragile than metal, the edges become chipped much easier. Every time a weapon with Norr glass edges hits an opponent, there is a 5% for every point of AC rating of armour that is worn by the target chance to break, with a minimum of 5%.

Magic armour bonuses to not affect Norr glass. For example, if the target is wearing chain mail (an AC rating of +5) and is hit, the chance for a weapon with Norr glass edges to break and become useless is 25%. Norr glass can only be added to masterwork weapons. Once Norr glass is added to a weapon, that weapon can no longer be used normally (i.e. without Norr glass). Norr glass cannot be added to wooden weapons.

Type of Norr Glass Edged Weapon	Item Cost Modifier
Ammunition	+6 gp
Light weapon	+ 60 gp
One-handed weapon, or one head of a double weapon	+ 270 gp
Two-handed weapon, or two heads of a double headed weapon	+ 540 gp

Chapter 7: Adventuring

Weather

The Age of Storms is so named because of the constant storms that beat across the landscape. No one is certain why, and there are a variety of theories ranging from angry gods, the overuse of magic and psionic powers to the disappearance of Alta. Whatever the reason, the weather in Age of Storms plays a vital role in the well being of any adventurer. Table 7–1 is a chart of the weather effects, and their chances of occurring. The DM should roll on this chart daily. For speed of play, the DM should roll for weather ranging upwards to a month before the session begins, this way the DM is aware of what weather will be occurring, and will be able to describe it quicker. The effects listed below are described in the *Dungeon Master's Guide*.

Table 7–1: Weather

d100	Spring/Autumn
01-30	Moderate (5°C - 15°C), Light Wind (01-50) or Moderate Wind (51-00)
31-40	Heat Wave (01-50) or Cold Snap (51-00)
41-82	Precipitation: Fog (01-40), Rain (41-90), or Hail (91-00)
83-97	Thunderstorm (01-75), or Windstorm (76-00)
98-00	Hurricane (01-50), or Tornado (51-00)
d100	Summer
01-35	Warm (15°C - 30°C), Light Wind (01-75) or Moderate Wind (76-00)
36-44	Heat Wave (01-65) or Cold Snap (66-00)
45-84	Precipitation: Fog (01-30), Rain (31-90), or Hail (91-00)
85-98	Thunderstorm (01-75), Windstorm (76-00)
99-00	Hurricane (01-50), Tornado (51-00)
d100	Winter
01-35	Cold (-20°C - 5°C), Light Wind (01-75) or Moderate Wind (76-00)
36-44	Heat Wave (01-30) Cold Snap (31-00)
45-84	Precipitation: Fog (01-10), Snow (11-90), or Sleet (91-00)
85-98	Snowstorm
99-00	Blizzard
Temperature drops 5 - 10°C during the night	

World Of Eon Cosmology

The World of Eon is a very spiritual world where each person in the world forms their own link with a deity, or deities. The gods of Eon are in everyones life, and make an impact in them. Although the deities are not coporeal, and no not physically alter the world, their power is felt by everyone. A farmer who does not pray to Nevis may not harvest the best crop, nor will a group of adventures who do not ask Epris for guidance have an easy time in the forest. Unlike some religions, this is not superstition. The deities inhabit every area of their portfolios, Dakar is in every fire, Madras in every humanoid, and Epris in every tree. Not talking to them through prayer is equivant to ignoring a shopkeeper when you go to market.

Some deities have abstract portfolios, like Tallin or Tycho. These deities have more abstract existances. Tallin, for example, thrives in just decisions, and honourable retribution, where Tycho lives in chaotic actions, and war. For the commoner, every deity plays a role in their lives. One may evoke Tallin or Malaran's name when they want a peaceful and just ending to a robbery, or murder. Tycho would be evoked by the everyday commoner during a sports game, calling chaotic strength to overcome their opponent.

Many people choose a single god to represent their way of life (but never forgetting, or ignoring the others). A farmer may pay regular tribute to Nevis, but always remember that Pune is the one who rains on his lands. Adventures commonly choose one deity. A barbarian may choose Tycho for his chaotic strength, evoking his name each time he enters a rage, or if he fears becoming too chaotic, may evoke Nevis' rock-hard strength instead. For this barbarian, he does not forget that Herat gives him the Breath of Eon, nor does he ignore the fact that Ife guides him, he just chooses Nevis as his patron god.

For the most part, there is little conflict between worshippers of different deities. A worshipper of Lyon has no ill feelings toward a whoshipper of Nevis, nor has any special preference towards worshippers of Dakar. Personal allegiances toward other worshippers are left up to the individual. But years of intrigue have made some alliances and rifts between clergy of certain deities. For example, priests of Tallin cannot stand priests of Tycho, for obvious reasons. Priests of Lyon and priests of Dakar occasionally see eye to eye on many subjects. These differences and alliances exists within the churches, and rarely spread into the general public.

The deities themselves are not good, nor evil, for the most part they are neutral, chaotic of lawful. The good and evil are left up to the Children of Madras to decide. Many clerics have dabbled into evil, and have

found that there are dark powers associated with certain deities. Some of the more chaotic or even neutral deities lend their power to the forces of evil. These deities have evil incarnations, usually representing the opposite side of them. Lyon's evil incarnation makes him the god of darkness, and undeath. Tycho's evil incarnation makes him the god of unending chaos, of unfair competitions, and destruction. Some deities do not have evil incarnations, not because they have not been discovered, but because they are not evil, and do not lend evil powers to anyone. Ife does not have an evil incarnation because knowledge is completely unbiased, neither good nor evil. Deities without an evil incarnation does not mean a worshipper cannot be evil. An evil cleric can worship Madras and use his powers to charm and dominate others, instead of creating harmony. An evil cleric can worship any deity, where a good cleric cannot worship an evil incarnation. Neutral clerics tend to worship neutral deities, but can worship either incarnation they desire. They do have to remember, however, that any evil act is considered an evil act, and they may slip into becoming evil.

The Gods of Eon

Name, Title

Rank (Gods apparent alignment)

General Description

Age of Storms Description

Portfolio: Every deity has certain aspects of existence over which it has dominion, power, and control. Collectively, these aspects represent the deity's portfolio. Deities are concerned about and involved with their portfolios, and they are often strongest in power when acting to safeguard the prominence of their portfolios.

Domains: A list of the deity's domains, described in Chapter 5 of the *Player's Handbook*, *Complete Divine* or Chapter 8 of this book. The domains occasionally reflect the portfolio of the deity (Dakar, the God of Fire has the Fire domain). Most domains assist the clerics doing the deity's bidding (Madras, the God of Man has the Healing and Protection domain, to protect his creation). Domains marked with an 'C' are from the *Complete Divine*. Domains marked with a 'T' mean a cleric of this deity must choose this domain. Domains marked with an 'A' are listed within the Age of Storms Campaign Setting.

Cleric Training: Describes what is taught to new followers, especially clerics, and what is expected to be taught by the deities clerics. This varies differently from god to god, and reflects the deities portfolio.

Quests: The kinds of missions a deity sends its followers on. They depend on a variety of aspects, including the deities apparent alignment, their portfolio, and current status of their followers, and the world in general.

Temples: Generally, each major city has a large monastery, where all twelve gods can be worshipped. Nevertheless, separate temples spring up in small towns, or even in large cities. The descriptions also apply to the deities section in a monastery, unless noted.

Rites: Different religions celebrate and honour different things in different ways, depending on a variety of things, including their portfolio and history. This section also describes the best time for a cleric to pray to receive their spells.

Most Common Worshippers: A list of the more common worshippers. A character does not need to be a member of these races/classes to become a cleric.

Alignments: The range of alignments deemed acceptable by the clerics who worship the deity.

Eon, The Creator

Supreme God (Neutral)

Eon awoke in the void, and sacrificed Himself to allow life. The very land is His body. Every stone, part of Him. He created the Gods by sacrificing His hands, allowing them to shape His body into the world. He now sleeps as the Children of Madras live on Him. He is revered above all else, and praised every new year. Inside him is the Lifestream, the essence of all life on Eon. Flowing deep in his body, the Lifestream contains the essence of Eon. It is where every living being begins, and ends. When Herat takes the Breath of Eon away, the soul returns to Eon, mingling with the other departed souls. Much like a river, the drop of water that fell in, will never be the same when it is taken out of the river again. This is how the world grows every generation, and everyone thanks Eon every new year. Eon Himself does not act very often, allowing Madras and the other Gods to rule in His stead. Thus, He is overlooked, and most people worship the Gods instead of Eon, in order to get more tangible results. The druids all worship Eon, and are often called the Cult of Eon.

In the Age of Storms, Eon is still almost exclusively worshiped by the druids of both Hemsadalen and Dunwaynn. He is worshiped primarily as a hope to return the world back to a natural state. During the Age of Storms, many people have turned to the Druids as a hope to restore the natural balance of the world.

Portfolio: Nature, balance

Cleric Training: As described, a cleric of Eon, is basically a druid. Many druids become followers of Eon through choice, deciding to give up their world to live in harmony with the wilderness, protecting it from harm. Others are influenced by other druids to become part of the druidic cause to protect Eon.

Quests: To a druid, nothing is more important than protecting the natural world. For many druids, they feel that they must defend an area of land, or go out, spreading their knowledge of nature to others hoping that they will respect Eon.

Prayers: All prayers to Eon are said in Druidic, the secret language of the druids, believed to be the language Eon spoke. They each are quite long and eloquent, often rhyming, and extremely polite. To the druids, nothing is more offensive than a rude gesture to Eon.

Temples: Eon does not have specific temples, nor is he worshiped exclusively, other than by druids. Druids have, though, dedicated some groves to his name.

Rites: The most celebrated days to the followers of Eon are the first day of Spring (Leawen 1st), Midsummer (Pires 11), and the harvest (around Zares 5th).

Common Worshippers: Druids

Alignments: Neutral, Neutral Good

Madras, The God of Mankind

Greater God (Lawful Neutral)

Madras originated from the middle finger from Eon's right hand and was chosen to be the lord of the Gods and of the new realm the Gods were to create. Madras loves all creations and his followers strive to protect all that lives, especially Demi-humans. Although he is quick to anger, Madras is quicker to forgive, but never forgets any offense against him or his races. Madras can also be called The Creator, for he is attributed with the creation of the four races of Eon: the elves, dwarves, gnomes and humans, as well as most of the life on Eon.

In the Age of Storms, Madras is one of the more commonly worshipped gods. Because of the amount of despair among the general populace, many people have turned to the teachings of Madras. His shrine is one of the only ones accessible on the Great Continent, and due to that, he is commonly worshiped.

Portfolio: The races of Eon (elves, humans, dwarves, gnomes, halflings, etc.), peace and organization among the races.

Domains: Law, Community^C, Renewal^A, Healing

Cleric Training: There is nothing more important to a cleric of Madras than ensuring the people of the world are happy. Thus, many clerics spend time among common folk, spreading the good Age of Storms Campaign Setting

will of Madras. Many of these common folk are then filled with the desire to join the ranks of the clergy. There is a large ceremony that weeds out some of the less willing and apt of these applicants. Madras feels that if you are going to serve him, you must truly want to, and more importantly, be able to in every way.

Quests: For the most part, clerics of Madras are sent to defend a community that is being attacked by outright evil, or to defend them from losing their rights to act freely. In most cases, clerics of Madras are healers who go out of their way to heal and protect the hurt and underprivileged. No matter what a cleric of Madras is doing, the most important part of their service to Madras is to ensure the people of Eon are happy, well, and free from any type of chaotic oppression.

Prayers: Every prayer of Madras is inclusive, bringing either all the companions of Madras together, or the whole community: "We humbly desire the power to..." or "We ask of wise and loving Madras..." commonly open many prayers. If a prayer sounds too selfish (or is too selfish), the cleric is taught not to ask for it.

Temples: All of Madras' temples are in cities, towns, or anywhere people gather. It is a symbol of being together, and a shining beacon of hope for all to see. It is always open for the people to enter and ask anything of the clerics who have pledged their services to this community. It is rare that a person is turned away at the door of Madras' temples, but if they have done something truly against his teachings that cannot be forgiven, they are (and usually hunted down after a fair amount of time, and brought to justice).

Rites: Mostly community based, the rites of Madras include marriage (possibly the highest and most important), the welcoming of a new member of the community (either someone has wandered into the community and sets up a life, or the birth of a child), as well as the departure of a member of the community (be it through death or choice).

Most Common Worshippers: Elves, humans, gnomes, halflings, paladins

Alignments: Lawful Neutral, Lawful Good, Neutral Good, Neutral
No evil incarnation.

Ife, Goddess of the Mind

Greater God (Neutral)

The Goddess of thought, and the mate of Madras, Ife was created from the ring finger of Eon's right hand. She has been at Madras' side from the beginning, and helped create the Races of Eon. She acts as Madras' conscious, advising him on all subjects. She is considered the most friendly of the gods, but also can be the most wrathful. Although Ife has never shown

her full strength, it is fabled to be stronger than any of the Gods.

In the Age of Storms, Ife takes on a somewhat new significance. She has become a goddess of comfort, as much as knowledge. She is turned to to comfort those who are worried about the world, and their own fate. Because hers is one of the three shrines accessible, she represents the other gods as well, knowing that they will not abandon the people. She still lends great knowledge to those who follow her, knowledge that can be used in a variety of ways. In the Age of Storms, though, her knowledge is used to comfort. Also, with the appearance of psions on the world in large numbers, Ife has taken on a new form, one of guidance for those who have psionic powers.

Portfolio: Knowledge, education, search for the unbiased truth

Domains: Knowledge, Mind^c, Inquisition^c, Oracle^c.

Cleric Training: Anyone who wishes to be a cleric of Ife undergoes a rigorous training exercise, where they learn a variety of information ranging from history to religious doctrine. There is nothing more

important to a cleric of Ife than knowledge. Many people become clerics of Ife if they lead studious lives, and desire more information, and better means to gather it, where others want to be able to learn and know information, and thus train for the knowledge and the position.

Quests: The quests Ife gives her followers usually are simply to gather knowledge. It may seem that a god that desires knowledge would not have clerics on quests around the Great Continent, but every quest has a moral learnt. Many clerics of Ife aimlessly wonder, learning as much as they can, and recording their life experiences in journals for the great library in the Shrine of Ife for others to read.

Prayers: The followers of Ife are always asking for guidance and clarity of mind from Ife. “All-knowing Ife, grant me the wisdom to...” and “Lend me your knowledge and power...” are common beginnings to prayers to Ife.

Temples: Temples to Ife are rare, except in large cities, where libraries can be built. In many cases, libraries double as temples to Ife, holding vast stores of information for all to browse at their leisure. In a

Name	Portfolio	AL	Domains	Fav Weapon	Rank
Eon	nature, balance	N	–	club or quarterstaff	S
Madras	rares of Eon, peace and organization	LN	Community ^c , Healing, Law, Renewal ^A	mace	G
Ife	knowledge, education, search for unbiased truth	N	Inquisition ^c , Knowledge, Mind ^c , Oracle ^c	dagger	G
Lyon	sun, light, healing, safe travel	LN	Glory ^c , Sun, Time ^A , Travel	morningstar	G
Lyon (E)	darkness, shadows, undead, death	LE	Cold ^c , Death, Dream ^c , Trickery	morningstar	G
Pune	weather, storms, uncontrolled chaos	CN	Chaos, Madness ^c , Trickery, Weather ^c	javelin	I
Tycho	causing disorder, wars, chaos, and competitiveness	CN	Chaos, Competition ^c , Domination ^c , Strength, War	heavy flail or greatsword	G
Nevis	earth, dwarves, metalworks, gems, halfings	LN	Earth [†] , Protection, Strength, Strength of Stone ^A	warhammer	I
Nevis (E)	earth, hoarding wealth, decay	LE	Earth [†] , Destruction, Pestilence ^c , Strength	warhammer	I
Herat	air, wind, life and death, travel	N	Air [†] , Healing, Repose ^A , Travel	bow	I
Dakar	fire, cleansing, renewal	CN	Fire [†] , Chaos, Purification ^c , Sun	mace	I
Dakar (E)	fire, destruction for sake of destruction	CE	Fire [†] , Chaos, Destruction, Force ^c	mace	I
Epris	forests, plants animals, wilderness, fertility	CG	Animal, Creation ^c , Plant, Protection	quarterstaff	I
Tallin	justice, freedom, honour	LG	Courage ^A , Law, Nobility ^A , Strength	longsword	L
Malaran	peace, freedom	LG	Family ^A , Good, Healing, Protection	–	L

† Denotes a domain a cleric of this deity must choose.

A This domain is listed in this book (Chapter 8: Magic and Powers).

C This domain is found in the *Complete Divine*.

monetary, the section for life usually contains, at least, the collected journals of many travelling clerics, as well as some well read clerics.

Rites: Life does not usually celebrate many things, nor do her followers. Most of the time, the clerics of life meditate on what they have learnt. Pires 3rd is the only holy day dedicated to life, St. Delmar's day. He is credited for leading a group of faithful as they defended their library from burning. The entire group was killed, but the library was saved, and all the books now reside in the Shrine of life.

Alignments: Neutral, Lawful Neutral, Neutral Good, Neutral Evil

Most Common Worshipers: Elves, gnomes, monks, wizards, bards, psions
No evil Incarnation.

Lyon, God of Light

Greater God (Lawful Neutral (Lawful Evil))

The God of Light is often overlooked, but is quite possibly the most important god. He has control over the skies, and what is seen in them. He created the Sun, the two moons, and arranged the stars. Lyon is the God of the dreamers, he is always arranging the stars over and over, and moving the moons at different speeds to mix up the skies. Sometimes he decided to block out the sun, other times he decided to have days last longer. All the time, he is dreaming of different possibilities. Everything seen in the sky is attributed to Lyon.

In the Age of Storms, Lyon has become more important as well. His light represents freedom, and good weather. In a world where storms are more common than sun, many people pray to Lyon hoping for an end to the storms. They also pray to Lyon for safe travels across the Great Continent. Although, some have forsaken Lyon, believing he has lost his power, many of the followers of Lyon get their prayers answered with a few days of warm sun, and clear nights. Many bards thank Lyon for his power that they receive from his moons. The Bards have become more closer to Lyon than ever before due to their reliance on the moons to further their magical practices.

Evil Incarnation: It is easy to recognize the evil side of Lyon. As the God of Darkness, Lyon destroys light whenever he can. He is the bringer of the night. He yearns for the time before light. The two sides of Lyon are constantly at war with each other, but have created an order and balance between one another. Occasionally, the evil side of Lyon can be seen in the day time, when he is furious with people he blocks out his namesake: the sun. A common worshiper for necromancers, and all those who enjoy the night.

Due to the ever-present storm in the Age of Storms, the God of Darkness has become a more important god. He is worshiped by more people, believing that a darkness is coming that will be constant. The evil incarnation of Lyon is worshipped by those who feel that the Storms are here to stay. They are not let down, as many of the prayers come true. Although, true followers of the God of Darkness have more power now in the dark days and nights, they are still not as common as those who wish for more light.

Portfolio: Sun, light, healing, safe travel (Darkness, shadows, undead, death)

Domains: Sun, Glory^c, Travel, Time^A (Dream^c, Trickery, Death, Cold^c)

Cleric Training: Lyon is the god that everyone knows is always watching them, one time or another, either it is the warm embrace of the sun, or the cold touch of night. Many people want to praise his work, and protect the light, or the dark. The most important thing a would-be cleric of Lyon learns is that they are about to enter a never ending battle between light and dark. Each cleric of Lyon is reminded that even though darkness is guaranteed to come, light is to follow. The same goes for those who worship the dark side of Lyon, darkness will always come from light. Nevertheless, one might fight against the other, or that balance will be destroyed.

Quests: For the most part, clerics of Lyon are battling against the opposite side of Lyon, light verses dark, or dark verses light. It is the responsibility of those who worship the sun to ensure that the healing rays of the sun reach as many people as they can. The order of the world must be kept. The dead should remain dead, the good must remain free, and most importantly the world must remain free of deception. For those who worship the darkness, it is their responsibility to disrupt as much as they can, spread fear into the world through deception, corrupting the dead and striking fear in the hearts of everyone.

Prayers: To a cleric of Lyon, every prayer is directed to the sun or the moons, asking them to "Please shed light on this troubled time," or to "Light the shadowy path ahead of me." Many prayers simply praise the sun: "Lyon, your light cleanses us all of deception, your eye never blinks." The other incarnation of Lyon praises shadows and darkness, evoking the shadows to envelop them; "Lyon, may your shadows cover my acts," or "In your name, Lyon the Dark, I..." are common prayers.

Temples: A temple to Lyon can be found in almost every settlement, and range from a large gold plated building that reflects light from any celestial object, to a simple shack in a small farming community. Lyon is evoked to keep away anything that is dark and frightening. On the other hand, the evil incarnation of

Lyon's temples are hard to find. They are usually in forgotten crypts, or underground, never seeing natural light. In these temples, it is said, lie many fearsome creatures summoned to strike fear into anyone and everyone.

Rites: The rites of Lyon are probably the most practiced in the world. Lyon's major celebrations take place on the solstices and equinoxes (for both incarnations), as well as the full and new moons of both moons. The more rites for the god, the more power either the light or the dark is believed to have.

Alignments: Lawful Neutral, Lawful Good, Neutral Good (Lawful Evil, Neutral Evil)

Most Common Worshipers: Commoners, elves, bards, rangers, gnomes

Pune, Goddess of Weather

Intermediate God (Chaotic Neutral)

Pune is considered the most unstable of all the gods. She is a trickster who loves to play tricks on everyone at any time. She commonly aids Tycho in his plans, but can change sides quicker than a flash of lightning. Never reliable, she causes rains to fall on wondrous parties, too much snow in a long of a winter, or the perfect amount of rain in a farming season. Some people worship Pune so she won't rain on their parties, or cause a drought during a season.

No time is better for Pune than the Age of Storms. Originally believed to be one of the weakest gods, tied down to the whims of different gods, Pune has made a name for herself. Believed to be finally released from Alta's control, Pune beats the great continent with storms every moment she can. She is completely unreliable, and erratic. A storm can last a full week, followed by one sunny day, then followed by a month of overcast skies or constant rain. She no longer follows any of her previous rules, choosing to rather bombard the world with constant storms. She is sometimes called the Queen of the Age of Storms.

Portfolio: Weather, storms, uncontrolled chaos

Domains: Chaos, Weather, Trickery, Madness

Cleric Training: No one is really sure how one becomes a cleric of Pune, not even many clerics of Pune! For some, they simply awaken with the desire to take up the valiant fight to spread chaos in the world, and spice everyone's life up. To a cleric of Pune, nothing is ever certain, one day it could be a beautiful day, the next is rainy. This philosophy is the base tenant to the worshippers of Pune: be ready for anything, or simply do anything!

Quests: There are no planned out quests for the clergy of Pune. The basic overall dogma is to do whatever you want, as long as you don't get tied down to one particular thing. To Pune, planning something is the most foolish thing anyone can do. Instead, live

life that way you want, and let people change to fit you. A cleric of Pune usually tries everything, just to see what will come of it (even if they are not around to see the results), because everything they do, changes the world in one way or another.

Prayers: The clerics of Pune all know that they cannot be truly like Pune. No one will ever become as indifferent, and spontaneous as Pune herself. Each prayer usually declares that: "Pune of the utmost chaos..." or "Lady Pune, no one can know what you think..." The prayers ask Pune to see if what the cleric is doing is indeed chaotic, or random enough for the god. In addition, every night at sundown, each cleric thanks Pune: "I thank you, almighty Pune, for the ability to catch a glimpse of your bidding. Although I never will be as perfect as you, I strive in my every action, or inaction to think, act and exist as you do."

Temples: The temples of Pune are not commonly found. They usually are small, and for people who do not follow Pune to ask for a small bit of order in their lives. Farmers frequent small temples and pray to Pune, ensuring that she give just enough rain for their crops. The actual clergy of Pune rarely use the temples themselves, unless they are gathering for some reason (which very rarely happens), or to receive a special blessing from Pune.

Rites: During a large battle, something seemingly random takes place, a bird is hit by an arrow that was flying directly towards the cleric of Pune's face, or a foe trips in mud made by last night's rain, allowing the cleric to have an easy kill. These are signs that a cleric is blessed by the random luck of Pune. During such times, a cleric of Pune may suddenly stop what they are doing and enter a deep prayer, thanking Pune. Anything can do anything.

Most Common Worshipers: Rogues, bards, farmers

Tycho, God of War/Chaos

Greater God (Chaotic Neutral)

Tycho is the most commonly heard god. He is the one who is most commonly attributed to anything bad that happened. His sole purpose is to maintain balance. That usually means sending his evil hordes to destroy a good city because of the excess of good. He is attributed to the creation of orcs, and most of the demi-humans races that are commonly evil. Although Tycho is not innately evil, he is perceived so sometimes, but it is entirely false. He wishes the world to be completely balanced, and strives to maintain that. Even more than that, he wants people to know how certain emotions feel like, especially, freedom, love, peace etc. But in order to do that, he often takes them away, bringing war to a free land, destroying someone's loved one, or disrupting peace and replacing it with thralldom. He is commonly aligned

with evil characters, and that is where the misconception derives from. On rare occasions, Tycho does align with the forces of good, when one of his creations overrides his control and threatens balance.

One would think that Tycho would be quite pleased with the Age of Storms. It was started by a war, and now the whole continent is in utter chaos. Yet, his power seems to have weakened. There are less Priests of Tycho striking chaos into the hearts of the people. Nevertheless, there are many who still follow the chaotic ways of Tycho. Tycho does not have as much influence over his clerics and followers as he once did, but that doesn't stop his name from striking fear in the hearts of many.

(NOTE: When a character chooses War as a Domain, the cleric may choose any weapon to be the Deities favoured weapon)

Portfolio: Causing disorder, war, and competitive sports

Domains: Chaos, War, Strength, Competition, Domination

Cleric Training: As a god that is misunderstood often, everyone who wants to become a cleric of Tycho is made to understand the purpose of Tycho. His purpose is to bring war to peaceful villages to remind them of what true peace is. He places an evil leader in charge of a once free kingdom to remind the people of what freedom really is. A cleric of Tycho is expected to continue this, making sure people respect certain concepts.

Quests: The cleric of Tycho is constantly fighting something. No one wants to give up freedom or love for oppression and loneliness, and thus he is also a warrior god. Young clerics of Tycho are expected to become masters of warfare, understanding all the nuances of tactical battle, then as they grow older, use them to ensure a proper balance is maintained in the world.

Prayers: Most prayers to Tycho are pleas to turn a blind eye from a happy life. A cleric of Tycho prays for strength, usually grovelling to the mighty god, "Oh, great and powerful Tycho..." or "Tycho, greatest and wisest of all gods, I am not worthy of your service, and require guidance."

Temples: The temples of Tycho are found in large cities, usually part of monasteries. Solitary temples of Tycho do not commonly exist. In side these temples there is usually calm from the storms of Tycho. Many clerics come here to learn a variety of subjects ranging from the true nature of emotions to warfare. The temples of Tycho are learning centers. A cleric can learn through reading a book, or learn through training. Someone can also find small temples dedicated to Tycho in small cities, where the locals gather to beg for his mercy.

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Rites: Although commonly ignored, Tycho has rites pertaining to the loss of something important. It may not be the most comforting rite, as it is quick to remind you of what you lost, and continuously reminds you of the loss you are feeling. Many people would rather be comforted by another god, yet some know that learning from a loss can make you stronger. Other rites are usually performed before a large battle, hoping that Tycho sides with their side, knowing that this side has had a fair share of losses, and that it is the other side that requires the great loss.

Alignments: Chaotic Neutral, Chaotic Good, Chaotic Evil

Common Worshipers: Orcs, half-orcs, barbarians, fighters

Alta, Goddess of Water

The goddess Alta has not responded to any prayers since the Age of Storms began. No one is able to find out why. Since she has 'disappeared,' Pune has caused storms whenever she wanted, and the seas are complete unsailable.

There are still those who worship Alta, in the hopes that she will return to the world, and restore some semblance of balance. They have united in Esane territory in the Tower of Alta. Some of the followers of this group are out in the world attempting to see if they can find a way to bring back Alta.

Nevis, God of the Earth

Intermediate God (Lawful Neutral)

Nevis is a well known god because he took the dwarves under his wing during the Age of Creation and taught them the Arts of the Earth. The dwarves love Nevis above all and consider him their creator over Madras. Nevis is a quiet god, who is rarely angry. He stays to himself and helps all those in need. Nevis does, occasionally, cause damage to the world in the form of earthquakes, but does it rarely enough that the people don't fear him. A God who cares for all and if someone respects him enough is due to get great rewards in the future. One of the most generous Gods. Believed to be one of the creators of the halflings.

Never leaving the side of his dwarves, Nevis has risen to great power since Alta has disappeared. The dwarves of Dwargard and Heirgraaf have found many deposits of Mithral and have used it to become a mighty force on the Great Continent. Nevis has kept quiet throughout the years of the Age of Storms, not commenting on much. Even for the quiet god, Nevis silence is still odd. His followers, however, still believe he has great power.

Evil Incarnation: Although a very stubborn and slow moving god, Nevis is known to have a temper, although it is not shown very often. Often believed to

be a docile god, Nevis can show his wrath and want to smite his creations just as easily as he created them. Nevis, when angered, can turn the earth to dust, or spread deadly diseased across the land, or even cause massive earthquakes.

Portfolio: Earth, dwarves, metalworks, gems, halflings

Domains: Earth†, Strength, Strength of Stone^A, Protection (Earth†, Strength, Destruction, Pestilence^A)

Cleric Training: Many clerics of Nevis have had parents and grandparents who were clerics of Nevis as well. It is considered honourable to follow in the same path as ones forebearers. For those who wish to start such a line, the clerics of Nevis put them through rigorous training, attempting to fill them with as much knowledge of the faith as possible.

Quests: The greatest quest for a follower of Nevis, it to strike out against the enemies of a community, but rarely is such a quest given. For a cleric of Nevis, the most common quest is to spread strength to whoever needs it. They are usually charged with defending a city on the brink of war, or helping a poor family start a new life. For dwarves especially, the paramount task for a cleric of Nevis is to defend their city from all harm.

Prayers: Prayers to Nevis are usually slow and long, often asking for strength resembling the earth: “Nevis, your power is great, and spread across the world. We all understand your importance to our daily lives. Give us the strength of your mountains, the strength of your stone, the strength... etc.”

Temples: There is a temple to Nevis in every dwarven city, blessing the stone and thanking him for the permission and knowledge to delve deep within the earth for his gifts. These temples play a major role in every dwarves daily life, even if they are not avid followers of Nevis. Temples to Nevis can also be found in other cities that usually have large farms. The farmers ask Nevis for his blessing on their land so crops will grow.

Rites: Nevis is most commonly called forth before some sort of feat of strength, be it a simple task of moving a large item, or a contest, or a war. Nevis plays a secondary role in the death of someone. He is usually called forth to protect the body, and to gather its strength and return it to the earth, allowing the soul to return to the Lifestream.

Alignments: Neutral Good, Lawful Neutral, Neutral (Lawful Evil, Chaotic Evil)

Common Worshipers: Dwarves, gnomes, halflings, farmers, fighters

Herat, God of Wind

Intermediate God (Neutral)

Herat is sometimes called the Giver of Life. He maintains the LifeStream, the flow of life and gives the Breath of Eon to those who are worthy. He also decided when people will die, and who will live. He sends the Winds of Eon across the lands, allowing the people to live. When the peoples times are up, he takes the Breath of Eon away, and allows their bodies to return to the earth, sending the Breath of Eon to another person, bringing them out of the LifeStream. He is not an evil god, who is looked down upon, for when he takes a life, it is time for the person to die. He does not take life away violently, but usually in sleep, when they are at rest. He does lend his power to Alta and sometimes Pune if he ever gets angry, but usually just lends his power anyway allowing the other gods do as the may. Herat is a very passive god, and if often overlooked, unless someone has passed away.

Herat has come into new power in the Age of Storms. Although once considered a passive god, Herat has gained much power, adding to the great winds of the storms that ravage the lands of the Great Continent. He is constantly around the corner, taking the Breath of Eon from young and old alike. He has become more and more merciless in his decisions to take people especially in Everanta, where he seems to take the Breath from many young people. His clerics have almost doubled in number, spreading into each territory, helping the weary travel, and giving final rites to the dead.

Portfolio: Air, wind, life and death, traveling

Domains: Air†, Repose^A, Healing, Travel

Cleric Training: Becoming a cleric of Herat is a solemn task. Herat is concerned with the flow of the Breath of Eon, the life force that keeps someone alive. A cleric of Herat has the responsibility to ensure that the people who deserve death are given it, and those who are about to have it wrongly taken away are given their life back. The clerics are trained to recognize subtle signs for when a person is meant to die, and when it is wronglyfully occuring. Furthermore, the responsibility of life and death can weight heavily on a cleric of Herat, so part of their training ensures they are able to make snap decisions about dealing out life and death.

Quests: The followers of Herat rarely embark on quests, instead they “go where the winds of the Master take them.” Many clerics latch onto a group which they have felt deserve long life, and will be in peril, requiring the services of Herat’s protection.

Prayers: All the prayers to Herat have something to do with wind, and the Breath of Eon. “May the Breath of Eon continue to flow through this body,” or “May your winds guide my actions” are common quick prayers.

Temples: Every settlement has at least a small temple to Herat, a place where people can gather to wish the soul of a recently passed person a safe journey back to the Lifestream. The larger temples of Herat are dedicated to healing the sick, as well as the house for large rites, done by groups of clerics of Herat.

Rites: The final rites of a passed person is the most common rite performed by a priest of Herat. The soul is believed to be riding on the wind that blows during a funeral, and the cleric of Herat chants a long and melodious prayer ensuring that the soul finds its way back to the Lifestream. Other rites include blessing children, ensuring that the Breath of Eon remains in them for as long as it can, and the blessing of the sick.

Alignments: Neutral, Neutral Good, Lawful Neutral

Common Worshippers: Bards, rogues, gnomes
No evil incarnation.

Dakar, God of Fire

Intermediate God (Chaotic Neutral)

The most short tempered of all the Gods, Dakar is usually cursed due to his destructive nature. Although the good side is often overlooked, Dakar is a kind god who wants the best for his followers. He allowed his heat to warm the earth when Lyon created the Sun, he allowed his heat to warm the hearts of the Races of Madras and he commonly lends his heat to cook the food that all life eats. Sadly, he also lends his flame to the fires that destroyed all too many empires and killed millions of people. If unwatched, Dakar may turn against you and destroy all your belongings or maybe even your life. Worshippers of Dakar are usually wise enough to give him enough respect to remain alive, and also gain all the benefits of Dakar.

Although one would think Dakar would come to life, spreading flames across many landscapes now that Alta is missing, Dakar has seemingly lost his power. It may be due to the fact that Pune won't let much get dry to spread fire. Dakar is only worshiped by those who want to stay warm, or who need the light. No one can really explain why Dakar's power has been lost, although some people believe it is because of Pune's abuse of water, throwing off the balance between water and fire.

Evil Incarnation: Probably the most common elemental god turned evil, Dakar is a common one because of his destructive power. Fire often is out of control, and that is due to the chaotic nature of Dakar. Unable to rest his fires can spread through a forest simply because he is uneasy. Worshipped to gain his power in a destructive sort of way, Priests of Dakar are

sometimes feared as much as Tycho.

Although hindered by the storms, Dakar's evil incarnation still has some power. Occasionally getting a spark of energy from Pune and Lyon, Dakar can turn a powerful bolt of lightning into a raging fire. If one thing has been learnt, it's been not to underestimate Dakar.

Portfolio: Fire, cleansing, renewal (destruction)

Domains: Fire†, Chaos, Purificationc, Sun (Fire†, Chaos, Destruction, Forcec)

Cleric Training: Clerics of Dakar are each taught the power of fire. They are usually burnt slightly in their initiation. Fire can damage something, but through that damage, something new is born. There is usually a small group of around five clerics of Dakar that oversee a new cleric, and continually teach it the way of the flame.

Quests: The clerics of Dakar go out into the world to spread the flame of Dakar. Some of them spread it chaotically, burning what they want, where others prefer to bring their flames in more peaceful ways, lighting the forge, cooking food, or purifying anyone who needs purification. Whatever a cleric of Dakar does, it is their duty to ensure that life goes on, and warmth is never forgotten.

Prayers: The prayers of Dakar are usually short and to the point. They usually have "fire," "flame," "burn," or similar terms in their prayers. "Dakar, your wisdom burns inside me, direct my actions!" "The cleansing flame of Dakar..." or "The bright fire of Dakar burns in the hearts of everyone!" are common prayers. They pray at dawn in a ritual where they light a fire, and silently wait for direction for the day.

Temples: The temples of Dakar are few. They usually are found in monestaries where a flame constantly burns in the center of the room. These temples are the learning center for new clerics. The dwarves have solitary temples dedicated to Dakar, as well as some temples dedicated to both Dakar and Nevis. The dwarves admire Dakar, as he allows them to work their metals.

Rites: Like the prayers said to Dakar, the rites of Dakar are also short and to the point. Occasionally, if a particularly evil person is killed, they are burnt, in the hopes that when they return, they will have been renewed by the flame of Dakar. This is probably the longest rite, as it lasts as long as the body burns. Other rites include a small prayer any time a flame is lit, where the cleric asks Dakar to bless the flame and allow them to do whatever the cleric wants (cook, light the way, etc.).

Alignments: Chaotic Neutral, Chaotic Good (Chaotic Evil, Chaotic Neutral)

Most Common Worshippers: Fighters, dwarves

Epris, God of the Forests

Intermediate God (Chaotic Good)

Epris is made from the thumb of Eon's left hand, and has the combined power of the four elementals. Using this power, Epris created all life that is not under domination of Madras. He controls the world of plants. He is a caring god who rarely destroys and always gives. He loves all that walk the earth, even the followers of Tycho. He gives everything food and shelter and asks for very little in return. But, if you give some of your life to Epris, you are going to be rewarded by one of the most generous god of Eon.

Epris is one of the gods who remains unchanged. His forests have spread over the land. His animal friends have multiplied, and with the help of the constant rains, they have grown stronger in many areas of the world.

Portfolio: Forests, plants, animals, wilderness, fertility

Domains: Plant, Animal, Creation, Protection

Cleric Training: The training of a cleric of Epris takes place in the forest, where he is taught by one other cleric on the ways of the forest. They are taught about the flora and fauna, but most importantly how the ecosystem works, and the balance required to keep it in check. They are also taught about the ways of procreation, learning how to enhance it, and cure any fertility problems.

Quests: The clerics of Epris have two duties. The first and most important is to protect the forest and its way of life. The second, and more difficult, is to ensure its growth and spread it around the world. This can bring the clerics of Epris into conflict quite often with a variety of different people, especially those who want to cut down more than their fair share of wood.

Prayers: Many of the prayers of Epris involve growth. When something is required by the cleric, they usually ask Epris: "Epris, Lord of the Forests, allow [certain knowledge, or whatever the cleric requires] grow into my life."

Temples: All the solitary temples of Epris are found in a forest. They occasionally are built in treetops (mostly done in wood-elf societies). In monasteries, the temples of Epris have trees and various flora in their halls. These temples of Epris are usually the place where new children are born.

Rites: The most common rite of Epris, is done during childbirth, where a cleric of Epris delivers a child, and is the first to bless its life. Although not everyone wants a cleric of Epris to deliver a child (some would prefer a cleric of Madras, or even just a doctor), many still go to get the blessing of the god.

Most Common Worshipers: Wood elves, rangers

No evil incarnation.

Malaran, Goddess of Peace

Lesser God (Lawful Good)

Malaran was created to ward off the sudden onslaught of Tycho from the largest toe of Eon. She was created to resemble the exact opposite of Tycho, but was misunderstood, and is set to bring goodness, not balance to the world. But, because Tycho is usually set to bring evil to an overly good world, Malaran and Tycho are commonly enemies. But, sometimes in the past, Malaran and Tycho are very strangely set on the same team, and make very good friends. Some people think they are even occasionally mates. Malaran is commonly worshipped by people who are too afraid of Tycho, and need reassurance.

Malaran is one of the under appreciated Goddesses, and still is. She is constantly attempting to make peace in the world, yet is having more trouble than ever in the Age of Storms. With the constant chaos, and the different territories, Malaran is having a difficult time keeping peace. Nevertheless, many people, especially the Faeressians believe strongly in peace, and strive to make the world a more peaceful place.

Portfolio: Peace, freedom

Domains: Good, Protection, Family, Healing

Cleric Training: The clergy of Malaran are taught that if chaos is allowed to endure, it will eventually live in the hearts of everyone. Thus, any student desiring to become a cleric of Malaran is taught to spread only love and peace to everyone in the world. Their actions toward others dictate the world, and if everyone is taught to love one another, chaos will eventually disappear.

Quests: The clerics of Malaran rarely go on quests, they prefer to remain in cities and help the populace cope with chaos. They occasionally join a group of travellers, acting as a guide for them.

Prayers: The most common prayer to Malaran is "Malaran, grant [me, us, them] peace."

Temples: The temples of Malaran are found in settlements all over the world. They act as refuges from the outside world, where people can gather and feel secure.

Rites: The rites of Malaran are often done every day at dawn. The Rite of the Peaceful Day is the most common, where the cleric of Malaran asks Malaran to ensure the day is filled with the least amount of chaos as possible to her followers.

Most Common Worshipers: Halflings, peasants

No evil incarnation.

Tallin, Goddess of Justice

Lesser God (Lawful Good)

Created at the same time as Malaran, Tallin was created to assist Malaran, but in a more offensive way. Tallin's main objective is to bring good unto the world, but she will also settle for balance. Thus, She has occasionally sided with Tycho, but is the most reluctant to do so. She is a very vengeful god, who takes everything literally and usually acts very quickly and not under the direction of Madras or Ife. People who follow Tallin find their tempers taking over, just like Tallin's herself. Only the strong willed followers of Tallin survive to live very long.

Tallin is one of the three goddesses whose Shrine is still accessible from the Great Continent. Although the trip is dangerous, many take the journey to get the blessing of Tallin. She still has a great deal of influence, her followers are using her to different ends. There are those who believe that magic is evil and should be eradicated so the Age of Storms can end. There are those that believe that magic should be defended. Tallin has never been so divided.

Portfolio: Justice, freedom

Domains: Courage^A, Healing, Strength, Nobility^A

Cleric Training: The would-be clerics of Tallin are trained in a variety of ways, including combat. Two clerics of Tallin watch over and teach the new cleric. The initiate is taught about justice and ridding the

world of chaos. Their most important lesson is that everything they do is in Tallin's name, if it is not worthy of being in Tallin's name, it should not be done.

Quests: Nothing is more important to a cleric of Tallin than a quest that is specifically designed to seek out and destroy any type of chaos in the world, and bring peace to the world. It is very common to see a group of clerics of Tallin and paladins roaming the country side, guarding villages from the onslaught of orcs, or other evil doers.

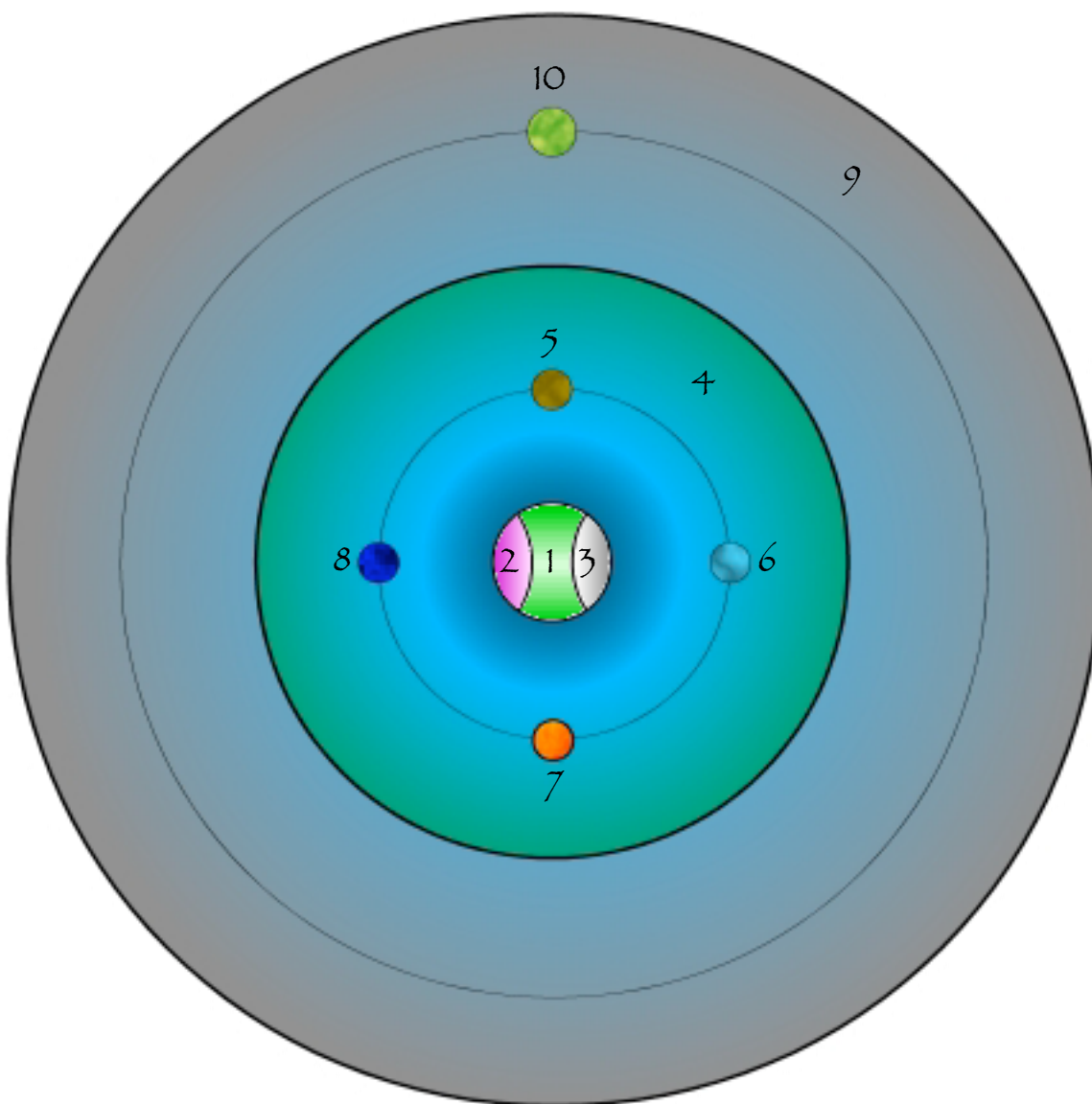
Prayers: The clerics of Tallin are very devout, praying every chance they can. There are a variety of prayers they can recite, each one asking the strong and courageous Tallin for support.

Temples: The temples of Tallin are only found in monasteries in large cities, where large groups of clerics gather. They are not found in smaller communities, because it is the responsibility to each cleric to ensure that they are protected, and do not need to call out to Tallin. These temples are centralized locations where each quest and campaign of the clerics (and many paladins) are planned out.

Rites: The rites of Tallin are usually done to recognize acts of bravery, chivalry and anything that directly lessens the chaos in the world.

Most Common Worshipers: Paladins, fighters, monks
No evil incarnation.

The Planes of Eon



Key

1. Material Plane
2. Plane of Shadow
3. Ethereal Plane
4. The Lifestream
5. Elemental Plane of Earth
6. Elemental Plane of Air
7. Elemental Plane of Fire
8. Elemental Plane of Water
9. Astral Plane
10. Realm of the Gods

11. The cosmology of the World of Eon is as follows.

The Material Plane is at the center.

The Plane of Shadow and the Ethereal Plane are coexistent with the Material Plane. All planes, including the Plane of Shadow and the Ethereal Plane are coexistent with the Astral Plane, which envelops the whole cosmology like a cloud.

The four Elemental Planes and the two Energy Planes stand between the Realm of the Gods and the Material Plane. They are separate from the Material Plane and each other. They are coexistent with only the Astral Plane. Each of the Elemental and Energy planes have the appropriate elemental of energy trait.

The Lifestream flows between the Realm of the Gods and the Material Plane. It is coexistent with the Material Plane and coterminous with the Realm of the Gods on either side of it.

The Realm of the Gods is divided up into six sections that are ruled by the different Gods of Eon. The sections are not individual planes in themselves. The Realm of the Gods are coterminous with the Lifestream. The Realm of the Gods is coexistent with the Astral Plane. They are separate from the Ethereal Plane and the Plane of Shadow, so certain spells (*ethereal jaunt*, for example) aren't available to a caster on the Realm of the Gods.

A large number of demiplanes connect all over the cosmos. Individual conduits, freestanding portals, and vortices are also common.

Plane Descriptions

The Planes of the cosmology of the World of Eon are similar to the planes of the Great Wheel of the *Dungeon Master's Guide*. But, many differences exist. Below, the differences in these planes are explored. The information listed below is strictly the differences from the descriptions in the *Dungeon Master's Guide*.

The Ethereal Plane

The Ethereal Plane is as described in the *Dungeon Master's Guide*.

Plane of Shadow

The Plane of Shadow is as described in the *Dungeon Master's Guide*.

The Astral Plane

The Astral Plane is as described in the *Dungeon Master's Guide*.

Elemental Plane of Air

The Elemental Plane of Air is the second home to

Herat. When he is not managing the Lifestream, Herat occasionally ventures to this plane. It is as described in the *Dungeon Master's Guide*.

Elemental Plane of Earth

The second home to Nevis. He occasionally travels across the Lifestream to this plane. It is as described in the *Dungeon Master's Guide*.

Elemental Plane of Fire

The second home to Dakar. He occasionally travels through the Astral Plane to visit this plane. It is as described in the *Dungeon Master's Guide*.

Elemental Plane of Water

The second home to Alta. She occasionally travels across the Life Stream to this plane. She has not been seen in either this plane, nor the Realm of the Gods since the Age of Storms began. It is as described in the *Dungeon Master's Guide* with the following exception: the waters of the Elemental Plane of Water are not as pleasant as they once were when Alta was around. There are more uninhabitable areas of heavy currents and tides, and frightfully cold and boiling water.

Negative Energy Plane

The Negative Energy Plane exists to maintain balance. It is commonly used by Tycho or Madras to balance out the positive energy on the Material Plane. It can, however, be accessed by any of the other eleven gods. It is as described in the *Dungeon Master's Guide*.

Positive Energy Plane

The Positive Energy Plane exists to maintain balance. It is commonly used by Madras or Tycho to balance out the negative energy on the Material Plane. It can, however, be accessed by any of the other eleven gods. It is as described in the *Dungeon Master's Guide*.

The Lifestream

Everything that has ever lived, and will live exists in the Lifestream. It is a depository of life. When a life form dies on any of the planes, their souls enter the Lifestream. If Herat allows it, that soul can then be sent back to any of the other planes, including the Material Plane, to live another life. Depending on their emotional disposition, the soul can be transformed into a celestial, demonic or fiendish entity. These entities will either remain in the Lifestream as a soul, or be chosen by one of the gods to serve them.

The Lifestream is an odd plane, because a single description cannot be given to it. To a soul,

it is a personal paradise, like a small hill with a large shady tree atop it, or what ever else the soul would desire. In a sense it is a small demi-plane for the soul. To the gods, it is a flowing river of souls, its current moving through the astral plane full of life experiences.

To the planar traveller, the Lifestream is even more of a mystery. It differs for who ever sees it. To many it is a flowery field that stretches out forever in any direction, a bright starry sky above. To others it is a barren wasteland, with a dark cloudy sky above. But, whoever goes there, they all can see a thin mist flowing about a foot above the ground, the actual Lifestream. These travellers can actually talk to the dead (as long as they have not been given a new life). If the traveller desires to, they can concentrate about a dead person they know, perhaps a relative, and they appear within a few minutes, and can carry on a conversation.

Not every traveller can see whom they concentrate on. Herat works in mysterious ways, and occasionally disallows certain souls to be able to speak. Herat also may disallow some travellers access to the Lifestream. Herat, is the master of the Lifestream, and has complete control over it.

The Lifestream has the following traits.

- Highly Morphic. The Lifestream is different to all those who see it, but they do not have control of what they see. Instead, the Lifestream changes itself for whoever enters it, traveller, soul, or god.
- Limited Magic. Herat does not like many travellers waging wars in the Lifestream. He has complete control of what spells may be cast while spellcasters are in the Lifestream. He shows no bias to Clerics of Herat either. The only spells Herat seems to allow to be cast at all times are *cure* spells, *heal*, *lesser restoration*, *restoration*, and spells that allow the caster (and others) to leave the Lifestream.

The Realm of the Gods

These planes are seemingly divided into two separate planes, but they are actually one. At the end that is not coterminous with the Lifestream, the plane connects to the Realm of the Gods on the other side of the cosmology. Therefore, a traveller who is visiting the Realm of the Gods, the Left Hand of Eon can travel to the Right hand by walking to the end of the Left hand.

The Realm of the Gods is a very holy place. Only the Gods reside here, and their chosen followers. Contrary to common belief in the Material Plane, the Gods get along with each other very well. Each God is a 'shard' of Eon, and Age of Storms Campaign Setting

essentially neutral. It is their supporters and worshippers who make a god 'good', or 'evil'. The Realm of the Gods is divided into twelve sections, where each god resides. The sections change boundaries often, and it is quite useless to keep a map. Each section, though takes on the attributes of the god ruling it. For example, the section currently controlled by Lyon will be brightly lit, or very dark, the section controlled by Epris will be heavily forested, and so on.

The Gods do not enjoy having visitors. Many travellers who enter the Realm of the Gods are either forced to remain here, or are sent away immediately. No one has ever been able to enter the Realm of the Gods and return to the Prime Material Plane and tell of what they have seen.

The Realm of the Gods also contains most of the celestial, devilish or fiendish creatures. They each live inside their patron gods sections occasionally warring with others of opposing alignment. In extreme cases, a God may decide to send some of these creatures to the Material Plane to do their will. Many gods have these creatures, so their followers on the Material Plane can have access to them if they should wish.

The Realm of the Gods has the following traits.

- Divinely Morphic. The gods have full control of how the plane looks. The borders of their sections change often, as does what exists in such a section.
- Occasional Elemental Dominance. Some sections of the Realm of the Gods may have a certain elemental dominance.
- Strongly Neutral-Aligned.
- Wild Magic. All spells, due to the make-up of the Realm of the Gods, magic has a chance of going awry. The spellcaster must make a level check (1d20 + spellcaster level) against a DC of 20 + the level of the attempted spell. If the caster fails the check, roll on the table on page 150 of the *Dungeon Master's Guide* to determine the exact effect. Some spells are dependant on the elemental dominance. For example, in a section where Earth is dominant, earth magic is enhanced, and water magic is impeded.

Chapter 8: Spells, Psionics, Magic, and Powers

Arcane Magic

During the War of Magic, the Parsetans warred against magic use, desiring the world to return to a natural time, where the influence of magic was nonexistent. They eventually won the war. Through the campaign many universities of arcane study were thrown down. Eventually, people forgot how to use magic. All they knew was magic once existed.

With the help of some bards, arcane magic began to reemerge hundreds of years later. With the mysterious disappearance of Alta, and the Storms beginning, people were locked on the continents of Avalon and Doma. They shortly became one, and the territories formed. Eventually, certain territories began to wonder if magic could ever be restored to its original glory. Eventually a new technique for obtaining magical energies has been developed.

This new technique taps into the life-force of living beings, and extract arcane magic from them, forming magic. These living beings became known as Sources. They bind themselves to wizards, allowing the wizard to extract magical energies from their life-force.

A wizard studies how to obtain this energy from his source. Like wizards of the ages past, this study is done in large tomes, in which they memorize the runes written within.

Bards were able to maintain their arcane magic in a similar fashion. Instead of borrowing magical energies from a life form, they take their magical power from their sign of freedom, and dreams: the moons.

Preparing Wizard Spells

Before setting out on an adventure with his companions, Feldor pores over his spellbook, and memorizes two 1st-level spells (one for being a 1st-level wizard and an additional one as his 1st-level bonus spell for Intelligence 15) and three 0-level spells. From the spells in his spellbook, Feldor chooses *magic missile*, *sleep*, *resistance*, *light*, and, *detect magic*. While traveling, he and his party are attacked by goblins, and he casts one of his *magic missile* spells. Instead of disappearing from his memory, the appropriate amount of spell points is drained from his source (Cid the 1st-level bard, with a Constitution of 15, creating a pool of 3 points (2 +1 bonus)). In this case, the pool is drained to 2 points. After the battle, Feldor casts *detect magic* to see if there was any magic in the goblins belonging.

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Because *detect magic* is 0-level, it's free (A wizard has 5 free 0-level spells). Continuing on the adventure, two bugbears attack the party. Feldor casts *resistance* three times (counting for three more free 0-level spells, bringing the total to one remaining) and *magic missile*, bringing his source's magic pool to 1. He also casts *sleep*, using up the final spell point from Cid, his source. Feldor again casts *detect magic*, draining all his free 0-level spells. The pool is now drained. The party decided to camp for the night. During the night, the source gains back the 3 spell points. In the morning, Feldor refreshes his memory of the spells he already memorized. He can also memorize different spells, in place of ones he knows, as long as they are in his spellbook. He decides to forget *sleep* and memorize *mage armour* instead.

A wizard's level limits the amount of spells that can be memorized (see Table 3-18 in the *Player's Handbook*). The amount memorized spells can be altered by high Intelligence scores (see Table 1-1 in the *Player's Handbook*). In order to memorize a spell, the wizard must have an Intelligence score of at least 10 + the spell's level.

Rest: The source requires 8 hours of sleep in order to regain the spell points lost. They don't need to sleep for every minute of the 8 hours, but they must refrain from combat, spellcasting, skill use, conversation, or any other fairly demanding physical or mental tasks during the rest period. The same goes for the wizard. In order for the wizard to be able to memorize the spells (or alter which spell to be memorized), the wizard requires 8 hours of sleep. Without the 8 hours of rest, the wizard cannot alter the spells memorized.

Every interruption adds an hour to the wizard's rest period, as well as another hour to the source's rest period. If the source cannot complete the resting, a fraction of the spell points is restored (rounded down). For example, if the source only got 6 hours of sleep, and has a maximum of 10 spell points, only 7 points are restored ($(6/8) \times 10$).

Recent Casting Limit/Rest Interruption: If a wizard has cast spells recently, the drain on the source reduces his capacity to prepare new spells. When calculating the amount of spell points being regained, all the spells cast within the last 8 hours do not regenerate. If Feldor has cast *magic missile* during the last eight hours, Cid's spell point pool can only be restored to 2 points, instead of the maximum 3.

Preparation Environment: To prepare any spell, the wizard must have enough peace, quiet and comfort to allow for proper concentration. The wizard's surroundings don't have to be luxurious, but they must be free from distractions, such as combat raging nearby or other loud noises. Exposure to inclement weather prevents necessary concentration, as does

any injury or failed saving throw the character might experience while studying. Wizards also must have access to their spellbooks to study from and sufficient light to read them by. The only major exception is *read magic*. Wizards are all trained with this spell as apprentices, and is the most important spell to a wizard.

Spell Preparation and Refreshment

Time: After resting, a wizard must study his spellbook to prepare or refresh any spells for that day. In order for there not to be any chance for failure, the wizard has to refresh his memory of the spells he already has memorized. This takes only 15 minutes, no matter what the level of the wizard is; as the wizard increases in levels, the lower level spells are much easier to remember. If the wizard desires to change any of the spells they have memorized, they must take an extra hour to do so.

Decayed Spells: If a wizard does not refresh his memory, the spells stored in the memory begin to fade. Every day a wizard does not refresh their memory of the spells stored, there is a 10% chance per day + 5% per spell level that they forget the spell when casting it. Wizards with high Intelligence gain a bonus to this. For every Intelligence modifier, a wizard gains a -5% bonus. The decayed spell chance cannot be brought below 5%. Thus, if Feldor did not refresh his memory of the spells he had memorized the day previous, and tried casting *magic missile*, he would have a 5% chance that the spell would fail (15% for a 1st-level spell, and one day of not refreshing his memory, and -10% for having 15 Intelligence (+2). If Feldor goes another day without refreshing his memory, the decayed spell chance jumps to 15%. (20% for two days, +5% for a 1st-level spell, and -10% for 15 Intelligence). A failed spell still uses the sources spell points.

Spell Selection and Preparation: Until a wizard memorizes his spells, he cannot cast them. The wizard can only cast spells he has memorized. Because of this, it is wise for a wizard to fill all his spell slots before going adventuring. Though, that does not mean he can. The wizard can leave some spell slots open, and study his book for an hour to fill it at a later time during the day. He cannot, however, abandon spells to make room for new ones until he has has 8 hours of uninterrupted rest.

Arcane Magical Writings

Although how wizards cast spells has changed drastically, their way of writing hasn't changed a great deal. Nevertheless, wizards still have to decipher each others writing. For details read the section of the same name in the *Player's Handbook*.

Casting Spells

Each spell costs a certain number of spell points to cast. The higher the level of the spell, the more points it costs. Table 2–5: Spell Point Cost in the Classes section describes each spells cost. Wizards use their full normal caster level for determining the effects of their spells in this system, with one significant exception. Spells that deal a number of dice of damage based on caster level (such as *magic missile*, *searing light*, or *lightning bolt*) deal damage as if cast by a wizard of the minimum level required to cast the spell. Spells whose damage is partially based on caster level, but that don't deal a number of dice of damage based on caster level (such as *produce flame*) use the wizard's normal caster level to determine damage. Use the wizards normal caster level for all other effects, including range and duration.

For example, a *fireball* deals a number of dice of damage based on the caster's level, so when cast by a wizard, it deals 5d6 points of damage (as if cast by a 5th-level wizard, which is the minimum level of wizard capable of casting *fireball*).

A wizard can pay additional spell points to increase the dice of damage dealt by a spell. Every 1 extra spell point spent at the time of the casting increases the spell's effective caster level by 1 for purposes of dealing damage. A character can't increase a damage-dealing spell's caster level above his own caster level, or above the normal maximum allowed by the spell.

For example, even at 7th level Vivi's *lightning bolts* deal only 5d6 points of damage (just like a 5th-level wizard) unless he spends extra spell points. If he spends 1 extra spell point (making the *lightning bolt* cost 6 rather than 5), the spell deals 6d6 points of damage. A second extra spell point would increase the damage to 7d6 points, but he can't spend more points than this, since her caster level is only 7th. Where he 10th level or higher, he could spend a maximum of 5 extra spell points on this spell, raising the damage up to 10d6, the maximum allowed for a *lightning bolt* spell.

Similarly, his *magic missile* spell only shoots one missile unless she spends extra spell points. An extra 2 spell points increases the caster level from 1st to 3rd, granting him one additional missile. He can spend a maximum of 6 additional spell points in this manner, increasing her effective caster level to 7th for damage purposes and granting him a total of four missiles. If he were 9th level or higher, he could spend a maximum of 8 extra spell points, granting him five missiles (just like a 9th-level caster).

Metamagic and Spell Points

Wizards need not specially prepare metamagic versions of their spells—they can simply choose to

apply the metamagic effect at the time of casting. Doing this does not increase the spell's casting time.

The Wizard must pay for the spell as if it were a higher-level spell based on the adjustment from the metamagic feat. If the metamagic effect(s) would increase the spell's effective level above what he is capable of casting, he can't cast the spell in that way.

For example, at 7th level Vivi is capable of casting 4th-level spells. He could empower a 2nd-level spell, or still a 3rd-level spell, or empower and still a 1st-level spell. He couldn't empower a 3rd-level spell or still a 4th-level spell (since doing either of these things would raise either spell's effective spell level to 5th).

The wizard's caster level for purposes of damage-dealing effects (see above) doesn't change, even if the metamagic effect increases the minimum caster level of that spell. For instance, a quickened *fireball* still deals damage as if cast by a 5th level wizard unless the caster chooses to pay additional spell points to increase the caster level.

For example, if Vivi empowered his *magic missile*, it would cost him 5 spell points (as if it were a 3rd-level spell) but would only shoot one missile and deal (1d4+1 X 1.5) points of damage. If he spent an additional 6 spell points (for a total of 11), the caster level of the *magic missile* would increase to 7th, and the spell would shoot four missiles dealing a total of (4d4+4 X 1.5) points of damage.

Bards and Spellcasting

Bards cast arcane spells, but they do not have spellbooks, and do not prepare their spells. The rules for bards casting spells are the same as they appear in the *Player's Handbook*, the section of the same name, with the exception of the following.

Bards must choose a moon to become the source of their magic at 1st-level. The moon and its phases affect how spells are cast, as described in the bard section in Chapter 2.

Miscellaneous Issues

When a character would lose a spell slot (such as from gaining a negative level), he instead loses the number of spell points required to cast his highest-level spell.

Spells that allow a character to recall or recast a spell don't function in this system. (It doesn't make sense to have a spell that gives you more spell points, since you're either paying more than you get, getting nothing, or getting more than you paid.) Items that function similarly can work, but differently— they restore a number of spell points required to cast a spell of that level. A *pearl of power* for 3rd-level spells, for instance, would restore 5 spell points to a character's pool of available points when activated.

Divine Spells

Clerics, druids, shamans, experienced paladins and experienced rangers can cast divine spells. Unlike arcane spells, divine spells draw power from a divine source. Clerics gain spell power from the twelve deities of Eon. Druids gain their power from Eon Himself. Shaman gain their powers from the energy within them, and all living things. Rangers gain their powers from Epris, the God of Nature, and from the energy found in nature, like Shaman. Paladins get their power from the God they serve. Divine spells tend to focus on healing, protection and foresight and are less flashy, destructive, and disruptive than arcane spells. It is for this reason that divine spellcasters are not ostracized for their practices like arcane spellcasters.

Divine spellcasters cast spells as described in the *Player's Handbook*.

Psionic Powers

New to the world of Eon, are the psions. Their powers come from within, the psion tapping the vast reservoir of mental strength. Its effects may be similar to magic, though it is of a completely different breed.

Psions manifest powers as described in the *Expanded Psionic's Handbook*.

Spells

M or F denotes a spell with material components or a focus component not normally included in a spell component pouch.

X denotes a spell with an additional XP cost to be paid by the caster.

A denotes that this is an augmentable power

* Found in *Complete Divine*.

S Denotes a new spell or power listed in this book.

New Bard Spells

1st-Level Bard Spell

Detect Source: You detect the location of a Wizard's source.

2nd-Level Bard Spell

Detect Psionics: You detect the presence of psionic activity.

5th-Level Bard Spell

Dispel Psionics: As *dispel magic* but it targets psionics. Cast as if the caster is two levels below the caster's actual level.

New Cleric Spells

1st-Level Cleric Spell

Detect Source: You detect the location of a Wizard's source.

2nd-Level Cleric Spell

Detect Psionics: You detect the presence of psionic activity. Acts as the *detect magic* spell.

3rd-Level Cleric Spell

Cloak of Bravery: Allies gain a morale bonus against fear effects equal to your caster level.

5th-Level Cleric Spell

Dispel Psionics: As *dispel magic* but it targets psionics. Cast as if the caster is two levels below the caster's actual level.

New Cleric Domains

Courage Domain

Deity: Tallin

Granted Power: You radiate an aura of courage that grants all allies within 10 feet (including yourself) a +4 morale bonus on saving throws against fear effects. This supernatural ability functions while you are conscious, but not if you are unconscious or dead.

Courage Domain Spells

- 1 **Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject +1 per four levels.
- 2 **Aid:** +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
- 3 **Cloak of Bravery^S:** Allies gain a morale bonus against fear effects equal to your caster level.
- 4 **Heroism:** Gives +2 on attack rolls, saves, and skill checks.
- 5 **Valiant Fury^S:** Subject gains combat bonuses and an extra attack.
- 6 **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
- 7 **Heroism, Greater:** Gives +4 on attack rolls, saves, and skill checks; immunity to fear; temporary hp.
- 8 **Lion's Roar^S:** Deals sonic damage to enemies, and gives allies combat bonuses.
- 9 **Cloak of Bravery, Greater^S:** As *cloak of bravery* but gives combat bonuses.

Family Domain

Deity: Malaran

Granted Power: You may protect of a number of individuals (including yourself) equal to your Charisma modifier (minimum of 1) with a +4 Dodge bonus to AC which lasts for 1 round per level. Any individual moves farther than 10' from you loses the protection. Usable once per day.

Family Domain Spells

- 1 **Bless:** Allies gain +1 on attack rolls and saves against fear.
- 2 **Shield Other^F:** You take half of subject's damage.
- 3 **Helping Hand:** Ghostly hand leads subject to you.
- 4 **Imbue with Spell Ability:** Transfer spells to subject.
- 5 **Rary's Telepathic Bond:** Link lets allies communicate.
- 6 **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
- 7 **Refuge^M:** Alters item to transport its possessor to you.
- 8 **Protection from Spells^{MF}:** Confers +8 resistance bonus.
- 9 **Prismatic Sphere:** As *prismatic wall* but it surrounds on all sides.

Nobility Domain

Deity: Tallin

Granted Power: Once per day for a number of rounds equal to your Charisma modifier, give your allies a +2 Morale bonus to attack, saving throws, ability checks, skill checks, and weapon damage.

Nobility Domain Spells

- 1 **Divine Favour:** You gain +1 per three levels on attack and damage rolls.
- 2 **Enthrall:** Captivates all within 100 ft. +10 ft/level.
- 3 **Magic Vestment:** Armour or shield gains +1 enhancement per four levels.

- 4 **Discern Lies:** Reveals dilierbate falcehoods.
- 5 **Command, Greater:** As *command*, but affects one subject/level.
- 6 **Geas/Quest:**As *lesser geas*, plus it affects any creature.
- 7 **Repulsion:** Creatures can't apporach you.
- 8 **Demand:** As *sending*, plus you can send *suggestion*.
- 9 **Storm of Vengeance:** Storm rains acid, lightning, and hail.

Renewal Domain

Deity: Madras

Granted Power: If your hit points falls below 0, but are still more than -10, you gain 1d8 + Charisma hit points. This effect happens automatically once per day.

Renewal Domain Spells

- 1 **Charm Person:** Makes one person your friend.
- 2 **Restoration, Lesser:** Dispels magical ability penalty, or heal 1d4 ability damage.
- 3 **Remove Disease:** Cures all diseases affecting subject.
- 4 **Reincarnate:** Brings dead subject back in a random body.
- 5 **Atonement^{FX}:** Removes burden of misdeeds from subject.
- 6 **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
- 7 **Restoration, Greater^x:** As *restoration*, plus restores all levels and ability scores.
- 8 **Polymorph any Object:** Changes any subject into anything else.
- 9 **Freedom:** Releases creature from *imprisonment*.

Repose Domain

Deity: Herat

Granted Power: 'Death Touch' once per day – As a touch attack on a living creature, roll 1d6 per Cleric level. If the total is greater than or equal the touched creature's hitpoints, it dies (no save). This is a Death effect.

Repose Domain Spells

- 1 **Hide from Undead:** Undead can't percieve one subject/level.
- 2 **Gentle Repose:** Preserves one corpse.
- 3 **Speak with Dead:** Corpse answers one question/two levels.
- 4 **Death Ward:** Grants immunity to death spells and negative energy effects.
- 5 **Slay Living:** Touch attack slays subject.
- 6 **Undeath to Death^M:** Destroys 1d4/level HD of undead (max 20d4).
- 7 **Destruction^F:** Kills subject and destroys remains.
- 8 **Surelife^{*}:** Prevents natural occurence from damaging you.
- 9 **Wail of the Banshee:** Kills one creature/level.

Strength of Stone Domain

Deity: Nevis

Granted Power: You gain the feat, Great Fortitude.

Strength of Stone Somain Spells

- 1 **Magic Weapon:** Weapon gains +1 bonus.
- 2 **Bear's Endurance:** Subject gains +4 Con for 1 min/level.
- 3 **Glyph of Warding^M:** Inscription hars those who pass it.
- 4 **Magic Weapon, Greater:** +1 bonus/four levels (max +5).
- 5 **Fabricate:** Transforms raw materials nto finished item.
- 6 **Stone Tell:** Talk to natural or worked stone.
- 7 **Dictum:** Kills, paralyzes, slows, or deafens nonlawful subjects.
- 8 **Protection from Spells^{MF}:** Confers +8 resistance bonus.
- 9 **Elemental Swarm** (Earth only): Summons multiple elementals.

Time Domain

Deity: Lyon

Granted Power: You gain the feat, Improved Initiative.

Time Domain Spells

- 1 **True Strike:** +20 on your next attack roll.
- 2 **Gentle Repose:** Preserves one corpse.
- 3 **Haste:** One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
- 4 **Freedom of Movement:** Subjects move normally despire impediments.
- 5 **Permancy^x:** Makes certain spells permanent.
- 6 **Contingency^F:** Sets trigger condition for another spell.
- 7 **Moment of Prescience:** You gain insight bonus on single attack roll, check or save.
- 8 **Foresight:** "Sixth sense" warns of impending danger.
- 9 **Time Stop:** You act freely for 1d4+1 rounds.

New Paladin Spells

2nd-Level Paladin Spell

Detect Psionics: You detect the presence of psionic activity.

3rd-Level Paladin Spell

Cloak of Bravery: Allies gain a morale bonus against fear effects equal to your caster level.

4th-Level Paladin Spell

Dispel Psionics: As *dispel magic* but it targets psionics. Cast as if the caster is two levels below the caster's actual level.

New Egoist Discipline Power

2nd level – **Delay Poison, Psionic:** As the spell *delay poison*

New Psion/Wilder Powers

2nd-Level Psion/Wilder Power

Detect Magic: You detect the presence of magical activity.

5th-Level Psion/Wilder Power

Negate Magic: As *negate psionics* but it targets magic. Cast as if the manifester is two levels below the manifester's actual level.

Psychic Rogue Spells

1st-Level Psychic Rogue Powers

Astral Traveller: Enable yourself or another to join an *astral caravan*-enabled trip.

Attraction: Subject has an attraction you specify.

Bolt: You create a few enhanced short-lived bolts, arrows, or bullets.

Burst: Gain +10 ft. to speed this round.

Catfall: Instantly save yourself from a fall.

Compression: You grow smaller.

Conceal Thoughts: You conceal your motives.

Control Light: Adjust ambient light levels.

Create Sound: Create the sound you desire.

Déjà vu: Your target repeats his last action.

Detect Psionics: You detect the presence of psionics.

Detect Secret Doors, Psionics: Reveals hidden doors within 60 ft.

Detect Snares and Pits, Psionics: Reveals natural or primitive traps.

Dimensional Pockets:

Disable: Subjects incorrectly believe they are disabled.

Distract: Target gets –4 bonus on Listen, Search, Sense Notice, and Spot checks.

Elfsight: Gain low-light vision, +2 bonus on Search and Spot checks, and notice secret doors.

Empathy: You know the subjects surface emotions.

Empty Mind: You gain a +2 on Will saves until your next action.

Entangling Ectoplasm: You entangle a foe in sticky goo.

Far Hand: Move small objects at a limited distance.

Float: You buoy yourself in water, or other liquid.

Force Screen: Invisible disk provides +4 shield bonus to AC.

Know Direction and Location: You discover where you are and what direction you face.

My Light: Your eyes emit 20-foot cone of light.

Precognition, Defensive: Gain +1 insight bonus to AC and saving throws.

Precognition, Offensive: Gain +1 insight bonus on your attack rolls.

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Prescience, Offense: Gain +2 insight bonus on your damage rolls.

Sense Link: You sense what the subject senses (single sense).

Skate: Subject slides skillfully along the ground.

Vigor: Gain 5 temporary hit points.

2nd-Level Psychic Rogue Powers

Animal Affinity: Gain +4 enhancement to one ability.

Aversion: Subject has aversion you specify.

Body Equilibrium: You can walk on nonsolid surfaces.

Chameleon: Gain +10 enhancement bonus on Hide checks.

Cloud Mind: You erase knowledge of your presence from targets mind.

Concealing Amorph: Quasi-real membrane grants you concealment.

Control Object: Telekinetically animate a small object.

Control Sound: Creates very specific sounds.

Darkvision, Psionic: See 60 ft. in total darkness.

Delay Poison, Psionics: Stops poison from harming subject.

Detect Hostile Intent: You can detect hostile creatures within 30 ft. of you.

Feat Leech: Borrow another's psionic or metapsionic feat.

Find Traps, Psionics: Search for traps without ranks in Search.

Levitate, Psionic: You move up and down, forward and back via mental support.

Object Reading: Learn details about an object's previous owner.

Read Thoughts: Detect surface thoughts of creatures in range.

Sustenance: Go without food and water for one day.

Thought Shield: Gain PR 13 against mind-affecting powers.

Tongues, Psionic: You can communicate with intelligent creatures.

Wall Walker: Grants ability to walk on walls and ceilings.

3rd-Level Psionic Rogue Powers

Body Adjustment: You deal 1d12 damage.

Body Purification: You restore 2 points of ability damage.

Concealing Amorph, Greater: Quasi-real membrane grants you total concealment.

Control Air: You have control over wind speed and direction.

Dimension Slide: Teleports you a very short distance.

Escape Detection: You become difficult to detect with clairvoyance powers.

Hustle: Instantly gain a move action.

Mental Barrier: Gain +4 deflection bonus to AC until your next action.

Microkinesis: You can use telekinesis to replace some thieving tools.

Telekinetic Force: Move an object with the sustained force of your mind.

Ubiquitous Vision: You have all-around vision.

4th-Level Psionic Rogue Powers

Correspond: Hold mental conversation with another creature at any distance.

Dimension Door, Psionic: Teleports you short distance.

Freedom of Movement, Psionic: You cannot be held or otherwise be rendered immobile.

Stedfast Perception: Gain immunity to illusory effects, +6 bonus on Spot and Search checks.

Telekinetic Maneuver: Telekinetically bull rush, disarm, grapple, or trip your target.

Wall of Ectoplasm: You create a protective barrier.

5th-Level Psionic Rogue Powers

Adapt Body: Your body automatically adapts to hostile environments.

Feather Weights: Falling damage is reduced. You gain a +8 bonus on Move Silently and Climb.

Power Resistance: Gain PR equal to 12 + your level.

Remote Viewing: See, hear, and potentially interact with subjects at a distance.

Retrieve: Teleport to your hand an item you can see.

True Seeing, Psionic: See all things as they really are.

Shaman Spells

0-Level Shaman Spells

Detect Poison: Detects poison in one creature or object.

Guidance: +1 on one roll, throw, or check.

Know Direction: You discern north.

Light: Object shines like a torch.

Mending: Makes minor repairs on an object.

Naturewatch: As *deathwatch*, but on animals and plants.

Purify Food & Drink: Purifies 1 cu. ft./level of food or water.

Resistance: Subject gains +1 on saving throws.

Virtue: Subject gains 1 temporary hp.

1st-Level Shaman Spells

Calm Animals: Calms 2d4 +1/level HD of animals, beasts, and magical beasts.

Camouflage: Grants +1 bonus on Hide checks.

Charm Animal: Makes one animal your friend.

Cure Light Wounds: Cures 1d8 +1/level damage (max +5).

Detect Animals or Plants: Detects species of animals or plants.

Detect Snares and Pits: Reveals natural or primitive traps.

Entangle: Plants entangle everyone in 40-ft.-radius circle.

Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).

Hawkeye: You gain +5 on Spot checks and fire ranged weapons better.

Hide from Animals: Animals can't perceive one subject/level.

Identify: Determines properties of magic items.

Longstrider: Your speed increases 10 ft.

Obscuring Mist: Fog surrounds you.

Omen of Peril: You know how dangerous the future will be.

Pass Without Trace: One subject/level leaves no tracks.

Summon Nature's Ally I: Calls creature to fight.

Traveller's Mount: Creature moves faster but can't attack.

Woodwoose: Nature spirit does simple tasks for you.

2nd-Level Shaman Spells

Animal Messenger: Sends a Tiny animal to a specific place.

Animal Trance: Fascinates 2d6 HD of animals.

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

Barkskin: Grants +2 (or higher) enchantment to natural armor.

Bear Endurance: Subject gains +4 to Con for 1 min/level.

Brambles: Wooden weapon grows spikes that deal +1 damage per caster level (max +10).

Bull's Strength: Subject gains +4 to Str for 1 min/level.

Calm Emotion: Calms creatures, negating emotion effects.

Cat's Grace: Subject gains +4 to Dex for 1 min/level.

Cloudburst: Hampers vision and ranged attacks, puts out normal fires.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Curse of Ill Fortune: Target suffers –3 penalty on attacks, checks, and saves.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Fog Cloud: Fog obscures vision.

Hold Animal: Holds one animal helpless; 1 round/level.

Owl's Wisdom: Subject gains +4 to Wis for 1 min/level.

Reduce Animal: Shrinks one willing animal.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Restoration, Lesser: Dispels magic ability penalty or repairs 1d4 ability damage.

Scent: Grants the scent special ability.

Summon Nature's Ally II: Calls creature to fight.

Zone of Truth: Subjects within range cannot lie.

3rd-Level Shaman Spells

Cure Serious Wounds: Cures 2d8 +1/level damage (max +10).

Daylight: 60-ft. radius of bright light.

Detect Thoughts: Allows "listening" to surface thoughts.

Diminish Plants: Reduces size or blights growth of normal plants.

Dominate Animals: Subject animal obeys silent mental commands.

Embrace the Wild*: You gain senses and skills of chosen animal.

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

Nature's Favour*: Target animal gains attack and damage bonus of +1/two levels.

Neutralize Poison: Detoxifies venom in or on subject.

Plant Growth: Grows vegetation, improves crops.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy

Remove Curse: Frees object or person from curse.

Remove Disease: Cures all diseases affecting subject.

Summon Nature's Ally III: Calls creature to fight.

Vigour*: As *lesser vigour* but 2 hp/round (max 25 rounds).

Water Breathing: Subjects can breathe underwater.

Weather Eye*: You accurately predict weather up to one week ahead.

4th-Level Shaman Spells

Antiplant Shell: Keeps animated plants at bay.

Blight: Withers one plant or deals 1d6/level damage to plant creature.

Command Plants: Talk to and control plants & fungi.

Chain of Eyes*: You send magical sensor to infiltrate an area.

Cure Serious Wounds: Cures 3d8 +1/level damage (max +15).

Discern Lies: Reveals deliberate falsehoods.

Divination^M: Provides useful advice for specific proposed actions.

Forestfold*: You gain +20 on Hide and Move Silently checks as long as you don't move away.

Langour*: Ray slows target and diminishes its strength.

Last Breath†: Creature killed within 1 round returns to 0 hp.

Reincarnate: Brings dead subject back in a random body.

Scrying^F: Spies on subject from a distance.

Summon Nature's Ally IV: Calls creature to fight.

5th-Level Shaman Spells

Animal Growth: One animal/two levels doubles in size, HD.

Atonement: Removes burden of misdeeds from subject.

Awaken^X: Animal or tree gains human intellect.

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Commune with Nature: Learn about terrain for one mile/level.

Contact Other Plane: Lets you ask question of extraplanar entity.

Control Winds: Change wind direction and speed.

Cure Critical Wounds: Cures 4d8 +1/level damage (max +20).

Dance of the Unicorn*: Purifying mist washes the air clean of smoke, dust, and poison.

Deathward: Grants immunity to all death spells and effects.

Dream: Send message to anyone sleeping.

Nightmare: Sends vision dealing 1d10 damage, fatigue.

Rejuvenation Cocoon^M: Energy cocoon shields creature, then heals it.

Summon Nature's Ally V: Calls creature to fight.

Tree Stride: **Step** from one tree to another far away.

True Seeing^M: Lets you see all things as they really are.

Vigour*: As *lesser vigour*, but 4 hp/round.

6th-Level Shaman Spells

Analyze Dwomer^F: Reveals magical aspects of subject.

Anger of the Noonday Sun*: Blinds creatures within 10 ft.

Bear's Endurance, Mass: As *bear's endurance*, affects one subject/level.

Bull Strength, Mass: As *bull strength*, affects one subject/level.

Cat's Grace, Mass: As *cat's grace*, affects one subject/level.

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.

Find the Path: Shows most direct way to a location.

Geas/Quest: As *lesser geas*, plus it affects any creature.

Legend Lore^{MF}: Lets you learn tales about a person, place, or thing.

Owl's Wisdom, Mass: As *owl's wisdom*, affects one subject/level.

Summon Nature's Ally VI: Calls creature to fight.

Tortise Shell*: Creature gains +6 natural armour bonus, +1/three caster levels above 11th.

Transport via Plants: Move instantly from one plant to another of the same species.

7th-Level Shaman Spells

Control Weather: Changes weather in local area.

Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.

Heal: Cures all damage, diseases, and mental conditions.

Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max+35).

Ressurrection^M: Fully restore dead subject.

Restoration, Greater^X: As *restoration*, plus restores all levels and ability scores.

Scrying, Greater: As *scrying*, but faster and longer.

Summon Nature's Ally VII: Calls creature to fight.

Sunbeam: Beam blinds and deals 4d6 damage.

Transmute Metal to Wood: Metal within 40 ft. becomes wood.

8th-Level Shaman Spells

Animal Shapes: One ally/level polymorphs into chosen animal.

Antimagic Field: Negates magic within 10 ft.

Control Plants: Plants animate and vegetation entangles.

Discern Location: Reveals exact location of creature or object.

Moment Of Prescience: You gain insight bonus on a single attack roll, check or save.

Phantom Wolf^F: Incorporeal wolf fights for you.

Repel Metal or Stone: Pushes away metal and stone.

Summon Natures Ally VIII: Calls creature to fight.

Whirlwind: Cyclone inflicts damage and can pick up creatures.

9th-Level Shaman Spells

Antipathy: Object or location affected by spell repels certain creatures.

Foresight: "Sixth sense" warns of impending danger.

Miracle^x: Requests a deity's intercession.

Nature's Avatar^{*}: Animal gains +10 to attack and damage, extra attack, and 1d8 hp/ caster level.

Phantom Bear^{*}: Incorporeal bear fights for you.

Soul Bind^F: Traps newly dead soul to prevent resurrection.

Storm of Vengeance: Storm rains acid, lightning, hail.

Summon Nature's Ally XI: Calls creature to fight.

Sympathy: Object or location attracts certain creatures.

True Resurrection^M: As *resurrection*, plus remains aren't needed.

Shaman Totems

Bear Totem

Traits: Power, Healing, Giver of Great Strength, Courage, Power of Will

Transformation: Black Bear

Bear Totem Spells

- 1 **Divine Favour:** You gain +1 per three levels on attack and damage rolls
- 2 **Bull's Strength:** Subjects gain +4 to Str for 1 min/level.
- 3 **Rage:** Gives +2 to Str and Con, +1 on Will saves -2 to AC
- 4 **Divine Power:** You gain attack bonus, +6 to Str and 1 hp/level.
- 5 **Righteous Might:** Your size increases, and you gain combat bonuses.
- 6 **Stoneskin^M:** Ignore 10 points of damage per attack.
- 7 **Regenerate:** Subject's severed limbs grow back, cures 4d8 damage +1/level.
- 8 **Demand:** As *sending*, plus you can send *suggestion*.
- 9 **Iron Body:** Your body becomes living iron

Cougar Totem

Traits: Courage, Leadership, Foresight, Use of Leadership

Transformation: Cougar (same as Lion)

Cougar Totem Spells

- 1 **Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels
- 2 **Aid:** +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level

3 **Heroism:** Gives +2 bonus on attack rolls, saves, skill checks.

4 **Haste:** One creature/ level moves faster, +1 on attack rolls, AC, and Reflex saves

5 **[Rary's] Telepathic Bond:** link lets allies communicate.

6 **[Tenser's] Transformation^M:** You gain combat bonuses.

7 **Scrying, Greater:** As *scrying*, but faster and longer.

8 **Holy Aura^F:** +1 to AC, +4 resistance, and SR 25 against evil spells.

9 **Planar Ally, Greater^x:** As *lesser planar ally*, ut up to 18 HD.

Crow Totem

Traits: Justice, Law, Change

Transformation: Crow (same as a Hawk)

Crow Totem Spells

- 1 **Comprehend Languages:** You understand all spoken and written languages.
- 2 **Align Weapon (Law):** Weapon becomes Lawful.
- 3 **Magic Circle Against Chaos:** As *protection* spells, but 10 ft. radius and 10 min/level.
- 4 **Orders Wrath:** Damages and dazes chaotic creatures.
- 5 **Dispel Chaos:** +4 bonus against attacks by chaotic creatures.
- 6 **Mark of Justice:** Designates action that will trigger *curse* on subject.
- 7 **Dictum:** Kills, paralyzes, slows, or deafens nonlawful subjects.
- 8 **Shield of Law^F:** +4 to AC, +4 resistance, and SR 25 against chaotic spells
- 9 **Miracle^x:** Requests a deity's intercession.

Deer Totem

Traits: Gentleness, Kindness, Caring, Compassion, Healing

Transformation: Deer (as Light Horse, but it's attack is Gore, 1d8 attacks, no hoof attacks.

Deer Totem Spells

- 1 **Cure Light Wounds:** Cures 1d8 damage +1/level (+5 max)
- 2 **Calm Emotions:** Calms creatures, negating emotion effects.
- 3 **Cure Serious Wounds:** Cures 3d8 damage +1/level (+15 max)
- 4 **Freedom of Movement:** Subject moves normally, despite impediments.
- 5 **Cure Light Wounds, Mass:** Cures 1d8 damage +1/level (+25 max) for many creatures.
- 6 **Heal:** Cures all damage, diseases, and mental conditions.
- 7 **Greater Restoration^x:** As *restoration*, plus restores all levels and ability scores.
- 8 **Cure Critical Wounds, Mass:** Cures 4d8 damage +1/level (+40 max) for many creatures.

- 9 **True Ressurrection^M:** As *resurrection*, plus remains aren't needed.

Dog Totem

Traits: Loyalty, Noble, Teaching

Transformation: Riding Dog

Dog Totem Spells

- 1 **Bless:** Allies gain +1 on attack rolls and saves against fear.
- 2 **Shield Other^F:** You take half subjects damage.
- 3 **[Leomund's] Tiny Hut:** Creates shelter for ten creatures.
- 4 **Imbue with Spell Ability:** Transfer spells to subject.
- 5 **[Mordenkainen's] Faithful Hound:** Phantom dog can guard, attack.
- 6 **Owl's Wisdom, Mass:** As *owl's wisdom*, affects one subject/level.
- 7 **Refuge^M:** Alters item to transport its possessor to you.
- 8 **Discern Location:** Reveals exact location of creature or object.
- 9 **Heal, Mass:** As *heal*, but with several subjects.

Eagle Totem

Traits: Bravery, Courage, Power, Flight, Clear Vision

Transformation: Eagle

Eagle Totem Spells

- 1 **Featherfall:** Objects or creatures fall slowly.
- 2 **Status:** Monitors conditions, positions of allies.
- 3 **Prayer:** Allies +1 on most rolls, enemies -1 penalty.
- 4 **Fear:** Subjects within cone flee for 1 round /level.
- 5 **Overland Flight:** You can fly at a speed of 40 ft. and can hustle over long distances.
- 6 **True Seeing^M:** Lets you see all things as they really are.
- 7 **Symbol of Fear^M:** Triggered rune panics nearby creatures.
- 8 **Holy Aura^F:** +1 to AC, +4 resistance, and SR 25 against evil spells.
- 9 **Prying Eyes, Greater:** As *prying eyes*, but eyes have *true seeing*.

Fox Totem

Traits: Cunning, Agility, Quick Witted, Camouflage

Transformation: Dog

Fox Totem Spells

- 1 **Disguise Self:** Change your appearance.
- 2 **Cat's Grace:** Subject gains +4 to Dex for 1 min./level.
- 3 **Haste:** One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
- 4 **Solid Fog:** Blocks vision and slows movement.
- 5 **Mislead:** Turns you invisible and creates illusory double.
- 6 **Veil:** Change appearance of group of creatures.
- 7 **Project Image:** Illusory double can talk and cast spells.

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- 8 **Animal Shapes:** One ally/level polymorphs into chosen animal.

- 9 **Foresight:** "Sixth sense" warns of impending danger.

Horse Totem

Traits: Stamina, Mobility, freedom

Transformation: Light Horse

Horse Totem Spells

- 1 **Expeditious Retreat:** Your sped increases by 30 ft.
- 2 **Bear's Endurance:** Subject gains +4 Con for 1 min./level.
- 3 **Haste:** One creature/ level moves faster, +1 on attack rolls, AC, and Reflex saves.
- 4 **Freedom of Movement:** Subject moves normally, despite impediments.
- 5 **Spell Resistance:** Subject gains SR 12 + level.
- 6 **Wind Walk:** You and your allies turn vaporous and travel fast.
- 7 **Phase Door:** Creates an invisible passage through wood or stone.
- 8 **Protection from Spells^{MF}:** Confers +8 resistance bonus.
- 9 **Time Stop:** You act freely for 1d4+1 rounds.

Owl Totem

Traits: Clairvoyance, insight, see behind false masks

Transformation: Owl

Owl Totem Spells

- 1 **Comprehend Languages:** You understand all spoken and written languages.
- 2 **Zone of Truth:** Subjects within range cannot lie.
- 3 **Clairvoyance/Clairaudience:** Hear or see at a distance for 1 min./level.
- 4 **Discern Lies:** Reveals deliberate falsehoods.
- 5 **True Seeing^M:** Lets you see all things as they really are.
- 6 **Find the Path:** Shows the most direct way to a location.
- 7 **Scrying, Greater:** As *scrying* but faster and longer.
- 8 **Discern Location:** Reveals exact location of creature or object.
- 9 **Foresight:** "Sixth sense" warns of impending danger.

Wolf Totem

Traits: Loyalty, Success, Perseverance, Knowledge

Transformation: Wolf

Wolf Totem Spells

- 1 **True Strike:** +20 on your next attack roll.
- 2 **Heroism:** Gives +2 bonus on attack rolls, saves, skill checks.
- 3 **Fear:** Subjects within cone flee for 1 round /level.
- 4 **Stoneskin^M:** Ignore 10 points of damage per attack.
- 5 **True Seeing^M:** Lets you see all things as they really are.
- 6 **Heroes' Feast:** Food for one creature/ level and grants combat bonuses.
- 7 **Vision^{MX}:** As *legend lore*, but quicker and strenuous.

- 8 **Dictum:** Kills, paralyzes, slows, or deafens nonlawful subjects.
- 9 **Summon Natures Ally VIII:** Calls creature to fight.

New Wizard Spells

1st-Level Wizard Spells

Detect Source: You detect the location of a Wizard's source.

Powers

Arcane Sight

Clairsentience

Level: Psion 5

Display: Vi

Manifestation Time: 1 standard action

Range: Personal

Target or Area: You

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

Power Points: 5

As the spell *arcane sight* but acts as if it was manifested by a psion of two levels lower.

Delay Poison, Psionic

Psychometabolism

Level: Egoist 2, psychic rogue 2

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 3

As *delay poison* (see page 217 of the *Player's Handbook*) except as noted above.

Detect Magic

Clairsentience

Level: Psion 1

Display: Vi, Au

Manifestation Time: 1 standard action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

As the first level wizard spell *detect magic*. The check to determine the school of the magical aura can be done with a Knowledge (Arcana) ability, but the DC for that check is increased by 5.

Detect Secret Doors, Psionic

Clairsentience

Level: Psychic rogue 1

Display: Visual

Manifesting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level

Power Points: 1

As *detect secret doors* (see page 220 of the *Player's Handbook*) except as noted above.

Augment: If you pay 4 additional power points, this power's duration is changed to 1 hour. During the 1-hour duration, you must concentrate on the power to gain information from it (as noted in the *detect secret doors* spell description), but a lapse in concentration doesn't end the power.

Detect Snares and Pits, Psionic

Clairsentience

Level: Psychic rogue 1

Display: Visual

Manifesting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level

Power Points: 1

As *detect snares and pits* (see page 220 of the *Player's Handbook*) except as noted above.

Augment: If you pay 4 additional power points, this power's duration is changed to 1 hour. During the 1-hour

2nd-Level Wizard Spells

Detect Psionics: You detect the presence of psionic activity. Acts as the *detect magic* spell.

5th-Level Wizard Spells

Dispel Psionics: As *dispel magic* but it targets psionics. Cast as if the caster is two levels below the caster's actual level.

duration, you must concentrate on the power to gain information from it (as noted in the *detect snare and pits doors* spell description), but a lapse in concentration doesn't end the power.

Dimensional Pocket

Psychoportation

Level: Psychic rogue 1

Display: Mental

Manifesting Time: 1 standard action

Range: Touch

Target: One unattended object, weighing up to 1 lb./level

Duration: 1 hour/4 level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

Your touch transfers an unattended object to an extradimensional pocket hidden in the palm of your hand. The dimensional pocket is invisible and weightless, regardless of its contents. When the power ends or is dismissed, the object returns to your hand, or next to your hand if you cannot hold it.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, you can store an additional pound per level (but still only one object).

2. If you spend 4 additional power points, the duration increases to one day, regardless of your manifester level.

Feather Weight

Psychoportation

Level: Psychic rogue 5

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Power Points: 9

Your body seems light as a feather, though your weight does not actually change. This power has no effect on your equipment. If you fall while this power is in effect, you suffer 1d6 point of damage for every 60 feet you fall; you take no damage from falls of less than 60 feet.

While this power is in effect, you gain a +8 bonus on Climb checks you make to climb any vertical surface (not a ceiling or negative slope), and you climb at half your normal speed (or your normal speed if you make an accelerated climb). You retain your Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus on their attacks against you.

Also while this power is in effect you gain a +8 bonus on Move Silently checks.

Augment: If you spend 4 additional power points, the duration becomes 1 hour.

Find Traps, Psionic

Clairsentience

Level: Psychic rogue 2

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 3

With this power, you can make Search checks to locate traps even without any ranks in the Search skill. You gain a +2 bonus on your Search checks when looking for traps.

Augment: For every additional power point you spend, you gain an additional +1 bonus on your Search checks when looking for traps.

Microkinesis

Psychokinesis

Level: Psychic rogue 3

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Duration: 1 round/level

Saving Throw: None (object)

Power Resistance: Yes (object)

Power Points: 5

You can use telekinesis to replace your standard tools when using your Open Locks and Disable Device skills.

Augment: For each additional 2 power points you spend, you gain a +1 bonus on your Open Locks and Disable Device checks made with this power.

Negate Magic

Psychokinesis

Level: Psion 5

Display: Vi

Manifestation Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Area: One spellcaster, creature; or 30-ft. radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Power Points: 9

As the spell *dispel magic* but acts as if it was manifested by a psion of two levels lower.

Psionic Sight

Clairsentience

Level: Psion 3

Display: Vi

Manifestation Time: 1 standard action

Range: Personal

Target or Area: You

Duration: 1 min./level (D)

Saving Throw: None

Power Resistance: No

Power Points: 5

This power makes your eyes glow green and allows you to see psionic auras within 120 feet of you. The effect is similar to that of a *detect psionics* spell, but *psionic sight* does not require concentration and discerns aura location and power more quickly. You know the location and power of all psionic auras within your sight. An aura's power depends on a power's functioning level or an item's manifestation level, as noted in the description of *detect psionics*. If the items or creatures bearing the auras are in your line of sight, you can make Psicraft skill checks to determine the discipline involved in each (Make one check per aura; DC 15 + power level, or 15 + one-half manifester level for a nonpsionic effect.)

If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any manifestation or psionic-like abilities, the highest power that can be manifested, and the amount of power points remaining. In some cases, *psionic sight* may give a deceptively low reading – for example, when you use it on a psion who has used up most of his power points.

Spells

Cloak of Bravery

Abjuration [Mind-Affecting]

Level: Cleric 3, Paladin 3, Courage 3

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Area: 60ft-radius emanation centered on you

Duration: 10 min/level

Saving Throw: Will negates (Harmless)

Spell Resistance: Yes (Harmless)

All allies within the emanation (including you) gain a morale bonus on saves against fear effects equal to your caster level (to a maximum of +10 at 10th level).

Cloak of Bravery, Greater

Level: Courage 9

Range: 1 mile; see text

Area: 1 mile, emanation centered on you

Duration: 1 hour/level

As *cloak of bravery*, except all allies within the emanation (including you) are immune to fear effects and gain a +2 morale bonus on attack rolls. Allies who don't have line of sight to you are unaffected.

Detect Psionics

Divination

Level: Brd 1, Clr 1, Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

As 1st level psionic power, *detect psionics*. The check to determine the discipline of the psionic aura can also be done with a Knowledge (Psionics) ability, but the DC for that check is increased by 5.

Detect Source

Divination

Level: Brd 1, Clr 1, Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: 60 ft

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You can detect a wizard's source. The exact location of the source is slowly given to you as you concentrate.

1st Round: A 10-foot radius the source is in.

2nd Round: The exact location of the source.

3rd Round: The compass direction of the person (most likely the wizard) they are connected to.

Dispel Psionics

Abjuration

Level: Pal 4, Wiz 5

Components: V, S

Casting time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Area: One spellcaster, creature; or 20-ft. radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As the power *negate psionics* but acts as if it was cast by a caster of two levels lower.

Psionic Sight

Divination

Level: Wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target or Area: You

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

As the power *psionic sight* but acts as if it was cast by a caster of two levels lower.

Chapter 9: Geography and History

Geography and Demography of the Territories

Dunwaynn

Capital: None (Gynwain)

Population: 45% wood elves, 30% half-elves, 25% human

Government: Tribal/Theocracy (Druidic)

Languages: Lylothen, Sylvan, (Druidic)

Exports: furs, herbs, darkwood arms, wood carvings

Dunwaynn is located at the western edge of the Great Continent. It's northern border runs along the Wishkah River to its source then to the southwestern end of the Faerlynn Forest. The eastern border runs south from there, to the Norrholm Wastes. It then runs west to the southern reaches of the Gwanmaur Forest to the Sea.

Life and Society

The land of Dunwaynn is run by a group of tribal Druids calling themselves the Faethwenn who meet at Gynwain once a year, during the winter months. The peoples of these tribes, follow around their druidic leaders as they roam the lands of Dunwaynn.

The Dunwaynn feel that the Gods of Eon have forsaken their Children for following the ways of magic and technology. They have shed their ways of life and have become an organized tribe that constantly roams within the Dunwaynn borders, living off the land. Although open to any who desire to enter, mainly wood elves populate the tribal system of the Dunwaynnian life. Some humans have also become initiated into the tribes, and have become an equal part of it. Through this coupling, there is a population of half-elves, who unlike common practice, are very welcome into the tribe as they represent unity between man and elf.

Every winter the Faethwenn meet in Gynwain to trade stories and feast on recent hunts. The tribes intermingle, family members are reunited, and a variety of rituals take place. The members of the fourteen tribes of the Faethwenn are chosen each year in a lengthy ritual performed by the group of high-level shamans and druids that serve as leaders of the entire Faethwenn. Tribe members are chosen according to various qualities, including battle prowess, skills, and abilities, as well as what life have been called to into (their class). Many barbarians, rangers and especially

shaman and druids make up the bulk of each tribe. They are all obliged to respect the commands of the leader of their tribe, who is elected each year in Gynwain in a separate ritual.

Children of fourteen are taken to the Gwanmaur forest to go through their initiation into the Faethwenn. The children are expected to go into the forest and remain there for two weeks, alone. During this these two weeks, each child is watched by certain trained tribe members, to ensure the child does not break any of the initiations laws, as well as to observe their actions. These observations dictate what role the child will be trained in. For example, if they build various weapons, but are not good at using them, they become craftspeople in Gynwain. If an animal is found protecting the child that usually indicates a link with nature. The strength of the link between the animal and child usually dictates the difference between a shaman and druid. A powerful spiritual link usually means the animal is a totem animal, a powerful emotional attachment to the child indicates the child best suited as a druid. Of course, other observations play into this very important decision, such as skills, and the child's personality.

When this ritual is complete, the children rejoin the tribe as full members of the Faethwenn and are fully prepared to be trained in their new lives.

Major Geographical Features

There are two main features of Dunwaynn, the Gwanmaur Forest and the Lythenn Plain. The Gwanmaur is home to many fantastical creatures who assist the Faethwenn, including centaurs, dryads, sylphs etc. The old forest is sacred to the Faethwenn tribes, who revere it, as embodies everything they hold sacred. The Faethwenn believe that only people of pure heart can walk into the forest and survive. Someone with a pure heart, according to the Faethwenn, is someone who cares more about the forests and wildlife of the world than anything else, even themselves. The forest plays a major role in the various rituals of the Faethwenn, including druidic rituals held for initiation and advancement. The forest also holds many healing herbs that the Faethwenn trade.

The other major feature is the Lythenn Plain. The home of Gynwain in the north west of the plains, this grassland represents everything else the Faethwenn hold dear. They do their spring and autumn hunting on the plains, usually riding bareback on horses, hunting wild beasts with little more than bare hands.

Important sites

Gynwain (Village, 516 Spring-Autumn, approx. 1,876 Winter): The most important site to anyone in Dunwaynn, Gynwain is the only civilized city

in the whole territory. During the Spring through autumn months, Gynwain contains the uninitiated young, their caretakers, and the few others who do not wish to join the Faethwenn. The populace of Gynwain invests their time growing small crops of herbs, as well as grains and other produce for their well being. But they mostly await the return of the Faethwenn in the winter for the celebrations and, more importantly the many tales they bring back. In that time, the tribes are renewed, replacing people who died in the following year, as well as adding any children who will become initiated at the edge of the Gwanmaur Forest.

Regional History

The Dunwaynn was possibly one of the first territories to be outlined at the beginning of the Age of Storms. The elvish survivors from Polaris who assisted Avalon in the war returned south, but instead of reentering their occupied territory, became nomads in-between recently destroyed Avalon and recently occupied Polaris. They claimed a small piece of undisputed land, and settled in Gynwain. Many years passed, and many of the people of Gynwain believed that the Gods had completely forsaken the Children of Eon, all except Eon himself. Taking from Druidic lore, they soon became a highly organized, nomadic, tribal society. They have been doing their circle around Dunwaynn for as many generations as any of the ahaman can remember.

Political Organization

Dunwaynn does not have a centralized political system, but has something that resembles a political organization. The shamans hold the highest position, followed closely by the druids. Under the druids are the leaders of the Faethwenn, who command the tribes (that commonly include shaman and druids) They lose their status each year and new leaders are chosen in the spring. Next in rank, is the general populace, which includes members of the Faethwenn tribes, and skilled workers that remain in Gynwain. Finally are the uninitiated young, the children who have not become part of a Faethwenn, and have not found their calling, be it in the Faethwenn as a tribe member, or in Gynwain as a skilled worker.

Each year, the tribes around the Lythenn Plains return to Gynwain for the winter. There, the leaders of the Gaethwenn lose their distinction and are considered part of the general populace. On the first day of spring, a large ritual is performed by high-level druids and shamans where the members of the fourteen tribes are selected, as well as their leaders. Children of fourteen years of age join the Faethwenn for the first time, and head to Gwanmaur forest for their initiation on mid-summer. The tribe remains on the

Lythenn plains, and return to Gynwain in winter to repeat the process.

Dwargard

Capital: Praia

Population: 65% dwarves, 30% gnomes, 5% halflings

Government: Monarchy (Matriarchy)

Languages: Dwarven, Gnomish

Exports: steel arms, minerals, ale, foodstuffs, handcrafted jewelry, glassworks, gems

Dwargard is in the center of the Great Continent, bordered by most territories. Their border runs through the Norrholm Wastes in the south, along to the northern edge of the Gwalmaren Forest. It's eastern border runs due north from the Gwalmaren Forest to the Isenca River, then heads west to the southwest corner of the Faerlynn Forest, forming its northern border. Dwargard's western border runs from the southwest corner of the Faerlynn Forest, south to the edge of the Norrholm Wastes.

Life and Society

The dwarves of Dwargard are a very private people. Little is known of them, as they do not let very many people inside their closely guarded borders. Like most dwarves, the most important aspect of their lives is their work. Dwargard has made that seem like an understatement. The weapons and armour of Dwargard are the most sought after weapons and armour on the Great Continent. As these arms are so well made, people have risked their lives attempting to sneak into Dwargard and smuggle some out.

The dwarves are vehemently against the arcane and psionic, blaming them for the current state of the world. The dwarves create many anti-arcane and psionic items for trade, as well as their own protection. The dwarves are so enraged by the arcane and psionic arts that if anyone who is a known psion or magic user, or even someone with a magical item uses that arcane or psionic ability, the Dwargard dwarves will attack, and in almost every instance, kill them.

The dwarves have allowed many gnomes and halflings to live within the borders of Dwargard. The gnomes have quickly adapted themselves to the way of life in Dwargard, adding their natural curiosity and intelligence to the dwarven works, improving them greatly. The gnomes hold many political and economical positions.

The halflings prefer to remain in the most fertile areas of Dwargard, north of the Kipskoff Mountains, and around the Isenca River. They sell their harvests to the dwarves regularly, allowing many of the dwarves to remain underground or to work in one of their many

forges.

The people of Dwargard are very skeptical of the gods, and all things divine. They are not as devout as dwarves usually are, nevertheless, many dwarves still worship Nevis and Dakar; the only two deities commonly welcomed in Dwargard.

Major Geological Features

The most impressive feature of Dwargard is the Kipskoff Mountain Range, but even more impressive is the cities which lay inside them. They are supposedly so large that no one, not even many Dwarves have fully explored. The snowcapped mountains can be seen all around Dwargard, unless you are on the other side of the Isenca River, in which case, the much less impressive Egcalest Range can be seen. The Egcalest Range is much smaller, and not as tall. Nevertheless, the underground caverns of the Egcalest Range are impressive. All along the Isenca River, the dwarven, gnomish and halfling rural communities have sprung up, creating a great deal of crops from the old sea bed. The grasslands here are often flooded, yet the ingenuity of the gnomes allow the crops to remain for most of the year.

The Norholm Wastes is a harsh land covered in a dark yellow sand where nothing grows. Since the Age of Storms began the gnomes have devised methods to draw lightning bolts to the sand and create Norr glass. Even with the common rains of the Age of Storms, the Norholm Wastes remain an unforgiving and barren land.

Lastly, the Dwargard dwarves control the roots of the Negessis River, using it as a power source in their mines on the eastern edge of the Kipskoff Range, as well as the farming lands below the mountains.

Of least importance to the dwarves is the northern plains they acquired after signing a trading agreement with the Trian elves. Many gnomes and halflings inhabit the land, tending the soil creating more food products for the Dwargard Kingdom.

Important Sites

Praia (Huge Underground Cavern System, Population unknown): Praia is considered to the dwarves as their crowing achievement. To outsiders, it represents the Dwarven heart: deep, strong and unfathomable. Though few foreigners have actually seen Praia it has been written in many tales, and its grandure has only expanded due to the mysterious nature of it. The Dwarves will not reveal the secret of how big it is, but they have said that it is the largest city ever created, possibly holding more people than the White City of the Age of Creation, which held the worlds population after Madras created the Four Races. It contains the most extensive network of mithral veins, and impressive

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gem caves, as well as reports of adamantine deposits.

It the home of Queen Gorlünd and her court.

Ethara (Underground Metropolis, 47,230): Another impressive city, is Ethara, in the Egcalest Mountain Range. It is nowhere near the size of Praia (as the dwarves claim), although nevertheless impressive. This city specializes in all sorts of ore, but mostly common minerals and gems, although some reports suggest that veins of mithril have been discovered.

Tolann (Small Town, 1,480): Hailed as the "Halflings Capital", Tolann is the largest Halfling city on the Great Continent. It is ruled by a dwarven lordess, and all the halflings have sworn fealty to the Queen. It is a major producer of grain, and other produce.

Khemos (Small Town, 1,730): Khemos is famous for its large network of gnomish lightning rods which draw lightning to the sand in order to create Norr Glass. It is said by many in Tayra that there is always lightning on the Norrholm Wastes, even if it is a sunny day.

Regional History

Although the Praian Dwarves, who are the ancestors of Dwargard, were against the Parsetan invasion they have since sided with the descendants of the Parsetans, the Tayrans. They have been underground for most of the beginning of the Age of Storms, but have reemerged as a strong economic power. They claimed the Egcalest Mountain Range for themselves shortly after they emerged, as well as most of the Isenca River. The Trian elves, as well as the Manfalk agreed to the northern Dwargard border over a historic trade agreement, which gives the two countries food from the plains, as well as arms and gems from the caves, in return for the control of the lands. Dwargard has upheld this trade agreement since it has been made, even through occasional transgressions by the Manfalk about the northern border.

Dwargard is currently openly aligned with Tayra, but only for peaceful purposes as Tayra is their main trading partner. Dwargard is also one of the more harshest countries against magic use openly attacking and killing any arcane magic user or psionic user seen in, or around, their borders.

Political Organization

Dwargard is run by Queen Gorlünd. The dwarves of Dwargard believe females are best suited for ruling, while males are best suited for defense and working. Each settlement within Dwargard is run by a leading female answerable to the Queen's court. The internal workings of Dwargard's political system is somewhat foggy, but it is believed there is a Lordess for each region of Dwargard as well. There are many gnomes

within the Dwargard political system, but they rarely hold power, preferring to hold assistant positions to the many Lordesses in power.

Esane

Capital: Esfayon

Population: 25% human, 25% high elvish, 25% frogmen, 12% gnomish, 10% halfling, 3% dwarvish

Government: Republic

Languages: Common

Exports: timber, river boats, iron, steel, gems, horses, Glagwenn water, wine, cattle

Esane is located in the southeastern area of the Great Continent. It only has one border, as it is located in a wide peninsula. This border runs along the northern edge of the Esgentin Mountains, then goes north along a ridge, where it goes east to the Anvari River. It then goes south to where the Anvari and the Anryl Rivers fork, and continues east to the Sea.

Life and Society

Peace and science are paramount in Esane. The territory was founded as a refuge for those who desired a peaceful life after the war. Since then it has become a haven for free thought and peace.

The people of Esane believe, very strongly, that if they look hard enough the reason behind the Age of Storms can be found. They also believe that arcane magic has little, or nothing to do with the storms. The people inhabiting Esane are free to do as they please, many become wizards, learning and expanding the knowledge of the arcane.

Most of the people of Esane tend to remain in the cities within the borders of Esane. They are content to remain in Esane as it has everything they could desire. In their cities every citizen is happy with their life (for the most part) and little strife exists. To the outside world the people of Esane remind everyone of halflings.

Esane is the only territory with a frogman population. The bulk of the frogmen population remains in the south of Esane, in the rainforests. Many frogmen, though, make residence in Esfayon, or venture out of Esane.

The gnomes and dwarves of Esane are few, but their presence can be felt. The dwarves mine the Esgentin mountains for precious metals and gems, adding to Esane's economy. Many of these dwarves do not agree with either Dwargard or Heirgraaf's views on the world, preferring to remain 'neutral' craftsmen. The gnomes also add their skills to the benefit of Esane. They have created many technologies for Esane, and the rest of the continent to use. One example is the water filtration system on the Anvari

river.

Major Geographical Features

Esane has an expansive river system in its borders of over seven major rivers, three of which flow into the Glagwenn Lake. The Glagwenn Lake has been the home of the frogmen population since the Age of Storms began, and it continues to be. There are three cities around it, Glilrrar being the largest one.

Glagwenn lake is considered one of the purest lakes in the world. It was formed during the Age of Storms. The frogmen export the water to various territories, including Dwargard, Everanta and Heirgraaf. Its waters are considered to be holy in most clerical circles.

Esfayon Forest is a dense rain forest at the southern end of the Great Continent. It is mostly populated by frogmen, but some humans and other races venture into it occasionally, most to get a glimpse of the Glagwenn Lake.

The Esgentin Mountains were once tall sharp peaks that struck fear in the hearts of anyone who looked upon them. But since the heavy rains of the Age of Storms beat them down slowly they have become less menacing. The many rivers that flow from the mountains are valued for their power, and many Esane settlements are on the banks simply to power their mills. The human, gnomish and the small dwarvish populations have taken to mining in the mountains, and have come up with small clusters of precious metals. It will be only a matter of time before the mines will be expanded.

Important Sites

Esfayon (Large City, 16,570): Esfayon is the central hub of Esane. It is located on the island created by a split in the Anvari River. Because the Anvari River is the only river that flows into Glagwenn Lake, it is the trading center of Esane, as well as a vital protectorate of its pureness. An intricate dam system devised by the gnomes purifies the river from its long journey from Heirgraaf and the Albereth mountains. Esfayon also holds the governmental power of Esane, the Senate. Also inside the city is the Lesser Shrine of Malaran. Because of the raging seas, the Shrine of Malaran is cut off from the Great Continent, so Esaninans decided to create a Lesser Shrine to the Goddess of Peace, to commemorate the city, and remind the populace of the ideals upon which Esane was founded.

Esfayon is home to an impressive institution of education, the Erina Academy. It specializes in storing and educating the general populace in various types of lore. Mant bards study in the Erina Academy, as it is a valuable storehouse of knowledge, legends and tales. Erina Academy also doubles as an arcane academy, teaching arcanic lore art to wizards and

sources. Erina Academy focusses heavily on the two arcane schools of Illusion and Transmutation. Even if a wizard is not a specialist in these schools, chances are she will prefer spells from these schools over others. As it is one of the few places to safely study arcane magic, as well as the only place to specialize in the illusion and transmutation schools, Esfayon has attracted many people from all over the Great Continent to study in the prestigious halls of the Erina Academy.

On top of that Esfayon also holds the only complete Temple of Eon on the Great Continent. It contains churches that worship all twelve gods, including Alta, the water Goddess, who is believed to have deserted Eon.

Tower of Supral: The tower dedicated to the smaller of the two moons. This tower doubles as an intensive training facility for bards of Supral, as well as a haven for wizards. On top of those functions, it is a place for psions to gather and learn skills from each other.

Tower of Eylsai: The tower dedicated to the larger of the two moons. This tower doubles as an intensive training facility for bards of Eylsai, as well as library for wizards.

Tower of Alta: This tower lies at the joining of the two west most rivers in Esane. It contains faithful to Alta who hope to restore her power. They enact various rituals on the only river that flows into the ocean from the Esgentin Mountains, hoping that the same water that flows into the Glagwenn Lake is cleansing the Ocean and Alta's hurts.

Dojo of The Eagle: A learning center for monks, this large dojo located high in the Esgentin mountains. This particular dojo teaches the defensive art of the Eagle.

Regional History

The frogmen have been inhabiting this region since the end of the Age of Magic, when the south of Doma was unexplored, and mostly swampland. They have remained in the south ever since, keeping to themselves. As the Esfayon forest grew around them they multiplied and began to expand through the forest. While the war between Avalon, Doma and Parseta raged on many people fled to the southern reaches of Doma, below the Esgentin mountains. There, they met the frogmen who assisted them in surviving in the wilderness.

When the Age of Storms began, and the war was over, more people began to head south. They all had one thing in mind: peace. Together these new immigrants, the frogmen and the people who fled south during the war formed Esane.

Since its foundation Esane quickly became a territory that was prosperous. It focussed on itself, not Age of Storms Campaign Setting

making any trades with other territories until its economy was well formed. A strong boost to the economy came when the towers dedicated to moons rose. Together with the Erina Academy, and the re-discovery of magic Esane became a powerful territory. It quickly made enemies with the discovery of magic, but it also made great allies. Everard and Faeress both have assisted Esane in the past. Many students of the arcane choose to remain in Esane for fear of persecution outside the borders.

Esane is very concerned with retaining old ideas. Its academy holds many records and histories pertaining to the past. It is the only territory that still holds Alta as one of the gods, and the first to re-discover the arcane arts. The general public of Esane believe, quite strongly, that Alta will return and the reason she is gone has nothing to do with arcane magic. Esane was also one of the territories that hold the monk traditions of personal enlightenment alive, allowing it to spread through the Great Continent.

Political Organization

The Republic of Esane is ruled by two consuls, elected by the senate every five years. One consul has to be elected from the frogman population, as decided when Esane was founded. The consuls oversee the senate discussion, and allow laws to pass, or to reject laws. Any new law, or decision that the consuls desire to put into action must first go through the senate, like any other suggestion, before it can be passed. Consuls often take the roles of generals when going into war. Elected consuls have usually spent time as praetors before they were elected into consulship.

There are six praetors who are also elected by the senate to serve two year terms. The praetors serve as judges in courts (to lessen the burden of the senate, and listen to petty crimes), and can also assume the position of consul if the consuls are not able to attend the senate for any reason. Praetors also replace consuls if a consul dies during their term. Praetors also take command of smaller groups of armies when war is declared. A common, and well liked senator is usually elected to become a new praetor.

The senate itself is made up of 200 people, elected by the general population every spring to represent them in the senate. They come from all over Esane, usually representing various locations. The only restriction to become a senator is age, where they have to be considered an adult (18 for human, 100 for elf, etc.). The senate suggests new laws and votes on them. If there is any pressing political action that needs to be looked into the senate is called and a vote is taken. A vote of 51% is usually enough to pass a law, or make a decision, although this is up to the consuls (occasionally, some decisions require a much higher

margin of victory to be passed, also decided by the consuls). Although it may seem like the consuls have complete control over the senate, and the territory as a whole, there are strict guidelines outlining the extent of a consuls power. If enough senators feel that a consul is abusing their power they may call a vote that forces the consul to be reviewed by a praetor.

Everanta

Capital: Neavalon

Population: human 73%, half-elf 23%, low elves 4%

Government: Monarchy (Feudal)

Languages: Common, Elvish

Exports: lumber, grain, horses, fish

Everanta is located in the northwestern area of the Great Continent. It's southern border runs along the Wishkah River to the Faerlynn Forest. It then runs along the eastern side of the forest, through Virin Lake. The Northern border reaches across from the Sea.

Life and Society

Due to the fact that the old empire of Avalon was centered in this area, it was hardest hit by the Parsetans. The Age of Storms also have not been good to this region, commonly raining and washing away crops and the spirits of the Everantians. Everanta is filled with people who live in despair. They all cling to superstitious hopes and legends. Everything that made Avalon strong was lost during the war and shortly afterwards the Age of Storms took everything else. Although the cities were rebuilt the land had changed. The population dwindled as many people went south or east. The people who stayed only lost more hope. These people stayed with the hopes that life would change, but it has yet changed. Everyone in Everanta struggles for a living: the farmers in small hamlets struggle in the mud to make crops grow and the traders and merchants in the major cities struggle to sell their goods.

People in Everanta have thus become very spritual people turning to Madras for support. Although Madras' support has not been extraordinary, it nevertheless keeps the people together and keeps their hopes up.

Other than the Church of Madras, the only other thing the Everantians can find solace in is the rich legends of Everanta. Some of the greatest bards came from Everanta, being raised on stories, and visiting cities such as Conneria, and Aldega, then daring to try their craft outside Everanta.

Some still believe that if the land could give a little more, and if the people are strong, and keep faith

Everanta can regain some of Avalons former glory and become great again. Since the fall of Avalon, every Everantin king has sworn that.

All the average Everantian has going for them is their beliefs, whether it be the comfort of Madras, or that Connor and Leanne will save them, or the Champion of Tycho will fight for them, or that St. Layton will save their pitiful territory, or any other legend passed down will bring their land back to its former glory. An Everantian is defined by their belief, and little else.

Major Geographical Features

The most important feature to the survival of the Everantin Territory is the remainder of the Pandora Bay, Virin Lake. The lake was once part of the sea but since the Age of Storms, it has been cut off from the sea. Its salt content has become more diluted since the last age and many people fear that the fish living in the lake will become weaker. The fish seem to be much more resilient than the Everantin people believed, and still are a major source of food.

Secondly, the northern reaches of the Gwanmaur Forest provide lumber for the territory, allowing modest shelters to be built. The forest, as the Faethwenn say, becomes less sacred the further and further north the forest goes from the Wishkah River. The superstitious Everantians believe that as well, and only cut trees in the northern parts of the forest.

The northern regions of Everanta are very cold, and rarely entered into. Due to the Age of Storms, the snows reach down to the Shrine of Madras much earlier and retreat much later than they ever did in the previous Ages. It is not commonly occupied much further north than the shrine, yet some outposts exist there surviving on the ample hunting.

Important sites

Neavalon (Large Town, 3,260): The capital of Everanta. It contains various monuments to its former glory, including the Old Castle, the Monastery of the Gods (which was half destroyed, the Left Hand of Eon was replaced a few decades ago, without Alta), and the Ports. The city has constructed a small academy to attempt to save its lore through teaching. Many bards venture here to learn the lore.

Conneria (Large Town, 2,910): The final resting place of the famous couple Connor and Leanne, as well as Connor's wife, Catherine. Connor stopped the wizard, Zysis, from taking over Avalon ages ago. People flocked to his fortress he built after the war for him and his wife, as well as the body of Leanne, the one he was Joined to. The city was soon built around it, in the hopes that he will reawaken and lead the people of Everanta to create an empire better than the old Avalon.

Mesane (Large Town, 2,130): The economic center of Everanta. It contains a fishing port and a lumber refinery, which are essential to Everanta's survival. Many people venture to the town to get work, but many do not wish to leave Neavalon's or Conneria's superstitious luck.

Shrine of Madras: The first of two Shrines still accessible by the people of the Great Continent. It is the home of the Avatar of Madras, the individual who is in direct contact with Madras himself, communing with him on a regular basis. Since the Age of Storms began the communes have become very vague and infrequent. The Clergy of Madras are nevertheless as strong as they were before Avalon fell. They act as a shining beacon of hope for the people of Everanta, and the entire continent. It also holds the Staff of Madras, an artifact to be used by the Champion of Madras. There has not been a Champion of Madras for over five thousand years.

Aldega (Small Town, 1,560): Aldega is the rebuilt elvish city that was once Avalon's sister city. The elves began to rebuild it, but as Pandora's Bay slowly receded, the city became deserted. Eventually people from Neavalon ventured to it and attempted to build it back to its former glory. Most of Everanta's half-elven population lives here, trying to revive their heritage. It also contains a Temple to the Gods. It was rebuilt without a section for Alta.

Regional History

The struggle to keep Avalon alive has been fought by the people but too much was working against them. During the war with Parseta, the Parsetans stripped the land and did considerable damage to both Avalon and Aldega. Although both cities were rebuilt the economic repercussions of the war were too much for Everanta and the economy collapsed. Since then Everanta has struggled to keep itself alive. There have been mass migrations of the population out of Everanta making it even more difficult to restart its economy. The once proud elven peoples of Avalon left to go east and eventually formed the Trian territory. Most of the humans of Avalon left to Dunwaynn to join the Faethwenn, or journeyed east to Manfalk or Everard. With the population crippled due to the war and the exodus of so many people, the new territory of Everanta was doomed to fail before it began. Now it relies on faith and old stories more than anything.

Political Organization

Everanta has one of the more primitive governments, reflective of the old feudal system used in Avalon before it was a united continent. Various houses hold power in the realm, adjudicating their own lands (usually unmarked borders surrounding cities and towns). They all have pledged allegiance to the king, Age of Storms Campaign Setting

who is a member of another house. The king has absolute rule over all the land and his word is law. The lords of each house have a somewhat absolute rule over their lands; whatever they say goes, as long as it is not against the word of the king. It is a very unkempt system, and many of the houses fight amongst themselves for favour with the king.

Everard

Capital: Tirann

Population: 80% human, 16% half-elf, 3% high elf, 1% other

Government: Monarchy, (Republic)

Languages: Common

Exports: grain, wine, textiles, furs, art, fish, horses

Everard is located in the northeastern area of the Great Continent. Its southern border runs along the Lyhul Ridge as it reaches the northern edge of the Gwalmaren Forest. From there, it turns north until it hits the Isenca River. It then follows it, through the Anvari River north. Its northern border runs along the northern section of Isonrion Lake before hitting the Sea to the far North.

Life and Society

Everard survived the Age of Storms because of its strength of will and through sheer determination. The empire of Doma fell in the war and shortly afterwards the capital was lost under the waters of the Isonrion lake. In spite of this, the people remained strong. When the elven population left, the remaining people of Doma remained united and did not lose faith in themselves. Now, Everard is a very strong and prosperous territory. Many of the people are remaining hopeful and optimistic that Everard will return once again to the old glory of the Doman empire.

Everard is known for its tradesmen who are trained at a young age to become proficient in their chosen trade. It is very rare for a citizen of Everard not to have a job and a hobby - both something they excel at are proud of.

Everard is very conscious of their history. They have taken particularly good care of their histories, recording as much as they can. Many are so concerned with the past that they work hard to bring back the world that once existed; their lives revolve around restoration, or mimicry of old arts. Many have become very spiritual, believing that holding the gods dear will assist them in restoring the old world. There are annual pilgrimages to the Shrine of Ife, as well as many festivals dedicated to the gods. Some citizens have turned, instead, to the arcane arts, hoping to restore the world through restoring this lost

art. Othera have taken a more political outlook, choosing to keep the old monarchy alive, while creating a republic under it.

Major Geographical Features

Everard contains what many believe to be the most beautiful feature of the Great Continent: Fainwarren Falls. It is located in the southern end of Everard where the straight between Doma and Totapan Island once existed. It not only lends power to neighboring Nomthia, but is also considered a symbol of the people of Everanta. The waterfall represents the peoples ability to change into something beautiful after such a massive change in the world.

Isonrion lake flooded during the four years of rain that marked the beginning of Age of Storms. It completely covered the cities of Doma and Tirso. The speed of which this occurred frightened many people and since then Isonrion lake has become something of a deity in the eyes of the people of Everard. People worship the lake itself, hoping it will not flood again. Some even believe that Alta herself is in the depths, and her binding at the bottom of the lake caused it to flood so rapidly.

Everard is also blessed with the Taelen Plains, a large expanse of land that once was under the sea. Many farmers quickly found that the soil in these plains drained quicker than other soil, allowing the agriculture they tend not to be washed away by the constant rains of the Age of Storms. Coupled with technology and ingenuity of the people of Everanta has created a complex irrigation system that allows much of the farmland in the Taelen Plains to remain alive even long periods of rain. This allowed Everard to recover quickly from its economic collapse after the war. The plains are also home to horses that are drafted and trained to use by Everantans or for trade.

Important Sites

Tirann (Large City, 15,390): Tirann became powerful because of its location on the Anvari River. From this river, goods were able to make it quickly to Esane and Faeress, as well as Heirgraaf. Because of the success of trading many people left Domastos and came to Tirann. When the superstitious fear of the Isonrion Lake grew, the king decided to move the newly formed senate to Tirann. Since then Tirann has thrived as a cultural, economic and political center for Everard.

Tirann is home to the Order of the Defender Knights, an organization designed to train knights who will defend wizards, bards and psions from attacks by the Hunter Knights. Also in the city is the Elris Academy, one of the only schools that provides arcanic education. Elris Academy also teaches specialized classes on the schools of Conjuration and Age of Storms Campaign Setting

Necromancy. Admission to such schools is quite difficult, especially considering Necromancy is a commonly abused school of magic.

Damastos (Small City, 10,420): Domastos was to be the new capital of Everard when Doma was lost under Isonrion Lake. Instead of becoming the political center, it became the spiritual center. Domastos holds many religious buildings including a temple dedicated to the remaining eleven gods, and a temple dedicated to the spirit inhabiting the Isonrion lake. Domastos comes alive during every holy day celebrating the godlike no other city.

Domastos holds a guild dedicated to the protection and education of psions. It is located in the complex that once was the senate chambers.

Nomthia (Small City 8,720): Nomthia is a city dedicating itself to the arts. Artists travel from all corners of the Great Continent to see the Fainwarren Falls and to be inspired by its awesome beauty and power. Nomthia is also a trading outpost. It is known for its good treatment of the traders who have come from the far north, allowing them to rest before the journey into the south. Just north, on the cliff which the Fainwarren falls rushes, there is a large device that carefully moves ships down the cliff into the lake below, allowing large ships to safely and quickly travel south.

Nomthia produces many poets, painters and artisans of many types. The most impressive artistic creation (as well as the most sought after apprenticeship) is wine making. Nomthian wine is considered, by many, the best wine the world has ever seen.

Nomthia is also the home of a bardic college that educates many of the artistically gifted in the city. It specializes in music and epic poetry, as well as historical studies. It has a vast historical library of the Doman Empire.

Dojo of the Mantis: A learning center for monks. It is located in the Taelen Plains, and teaches the strategies of the Mantis.

Dojo of the Bear: Located in the Tolslade Forest. It teaches the overpowering martial art form of the Bear.

Regional History

Ever since the downfall of the Doman Empire, Everard has been on the road to recovery. Never giving up, they have rebuilt their cities, and began the journey on the long road to becoming a reflection of the empire they once were.

The borders of their land have not been made by war, but agreements with the surrounding peoples. They gave Faeress the land beyond the Lyhal Ridge, and most of the Anvari River. Another agreement was made to give the people of Manfalk some of the plains

west of the Isenca River. The most bitter trade was when Heirgraaf demanded the land up to the Isonrion Lake, cutting their access and control of the Rosamnel River. The debate almost escalated to war, but the agreement was settled, allowing Everard to have access to a fair selection of the metals mined in Hairgraaf at a discounted price.

In the meantime, while the borders were being made, Everard discovered along with help from Esane, the new secret of magic and put it into use. Along with the outbreak of psionics, Everard quickly became a haven for people wishing to learn magic, or discovering they have powerful mental powers. Since then Everard has been looked at as a brave and strong territory.

Political Organization

Everard decided to create a senate after experiencing a rebellion against the Mad King. Although the monarchy was not completely removed, the king has lost a great deal of power in the government. The senate is ruled by one consul who is voted into their position every three years. Beneath the consul are ten praetors, who serve as judges in all levels of court, as well as arbitrate in the senate. They can occasionally overrule the consul. They are allowed into the senate to act as a buffer to ensure the consul does not have absolute power. The king, other than being a political figurehead is a constant praetor. He usually presides over the public court, but can be called into the senate for important decisions. He is the most powerful praetor, and can veto any other praetor (as long as he has some backing with other praetors). They are voted into their position every three years, and are usually members of the senate. The senate itself is made up of 200 members, coming from all over Everard, representing a cross-section of the territory. They serve their term for 2 years. The senate votes on all topics brought forward in discussion. They are allowed to bring forth different views on the way the government should run, based on their own experience in their home lands. Each suggestion passes before the senate, and is discussed before the praetors and consul, who then add their thoughts and comments. A final vote is taken and if the suggestion wins, it is passed. Of course, the consul has final say. If the consul, for example, refuses to allow a certain winning suggestion to pass, it is brought up again in the senate at a later date and discussed, then voted upon again. A consul can only veto a winning vote twice.

Faeress

Capital: Erihyll

Population: 68% high-elf, 26% half-elf, 6% human.

Government: Theocracy, (Republic)

Languages: Elvish

Exports: ore, art, leather, grain

Faeress is located at the eastern edge of the Great Continent. Its northern borders run from the sea, along the Lyhul Ridge as it reaches the northern edge of the Gwalmaren Forest. It then runs south along the edge of that forest, until it turns east cutting through the Anvari River.

Life and Society

The elves of Faeress believe very strongly in the idea that in order to live peacefully one must look inward, at oneself, and begin all work there. This basic philosophy runs Faeress. There are various sects of this philosophy but they all have one thought in common: the gods have not abandoned the people, but have left them to their own devices. In order to repair the damage to the world, people must first repair themselves.

This philosophy has made the people of Faeress very spiritual. The leaders of Faeress are all clerics, representing each god in the senate. Each city has times set aside every day to observe religious prayer. Life in Faeress is defined by religion.

The population of Faeress believe that constant prayer, self-reflection and discipline will lead them to perfection. Through this perfection, the world will heal itself. This search for self-perfection has many different schools of thought. The first and most common is that the populace should join the church, and completely worship a god (preferably a Good god). The humbling life of a cleric will not only teach the people, but others as well. The second most common school of thought is to join the monks who train for physical perfection. Many monks in Faeress were first clerics who became loyal to a god, and now are attempting to perfect their minds and bodies. Another school of thought is to take up art as a means of self-perfection. A subject of this school performs various types of art to gain various catharsis moments for both themselves and the audience. There are many schools of art that specialize in this spiritual art that cleanses the soul.

Faeress has become the third territory to have an arcane college within its borders. Although many people in Faeress would rather be clerics or monks than wizards, many people find solace in the arcane arts.

Major Geographical Features

Faeress is dominated by its plains, filling most of the territory with its long grass. It allows good agriculture to take place as the soil has a good ability to drain water, considering its lower half was once under the ocean.

The Lyhul Ridge, contains ore that is mined, and provides the trade that Faeress relies on. It also acts as a defense against any attackers from the west.

Important Sites

Erihyll (Small City, 8,810): The capital of Faeress, and considered by many the holiest place on the Great Continent. The city is home to clerics and monks who desire a clean soul, mind, and body hoping that this self-cleanliness will bring an end to the Age of Storms. Many pilgrims venture to Erihyll to become blessed by the clerics. The city is defended by the monks, and clerics who guard the sanctity of the lands, each trained in Erihyll. It also contains the Lesser Shrines of Herat and Tycho.

Erihyll has an extensive collection of schools who's purpose is to educate and progress art as a form of inner cleansing. Many Bards who are not content with their current ways of study venture to Erihyll. Some bards become clerics for a while as they learn about the importance of worshipping a diety for the world, and for the self.

One of the more recent developments in Erihyll is the addition of the Iscynd Wizard's college devoting itself to the arcane schools of Abjuration and Divination.

Fayhild (Small City, 5,620): The mining center of the Faeress Territory. The elves of Faeress have been mining since the beginning of the Age of Storms, and creating many fine works of art out of the gems they find. The mines are not as impressive as elsewhere, but nevertheless serve the economic needs of the people of Faeress.

Ogaden (Large Town, 3,250): One of the only cities to have survived relatively intact through the Age of Storms. Many people believe Ogaden represents the worlds ability to return to an image of its former glory. It contains many museums holding artifacts from ages past, as well as a variety of holy sites.

Regional History

Faeress has a calm history with little violence. It's only conflict was with the Hemsadalen elves over the placement of the western border. Eventually it was agreed to be placed on the western side of the Anvari River, after Tayra allowed Hemsadalen to have the Isenca River within its borders.

Most of Faeress was under the sea before the Age of Storms. Thus, it is blessed with rich soil that is very resilient and drains well, when tended properly.

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Faeress trades with all territories, especially Esane and Everard. Throughout the years of the Age of Storms Faeress has remained neutral in all wars, preferring to focus on its spiritual pursuits.

It is inhabited only by elves and half-elves, though some men do enter and train at the Dojo and schools. The elves and half-elves maintain complete governmental control of the territory.

Political Organization

Faeress is ruled by its clergy. Each god is represented in the senate chamber, by a leading cleric who is voted into office every ten years. These clerics are somewhat equivalent to consuls in a normal republic. The full senate meets twice a year, in spring and fall for a week long discussion on how to run the territory. The senate contains 154 clerics (14 from each god) that are voted by the general public every five years to attend these biannual meetings. Any suggestion brought forward, must first be voted by the senate themselves, then the 11 clerics. If it passes both levels, it is passed, and put into action. Otherwise, it is halted. If the senate does not vote in favour of the suggestion, it is stopped then and there. If the 11 clerics do not vote in favour, the suggestion is held for the next day where it is reviewed once more. If it passes both levels, it is put into action, otherwise, it is completely abandoned, and cannot be suggested again until new clerics come into power.

Heirgraaf

Capital: Albereth

Population: 72% dwarves, 22% gnomes, 5% halflings, 1% half-elf

Government: Monarchy

Languages: Dwarven, Gnomish

Exports: steel, iron, gems, mithral

Heirgraaf is located in the northeast of the Great Continent. Its border runs through the two rivers Isenca and Rosamnel as it arcs from the north coast to the north sea. It is bordered by Everard, Manfalk and Trian.

Life and Society

To a citizen of Heirgraaf nothing is more important than the Gods of Eon. The dwarves of Heirgraaf stringly believe that strength can be found only through worship. They stay in their own land, believing that the Drummensund Mountains are blessed by Nevis. The dwarves of Heirgraaf are skilled with stone, gems and all types of metal. They trade often with many territories, especially Everard, Faeress, Manfalk and Trian.

For a seemingly peaceful territory, the dwarves of Heirgraaf may seem as if they are welcome friends of everyone wishing to enter their borders. On the contrary, the dwarves of Heirgraaf are very private people, preferring to keep their borders closed to everyone. They do allow pilgrims to enter on their way to the Shrine of Ife, but the pilgrims are escorted by the Heirgraaf Defense Force. In addition to this privacy, the people of Heirgraaf are against psionic and arcane practices. They are, however, not openly against arcane or psionic users like Tayra, preferring simply to keep their borders clean of them. They have developed items that ensure no arcane or psionic using person enters their territory.

The dwarves of Heirgraaf are devout worshipers of the gods. They worship Ife, Lyon and Nevis above all others, taking their teachings to heart the most.

Major Geographical Features

Heirgraaf is home to the Drammensund Mountains, the highest mountains in the Great Continent. The mountains house the three Heirgraafian cities of Albereth, Erith and Navan, each delving deep into the mountains. They are the center of the government, commerce and city life to the Heirgraafian dwarf, containing everything they need or could ever want in the world.

From the mountains, the raging rivers of Isenca and Rosamnel flow forth. The dwarves control the beginnings of these two rivers, allowing them to conduct trade with any territory the rivers flow through.

Lastly, laying west of the Drammensund mountains is the Vastermaer ridge. It supplies the Heirgraafian dwarves with yet another area to mine and contribute to their economy.

Important Sites

Albereth (Underground Metropolis, 38,170): Albereth is the religious and political heart of Heirgraaf. The caverns delve deep into the mountain, but are not as impressive as Praia's unfathomable size. Albereth contains a vast amount of temples, each richly decorated, reflecting the deep spirituality of Heirgraaf and its riches. These riches come from Albereth's mines which give the many artisans and blacksmiths of Heirgraaf the various gems and metals the work with. The most impressive and prized find in the Drammensund mountains is mithral; Heirgraaf is the largest exporter of mithral in the Great Continent. Albereth is also the home of King Brogax, and the entire political centre of Heirgraaf.

Shrine of Ife: The major religious center on the whole continent, the Shrine of Ife is one of the three Shrines still accessible by the people on the Great Continent. It houses the Avatar of Ife, who is in commune with Ife and leads Ife's ever-faithful

followers. Since the beginning of the Age of Storms, Ife has not responded to more than half of the Avatar's inquiries. No one is entirely certain what is causing this. The faithful of Ife spend their time researching the Age and it's effects on the people land and gods, and to get a better understanding of it. The shrine is still a central place for learning of all sorts, as well as a refuge for those who worship Ife.

Although Heirgraaf closely guards it's borders, many faithful of Ife are allowed to enter and are escorted to the shrine. The shrine itself holds faithful of many races including elves and humans.

Erith (Underground Large City, 21,300): Because of it's location on the Isenca river Erith is the trade capital of Heirgraaf. The goods mined and created all around Heirgraaf are usually transported to Erith to be shipped down the river to various territories in the south.

Erith, unlike many dwarven cities in the mountains, has a large part of its outside around the river. This outdoor section of Erith contains many of the gnomish population and other races who participate in the trade industry, or who prefer the fresh air to the caves of the dwarves. Erith contains the headquarters of the society against Psionics and Arcana.

Navan (Underground Large City, 11,690): Navan is a mining city whose bulk of the mining is used exclusively for Heirgraaf. Although focusing on minine, Navan still holds many temples, like all Heirgraaf cities. Navan is also the home and training facility for the Heirgraaf Defense Force.

Trondgard (Small City, 7,520): An outpost on the Isenca River, designed to check every outgoing and incoming ship along the river. It's foremost purpose is to defend the Heirgraaf lands, as well as stem out any arcane or psionic influences entering the territory. It is run by Gnomish members of the Society Against Psionics and Arcana.

It also is the only legal connection to the Shrine of Ife. Any non-Heirgraafian wishing to have a proper escort to the shrine must get permission from the authorities in Trondgard.

Trondstad (Small City, 6,080): An outpost at the mouth of the Rosamnel River, guarding Heirgraaf territory. Its foremost purpose is to check every trading vessel entering and exiting Heirgraaf lands, as well as search for any psions or wizards. It is run, like its twin outpost/city Trondgard, by members of the Society Against Psionics and Arcana.

Regional History

Heirgraaf has had a peaceful history. During the first year storm that marked the start of the Age of Storms, the dwarves of the Drammensund mountains delved deep into their mountains. They emerged shortly after their brethren in the Kipskoff mountains emerged.

They quickly began to claim territory, including the Shrine of Ife. They quickly traded with everanta and gained the plains south of Drammensund. Since this trade, the dwarves of Heirgraaf have kept to themselves, preferring to remain out of the political spotlight.

Political Organization

Heirgraaf is a very unified territory. Its monarchy is run by the eldest of the family currently holding the throne. The monarch can then choose a handful of advisors to be at their court. This number, and what the advisors advise is completely up to the monarch. Nevertheless, the monarch has to answer to a group of clerics, who meet with the monarch every week to discuss politics. The board of clerics advise, and inform the monarch of anything that they desire to be done in the realm. The monarch has complete say in this, and can deny any suggestion made by anyone in the board of clerics, or the advisory counsel.

As the monarch cannot be everywhere at once, they have various barons(esses) in the cities and towns adjudicating in their stead. These civil leaders must travel to the court in Erith every two months to make a report on the happenings in their particular city or town.

Hemsadalen

Capital: Glythraven

Population: 72% wood elves, 23% half-elves, 3% high elves, 2% other

Government: Monarchy (Matriarchy)

Languages: Sylvan

Exports: furs, leather, foodstuffs, wood carvings

Hemsadalen is located in the central region of the Great Continent, just south-east of Dwargard, who shares their northern border. The western border follows the Isenca River to the Sea. The eastern border runs along the Anvari River.

Life and Society

A Hemsadalen citizen, no matter where they live, or what they do for a living, all have a deep respect for nature and the natural world. This is reflected by the majority of the population living inside the Gwalmaren Forest. The people of Hemsadalen strongly believe the forests should be protected. Wood from a forest should only be used if needed, and if taken harmlessly. They consider themselves to be living proof that people can live in harmony with nature. Their trade is based on showing that people can live in harmony with nature, not having to damage it, and still have prosperous trade with other territories.

There are very strict divisions in the Hemsadalen

society. The first and most obvious division is based on gender. Women are considered holy, and they often take positions of authority. The government is always run by a female. There is a strict law that states that no male shall rule the territory, in any circumstance. This deep respect for women comes from a long standing spiritual respect for women and their ability to create and nurture life.

A normal citizen has a variety of careers to choose from. This choice is very important to every citizen, because once it is made, it cannot be changed. The first and most common choice is to enter the clergy. Hemsadalen citizens usually worship Epris. The clerics of Epris perform a wide variety of spiritual services for the general public. Clerics of Epris rarely leave Hemsadalen, but some find the need to spread the word of tolerance towards nature to those living outside Hemsadalen's borders.

Another choice for a Hemsadalen citizen, and almost as common as the clerical choice, is to become a ranger. The ranger plays a vital role in the society. They are the protectors of the royalty, citizens, realm, and most importantly the forest. Every settlement has a group of rangers protecting it. Other rangers wander through Hemsadalen itself, protecting it from any dangers that have found their way into her borders. Hemsadalen rangers are sworn to their duties and never leave their charges.

A Hemsadalen can become one of the many skilled workers Hemsadalen has. They are celebrated as wonderful woodworkers, and create the weapons used by the rangers, as well as the goods for trade.

There are few who join a fourth and somewhat secret organization of druids, who defend nature in a more spiritual way than the rangers of clerics. Like the druids of Dunwaynn, these druids worship Eon. They remove themselves from general society.

As a society, Hemsadalen focuses on themselves, ensuring that they alone are safe. They have rules and laws that govern themselves. They are very suspicious and weary of anyone who is not from Hemsadalen. Travellers have a difficult time going through this territory because of the Hemsadalen paranoia of outsiders. This paranoia extends toward arcane and psionic users, making Hemsadalens very weary of them. No Hemsadalen studies the psionic nor arcane arts.

Major Geographical Features

The majority of the population of Hemsadalen live in Gwanmaren forest. It is a beautiful forest made up of many different kinds of trees, each as ancient as the rest.

Hemsadalen has two rivers flowing through it, the Isenca, and the Rolwynn rivers. These rivers are vital for trade, as well as defence.

Important Sites

Glythraven (Treetop Small City, 9,450):

This city is comprised of many-layered, interconnecting treehouses high above the ground, in the trees. The city is the political and spiritual center of Hemsadalen. It contains the Queen's House, as well as the lesser shrine of Epris and the Druidic Council Chambers.

Boltwood (Semi-Treetop Small City, 6,280): Boltwood is a very practical city. It contains many facilities that produce goods for trade, as well as domestic use. Boltwood is most importantly known for its training center for rangers. This is the only place in Hemsadalen that trains rangers, and is considered the best place in the continent to become a ranger.

Sihavia (Large Town, 3,460): Sihavia is the direct link to the peace loving Esane people to Hemsadalen's south. Sihavia acts as a trading outpost, gathering goods from its own territory and trading them with goods from Esane. Due to Hemsadalen paranoia, Sihavia does not look much like a trading town. It is equipped with watch towers and siege walls, protecting it from any threat Esane may send its way.

Gwargod (Large Town, 2,940): The main defense against anything Tayra may have in store for the ever weary Hemsadalen people. The city is comprised largely of watch towers and siege walls. Gwargod also has a large farming community under its control to the north, between the Isenca and Rolwynn Rivers.

Lorndeen (Large Town, 2,630): Lorndeen is the trading city of the north, receiving goods sent down the river by the Heirgraffian Dwarves. Like it's brethren, Lorndeen is also a fortress, warily watching the Rolwynn River for any sign of attack from the north.

Regional History

There have always been wood elves living in the Gwalmaren Forest. During the Parsetan war, they gladly assisted the Doman Army, but failed on many of their campaigns against the much larger and well trained Parsetan Army. They took heavy losses, and before the Great Storm the wood elves pulled out of the alliance with Doma and set up an intricate system of defences around Gwalmaren forest. They hoped to protect their beloved forest from any Parsetan invasion.

During the Great Storm the wood elves grew in power. They began to form their own political system. A few years after the Great Storm had ended, the wood elves left their forest to explore the outside world. There were some small skirmishes along the Isenca and Anvari rivers. They won a battle on the Isenca river, forcing Tayra to concede control of it to Hemsadalen. To ensure peace, Hemsadalen gave the Age of Storms Campaign Setting

The last conflict the Hemsadalen wood elves faced was with the Dwargard dwarves who fought for control of all lands surrounding the Egcaest mountains. After an indecisive battle Hemsadalen and Dwargard agreed on a treaty that allowed Dwargard to control the Isenca river above the fork between the Isenca and Rosammel on the condition that Hemsadalen be allowed to trade fairly with Dwargard, and that all traded goods reach Hemsadalen untouched. Hemsadalen then began fortifying their borders and have a strict neutrality policy.

Political Organization

Hemsadalen is run by a royal family, where the women are considered superior rulers. The monarchy rules with absolute power. Nevertheless, the queen has a small council, containing representatives of various parts of the territory. These representatives give the queen various reports pertaining to what they are representing. Common representatives are finance, defense, the rangers, trade, clergy, etc. In addition to the small council, the queen also has many lordesses and lords from the various settlements report in to her relaying the condition of the territory. Neither the lordesses, lords or the small council can overrule the queen.

Hildica

Capital: None

Population: 45% low elves, 50% humans, 20% half-elves

Government: Tribal

Languages: Low-Elven

Exports: Furs, meat, blubber

Hildica is located in the far north of the Great Continent. Its only border, on the south, runs along each fork in the rivers that run out of their lands. It is vaguely defined because neither Everanta, Hildica or Tiranm actively defend it.

Life and Society

Hildican society is comprised of tribes that are constantly moving around the cold territory. These tribes are at war with one another for reasons no one can remember. Each tribe migrates on their own course around Hildica, occasionally stopping at one of the few settlements. Each tribe is ruled by a shaman, barbarian or the occasional ranger. Each tribe leader must hold their position by showing their abilities as a leader as well as a warrior. A tribe leader must lead their tribe to hunt, away from danger, to settlements at the right time, and most importantly, to victory over other tribes. Failure to do this leads to other tribe members

attempting to usurp the position.

The settlements play a variety of roles in the Hildican society. They are a safe haven for the tribes giving shelter, warmth and food. Although many tribes could spend years in the Hildican tundra without stopping, they all make stops at the settlements. Each settlement has a community of elders: aged tribal leaders who have relinquished tribal associations to peacefully run the settlements. They hold ultimate judicial power. The laws the elders enforce are simple laws: do not steal, do not cheat, no weapons within the settlement, and most importantly do not kill. When tribes stay in a settlement there is a very strict law forbidding any tribe member from killing another tribe member, under any circumstance. Failure to follow this law leads to death, and a shamed name for the tribe the wrongdoer was a member of.

The largest population of psions live in Hildica. Many of them slowly develop their powers on their own, taught by other psions who also have discovered their talents. Many psions from Hildica use their powers in conjunction with skills they already know. Few Hildicans follow the path of a psion exclusively.

Major Geographical Features

Hildica lies in the far northern reaches of the Great Continent, and as such, is constantly battered by snowstorms. Although not commonly ice covered in the past Ages, the storms and strange weather during the Age of Storms has given the territory little rest from the cold. In the southern regions of Hildica the temperature usually lies just above 10°C for the summer months. North of the Faeshell Mountains it is below zero for seven months, then raising in temperature only enough to melt most of the snow for the remaining two.

Aechdoth Lake is frozen for seven months, and the residents of Telthar ice fish for food. During two summer months it is partially defrosted, they take out large boats to fish.

The Faeshell Mountains provide not only an excellent shelter from the snows beneath it, but also give the Hildican people access to metals so they can forge metallic arms.

The Sigisard River that flows out from it remains flowing for most of the year, freezing over only in the deep winter.

Important Sites

Alheim (Village, 730): Alheim is most populated Hildican settlement, and it reaches deep into the Faeshell mountains. It serves as a location for Hildicans to protect themselves from the weather, engage in social activities as well as hoard food. It also serves as a mining village producing important metallic items. The low elves devised a simple system to keep

the whole settlement warm using fire and the hot springs found in the mountains. This process also allows them to grow and harvest fungus underground to supply both the settlement and the tribes.

Telthar (Village, 420): The Village of Telthar burrows deep into the ground near Aechdoth lake providing warmth to its citizens. Telthar is a frequent stop for many tribes as it usually has plenty of food. The citizens fish in the nearby lake and also grow fungus underground, like other settlements.

Regional History

After Avalon fell, many humans looked for a land they could live in, other than the war ravaged Everanta Territory. Some went with the surviving low elves the Great Westley Ataloss Wolfram Hart transported from the lost Ice Continent. Together they built the underground villages of Hildica, keeping them warm through an ingenious use of hot springs and furnaces. The tribes formed, loosely based on the tribes the low elves had on the Ice Continent. They have since wandered through the Hildican tundra since the dawn of the age of storms.

The tribes of Hildica have officially declared themselves utterly neutral in all political matters, cleared all allegiances and only trade, albeit occasionally, with Everanta and Trian.

Political Organization

Hildica has no official political organization. Other than the tribes, whose leaders fight amongst themselves for power, the elders who remain in the settlements (usually old druids or shamans) uphold the only laws of the settlements: do not kill another being and no weapons inside the settlements.

Manfalk

Capital: Stalshal

Population: 73% human, 27% half-elf

Government: Oligarchy (Triumvirate)

Language: Common

Exports: Horses, grain, leather

Society and Life

Manfalk is divided into three provinces, each populated by a group of tribes. Each group is led by a representative of the tribes, and together they form the triumvirate. The province is ruled in stalshal, a city atop a hillock that marks where the three provinces of Manfalk join.

The people of Manfalk are superb horse trainers, renowned throughout all the Territories for their skill. They use their horses to roam the prairies, hunting, and protecting their land. Although it is divided into three provinces, Manfalk is a very united territory. Each

province is willing to aid each other with anything the other needs, be it food, horses, or manpower. The provinces exist only to make it easier to manage the food, population, and land. The provinces also exist to ensure the voice of the people are heard, each one having a different ruler. The three provinces are ruled by a man, a woman and a Cleric of Lyon.

The province of Hemshal is ruled by a male, Valshal by a female, and Oshal by the Cleric. Vashal is heavily matriarchal. The woman ride horses to hunt, scout and defend, where the men farm and care for the domestic domain. Hemshal is patriarchal, where the men hunt, scout and defend, and the woman caring for the domestic sphere. Oshal is mixed, with both men and women doing both duties. The ones who ride are usually more spiritually connected to the people, and more importantly to Lyon. The majority of the population in Oshal are heavily religious.

Every year the groups of Manfalk leave Stalshal. These groups are divided into two parts: the horse-riders and labourers. The labourers wander through the province and set up settlements where they grow grains, raise foals and produce goods, like leather and dairy goods. These settlements are temporary, the buildings are made from mud and sod. They are built in the spring, and taken down in the autumn. The horse-riders wander between these settlements, ensuring their safety. They also hunt and ensure no one is trespassing in their territory. In the fall, the riders escort the labourers back to Stalshal.

Many groups of horse-riders roam the plains during the winter, ensuring the safety of Manfalk.

Major Geographical Features

The territory of Manfalk is contained in a plain that stretches from the Isenca River to just beyond Gusaba Lake, and from the Vasternaer Ridge to north of the Egcalest mountains. It is the vital element of Manfalkian survival, giving them everything they need to survive. Because most of the western part of the Territory was once under the sea, it is ripe for agriculture. The eastern end has been tilled since Doma was settled, also giving excellent soil. As such, the Manfalk Plains are perfect for agriculture.

Important Sites

Stalshal (Large Town, 3,460, Winter: Small City, 8,850): The only stone settlement in Manfalk, Stalshal is the center of life for every Manfalkian. It contains the smiths, temples, and government of Manfalk. During the warm months, it contains only the faithful of Lyon, as well as those too young or old to go on the rides. It also contains merchants, traders and artisans who all throughout the year trade their goods with the surrounding territories. The government contains the three leaders of the Age of Storms Campaign Setting

tribes, who make laws, and judge the people of Manfalk. They also tend to the political aspects of their realm, including foreign affairs.

Stalshal also contains the Lesser Shrine of Lyon.

Regional History

When the people of Doma were defeated by the Parsetan army a small group moved west into the new land between Avalon and Doma. These people knew the way of life the first Domans led: travelling through Doma on horseback and living off the land. During the first few years of the Age of Storms, these people wanted to relive those lost years. But, the other political organizations began to claim land and define borders. Manfalk was small and its people did not want to fight. It was losing land on all sides, so the leaders gathered and took a stand, demanding Manfalk's borders be outlined and respected. Stalshal was built shortly afterwards, hoping to allow Manfalk to organize if there ever was a threat. A centralized government formed with three leaders, each representing different aspects of Manfalk. Since then, Manfalk has defended its borders jealously -- not allowing many people to enter.

Political Organization

Manfalk is led by three people, the Lord, the Lady and the High Priest. Each of these people are given a province within the territory to control. The leaders return to Stalshal at the beginning of every season to discuss anything they may have heard or encountered during their travels around their own province. Each leader, the Lord, Lady and High Priest are elected by the entire population of Manfalk upon the death of the old leader, or if the leader retires. The provinces of Manfalk are divided into separate tribes, which function like typical tribes, usually they are led by a strong individual. The Manfalkians do not battle each other for power (though, some cases have been heard of someone killing a tribal leader for power, but these are extremely rare). A tribal leader has little actual power; they gain no special privilege in the tribe itself, they are the ones who choose the path the tribe will take. The tribal leaders, if they make a decision the rest of the tribe disagrees with can be overruled by a vote. If the tribe feels that the leader is making improper decisions often, the tribe can remove the leader and put in a replacement. The only person who has real power in the provinces is the leader of the province. These leaders the Lord, Lady and High Priest are treated like kings and queens; they have absolute power over their provinces. They commonly have their own tribe that they ride with around their lands meeting and communicating with the other tribes of their province. If there is any major event that needs to be discussed, the three leaders meet in Stalshal to

discuss before acting. Each leader, once in Stalshal has equal power to the others.

Tayra

Capital: Halune

Population: 40% high elves, 23% half-elves, 20% humans, 12% gnomes, 3% halflings, 2% dwarves

Government: Republic

Languages: Common, Elvish, Gnomish, Dwarvish

Exports: Steel arms, Horses, Iron arms, Grain, Ale, Wine, Lumber, Norr Glass, Anti-Arcanic items, Anti-Psionic Items, Fine Art, Hunter Knights.

Tayra is located in the southwestern region of the Great Continent. Its northern border runs from the Sea, along the southern edge of the Gwanmaur Forest, through the Norrholm Wastes to the Isenca River, then follows the river south to the Sea.

Life and Society

Tayra is the largest and wealthiest territory. It is populated by many different races, most of which emigrated from other territories. The majority of the population is descendant from the victorious Parsetans who invaded Avalon and Doma. The Parsetans, during the war, began to settle in South Avalon, and when the war was over, the spoils that were gathered were used to build the territory into a beautiful wonder.

The people of Tayra are vehemently opposed to magic. Ever since they have settled in Avalon, they have used gnomish and human ingenuity to design items that suppress magical effects. They are also, to a lesser extent, opposed to psionics, and also create items that suppress psionic energies.

Tayra has organized an elite group of warriors called Hunter Knights. They are primarily trained to destroy magic users and psions, but are often used to defend the cities and borders of Tayra. Hunter Knights are trained only in Tayra, and are exported to other territories, especially Dwargard.

Major Geological Features

With the Storms increasing after the War, the Norrholm wastes shrunk, turning much of the western end of it to grasslands. Although these grasslands to the west of the Norrholm wastes have life in them, it is still very difficult for much to last much through the spring.

Tayra contains most of the Negessis River, which flows from the Kipskoff Range in Dwargard. It is mainly used for trade within Tayra. Ravenswood Forest also lies within Tayra's borders. It is the oldest forest in the world other than the Great Forest in Parseta.

Tayra also has the Moriell Plains within its borders.

It is a fertile plain that is littered with farms, supplying most of the territory with food.

Important Sites

Halune (Metropolis, 42,130): Halune is built on the ruins of Edenridge – the first city to have fallen when Parseta attacked Avalon. It was rebuilt into a huge city that is stunningly beautiful.

In the center of the city is the spectacular Senate Dome, a large domed structure that towers over every other building. Its dome is built of a reflective material that glows in the daytime, and even the nighttime, making it seem as if the heavens were atop the dome itself.

Halune has the Brotherhood Against Arcana and Psionics, a society that desires the neutralization of all things magical, or psionic. It is already responsible for the neutralization of thousands of magical items and artefacts. Within the Brotherhood's headquarters lie the training grounds for the Hunter Knights.

Caernemia (Large City, 14,900): The only city on the continent with a port on the sea, Caernemia is the only connection to the Shrine of Tallin. The Shrine lies almost 200 miles in the sea, and is not a common destination. However, Tallin's faithful do make the dangerous journey to the small island. The ships commonly leave on Tallin's Holy Days, and arrive safely, yet never without incident.

Dojo of the Monkey: Located in the Ravenswood forest, the Dojo of the Monkey is a training facility for monks, focussing on the use of hands and feet to attack their opponents.

Regional History

Historically, the Polaris Government was the first to fall to the Parsetan Army. When the south fell, the Parsetans began building Halune, and organizing more offensives against Avalon's north and Doma. After the War, many of the spoils returned to this area, and was claimed as Parsetan. Halune was declared a colony of Parseta, and designed its governmental and social structure on Parsetan values. Shortly afterward Halune became the capital of the newly formed territory of Tayra.

It has not played a major role in the few wars that took place during the Age of Storms. Its only major political stance is that magic should be eradicated. Recently, realizing the psionic threat, it has also taken the side against the psionics. It has maintained a policy of non-interference since it has become a territory.

Political Organization

The political structure of Tayra is based on the same model as Esane but with some differences. There are 2 consuls who oversee the senate. They are voted into to terms of office of five years. The consuls

oversee the senate discussion, and allow laws to pass, or to be vetoed as well as decide on any state decision that needs to be made. Any new law, or decision that they desire to put into action must go through the senate, like any other suggestion, before it can be passed. Consuls often take the roles of generals if war is called. Elected consuls have usually spent time as praetors before they were elected into consulship.

There are eight praetors who are also elected by the senate to serve three year terms. The praetors serve as judges in courts (to lessen the burden of the senate, and listen to petty crimes), and can also assume the position of consul if a consul is unable to make the senate. Praetors also take command of army divisions if war is called. A common, and well liked senator is usually elected to become a new praetor.

The senate itself is made up of 500 people, elected by the general population every spring to represent them in the senate. They come from all over Tayra, representing various locations. The only restriction to become a senator is age, where they have to be considered an adult. The senate suggests new laws and votes on them. If there is any pressing political action that needs to be looked into, the senate is called, and a vote is taken. A vote of 51% is usually enough to pass a law, or make a decision, although this is up to the consuls (occasionally, some decisions require a much higher margin of victory to be passed, like overriding their non-interference tenant).

Trian

Capital: Quinar

Population: 65% high-elves, 25% wood-elves, 8% low-elves, 2% half-elves

Government: Monarchy (Feudal)

Languages: Sylvan, Elvish

Trade: Fish, arms, Wine, leather

Trian is located in the northwest area of the Great Continent. Its western border runs along the western edge of the Faerlynn Forest. From there, it runs east, before turning north to run northward next to Gusaba Lake to the Sea. Trian's northern border is officially undefined.

Life and Society

Trian's society is a very competitive one. Trians pride themselves on their skills and often compete against each other to see who is better than who. Yet, for a society so heavily based on competition it is very productive. They are continent renowned for many of their creations, arms, and especially wine. Craftsmanship is desired in every aspect of work done in Trian.

There are many yearly contests in Trian. Each

settlement, from the capital to small farming communities, hold local contests to see who can make the best wine, sculpt the finest statue, forge the finest weapons, and so on. The victors are rewarded with wealth and, more importantly, prestige.

Trian is a very private territory that does not desire people to enter and contaminate their way of life. They usually guard their borders from wandering travellers. Trian does open its borders to travellers who prove themselves to be extremely good at something be it sheer strength, beauty, feats of intelligence and the sort. They are usually tested at the border, by the guards and their commanding officer who decides whether they can enter. It is a rare privilege to be tested, most are just turned away at the border, no matter how well that can do something.

Trian's population also has slaves that they acquire and use for gladiatorial games in Quinar. Any trespasser found in their territory is captured and forced to fight in the arena. These slaves fight for their lives, hoping to eventually win their freedom.

Trian has become a haven for low-elves who have become unsatisfied with the tribal structure of Hildica, or even kicked out of the territory. These low-elves have integrated themselves successfully into Trian society, usually becoming guards or smiths.

Major Geological Features

Trian is home to the old Faerlynn forest which has existed as long as anyone can remember. It holds the population of the Trian wood-elves as well as a small group of xenophobic druids. Talane lake lies north of the forest and is a major food source for the territory. Trian gathers its ore from Tonduna ridge, which is also the source of Gusaba river. Gusaba river flows into a lake of the same name just south of it, and is a source of food for Quinar, and the rest of the territory.

Important Sites

Quinar (Large City, 14,300): As the capital city of Trian, Quinar is the seat of the government, society and culture for the territory. It is also a landmark of elven craftsmanship, renowned all over the continent. It was rebuilt after the city of the same name was destroyed during the Parsetan War. It boasts beautiful architecture, which is, literally, just the surface. Quinar is renowned for its culture, its wine making, and its arts, specifically its extravagantly long operas and symphonies. There are hundreds of shops, each filled with creations both unique and beautiful. Quinar is home to a large battle arena where gladiators fight to the death for the enjoyment of the audience.

Sadly, the great city of Quinar is rarely seen by people of the other territories. It is guarded closely by the Trians. Many people who are allowed to enter

Trian's borders are not allowed to enter Quinar.

Avatineth (Small City, 10,350): This mining town is a wonder in itself. Although it's primary focus is mining, it's beauty and splendor is rivaled only by Quinar. Avatineth is renowned for its weapons and armour which are the most beautiful arms created. There is also a heavy emphasis on the arts; Avatineth holds just as many concert halls as Quinar. The elves are proud of Avatineth, saying that even when elves delve into the earth, and do what the dwarves supposedly do best, they do it with dignity and grace, and still can create beautiful and enduring art.

Glasril (Large Town, 4,760): Glasril is a trade center with Hildica, that doubles as a military outpost ensuring Trian's hold on Talune lake. The vast majority of citizens are either merchants, members of the military, or both.

Felmaren (Large Town, 4,910): The capital of the wood-elves in Trian, Felmaren supplies the Faerlynn forest with its defense force against a possible attack from the Everantin peoples to the west and Dwargard from the south. It protects the rights and respect of the forest while adding trained wood-elf rangers to the military of Trian.

Regional History

Shortly after the War, the elven peoples of western Avalon and eastern Doma quickly realized that they were of lesser importance to the remaining royalties than they would have liked. They quickly settled the lands east of the reforming Avalon empire, soon to be the everantin territory. They negotiated with the dwarves who inhabited the Tonduna Ridge to leave, and when they agreed, they took over their mines. In return for the dwarves leaving the Trian government made a non-aggression pact with the two bordering dwarven territories, and thus outlined their borders. Since then, they have disallowed any travelers to enter their borders, somewhat embittered by their treatment during the years after the wars.

Political Organization

Trian is fond of power struggles and this can be seen in political structure. Although there is a king who wields absolute power, the struggle is for the favour of the king. Under the king, there is varying levels of power in the government. An Aranan is the highest rank and most sought after position. Aranan's serve as advisors for the king, and live in the king's court. There are usually five aranans at any time, although there are sometimes more or less. Below an aranan is a hiradan. A hiradan controls large areas of lands, usually containing various towns and villages inside them, or one of the four major cities. These hiradan do not make money through owning land, but through the cities they control and their economies. Finally there are the arodans. An arodan controls the remaining settlements must answer to the hirodan of the section of land they live in.

It is very difficult to move up in this system, as each position is a position for life. Commonly, leaders 'mysteriously die', and are replaced by a king-chosen replacement, of the lower rank. Infighting is common, as each rank either wants to defend their position, or be raised to a new position. The king is usually immune from the fighting, as he is considered to be untouchable, yet that doesn't stop the occasional attempt on his life. Such attempts are usually met with strong resistance by all levels of government.

Each hirodan and arodan is responsible for their own lands, and if they fail to meet the expectations of an aranan or the king, they are removed from office, and replaced. Occasionally, the entire nobility is called to Quinar to discuss matters of importance, although this is somewhat rare.