**Chapter 3: New forms of arcane magic**

***The Red Curse and Legacies***

***(Taken from the Savage Coast Campaign Sourcebook and Red Steel boxed set)***

To the west of the Known World, beyond the lands of sultry Sind and the desert known as the Great Waste, and to the west of the imposing Black Mountains and the powerful Theocracy of Hule, is a region that is almost unknown to most, but rich in culture and history, in which magic has penetrated the very essence of the earth: The Savage Coast. This area stretches from Yalu Bay, to the border with the Arm of the Immortals, the westernmost point of the continent of Brun, and extends northwards to the edge of the immense Yazak Steppes, homeland of innumerable tribes of ferocious and warlike goblinoids. In this huge diverse region, are the races that can be met, as diverse as the nations that compose and characterise it. But despite all the diversity that exists, one thing unites all those that live in the Savage Coast, be they old, young, human, brutal monsters or civilised or evil beings: The Red Curse.

The Red Curse is an ancient arcane spell that works on the entire region, and which nobody who lives in the Savage Coast can hope to escape. Although the Red Curse is potentially devastating, some ways have however been discovered of channelling its magical energies and take advantage of them. Indeed, the effects of the Red Curse are always twofold. Initially, any individual that spends a certain period within the area in which the curse is present, begin to exhibit extraordinary magical powers, called Legacies, which seem to develop naturally. Afterwards, if no preventative measure is taken, the individuals affected by the curse begin to undergo a surprising change, which causes them a mental or physical weakening (each associated to a certain type of legacy). Once contracted, it is very difficult to free oneself of the Red Curse, and those that do so must forever give up living in the Savage Coast.

The Savage Coast is also a natural deposit of two magical substances, vermeil and cinnabryl, which can be used in the creation of certain items, which have a beneficial effect on the population infected by the curse. In effect, only the magic substance known as cinnabryl and the essence of vermeil allow them to avoid or delay the collateral effects of the curse, allowing instead the individual to benefit from the powers acquired thanks to it, up to the point of acquiring new ones. Those who are able to exploit the advantages of the Legacies of the curse, up to the point of acquiring new Legacies and new powers, are able to raise themselves above normal people and acquire fame and respect: are the members of the caste of Inheritors.

**Origins of the Red Curse**

No mortal knows of the exact origins of the Red Curse, given the elusiveness of the definition of its nature. There are three common theories, and each carries in itself a seed of the ultimate truth.

**The Dragonfall**

Many centuries ago, dragons prospered and dominated both in the sky and on the ground. They periodically gathered in great assemblies, where they decided how they would rule their lands and interact with the other races. They lived in peace and in balance, and thanks to their wisdom, even the peoples that lived in the neighbouring regions prospered.

However, one terrible day the seeds of discord germinated among the dragons, who began mutually to make war, for reasons that have now been lost in the mists of time. The lord of all the dragons, saddened by the deaths of his children and by the absurdity of the conflict, until then had believed that the dragons were superior to the other races, and would never commit the same errors as the mortals, but had to accept the evidence of the bitter truth when it was much too late.

After a long search, the lord of the dragons finally managed to discover who had triggered the war, but this cost him sacrifices and blood. Indeed, after descending to earth and taking part in the conflict, he travelled all over the domains of the dragons, leaving behind himself a rain of blood, his own blood, until he found the hiding place of the mortal sorcerer who had provoked the war, with his machinations. The final battle against the sorcerer cost the dragon his life, and with his final breath, he cast a terrible curse on the area that had been covered by his blood. So great was his curse and its devastating effects, that the dragon was welcomed among the ranks of the Immortals and ascended to the heavens, and for this reason the curse is now eternal.

Vermeil if the dragon’s blood reduced to a powder, which was scattered over all the lands that once were dominated by the draconic races. The curse made everyone living that land suffer and become a deformed and grotesque parody of themselves. It also served to attract to that area the greedy and power hungry, leading them to a region isolated from the rest of the world, in which these wretches caused their own destruction by their own hands.

**The Aranea and the Wallara**

The wallara, known by most as chameleon-kin or chameleon men, once prospered thanks to their superior knowledge and wisdom of their leaders. Direct descendants of the draconic bloodline, the wallara evolved into a humanoid form much smaller than the dragons, to facilitate relationships with the other mortal races and share their draconic wisdom with them. During the golden age of the kingdom of the wallara, great inventions were conceived, the standard of living of the mortals who associated with the wallara evolved greatly, and the mortals knew an age of peace and prosperity never before reached, with the wallara acting as intermediaries between the dragons and the mortals.

Then, the aranea suddenly appeared. They were spiders as evil as they were intelligent, who, in their arrogance, began to conduct bizarre experiments on the wallara they had taken prisoner, finally creating an epidemic that almost wiped out the wallara race. The patron Immortal of the chameleon men however, lord of all the dragons, tried to save his smaller children, but the aranea managed to alter even his magic, and in the end the wallara civilisation totally collapsed. The few survivors regressed to the Stone Age, and although they kept a rich spirituality and an elevated understanding of the world, their low technological level made them defenceless and slaves of the aranea.

The fury of the Great One was terrible for this. He called upon all his power, and covered the land of the wallara in a thick veil of magic, which would have given to any individual a natural magic power, thanks to which they could resist the progress of the aranea and oppose their arcane arts. However, the Immortals who protected the aranea interfered in the process, and the spell was altered, turning the benefit granted by the Great One into true curse; indeed, all those that acquired the magic power, became unavoidably distorted.

But the Great One hadn’t given up, and brought forward his battle against chaos, in ways that the mortals could never imagine, until he devised a way to help all those who had already been marked by the aranea’s curse. He knew he could do nothing more to counter the effects of his own spell, altered by other Immortals, and so instead tried to help all those who had already been contaminated by the power. He therefore took a bone from his body and crumbled it high in the skies, making its fragments and his blood fall on the region in which the curse was spread, after having enchanted them with a powerful magic. The blood sprang from his self-inflicted wounds becoming vermeil, while the pieces of bone fell to earth and transformed into deposits of cinnabryl, the substance that can protect from the devastating effects of the Red Curse and allow the blessing of Great Chaos to act in a continuous manner.

Today the aranea are a quasi-extinct race and hated by all. The bogeymen of children before their goodnight kiss. And those few that still wander the darkest, thickest forests, are hidden from mortal eyes, once again pardoned by the Immortals and protected by the Great One.

**Nimmur and the Manscorpions**

Many centuries ago, half human and half scorpion beings wandered the regions of the Savage Coast. In their wanderings, they finally came to the extreme west of the Savage Coast, and made friends with the ancient people of Nimmur, the ancestors of the enduks (the winged minotaurs), who lived in that region. Initially the manscorpions showed friendship, even useful to the community of the minotaurs, but in them burned a clear and deep love for chaos, which couldn’t be reconciled with the rigid and peaceful nature of the enduks.

One awful day, they revolted against the good folk of Nimmur and against the Immortal who protected both races, Ixion, betraying the faith of the enduks and the divinity. Ixion was so furious by the behaviour of the manscorpions that he cast a curse on them, rendering them vulnerable to the light and heat of the sun, so suddenly, most manscorpions becoming true living torches, and were consumed by the fire of Ixion. From the ashes of the manscorpions consumed by the divine flames was born vermeil, while the power that the manscorpions had inherited from the blessings of Ixion dissipated all around, in the air and in the earth, and it was transmitted to the other creatures, which began to show signs of naturally acquired magic powers.

The ashes of the traitors still fly through the air and infect all those that breathe it in, giving them the power of Ixion and his curse, which can only be stopped through the tears that Ixion shed when saddened by the betrayal of his beloved children, and that, on reaching the earth, become cinnabryl.

**The True Story**

Each of the existing legends on the Red Curse tells a part of the truth, although each taken separately is false and incomplete. In effect, the curse is composed of several curses and spells, cast on the area over several centuries. It is the result of numerous conflicts that occurred 2,500 years ago, during a turbulent period in which magic was the source of several catastrophes.

Around 1,500 BC, the Nithian Empire was at the peak of its power. Founded on the banks of a great river that flowed through the heart of the modern Known World, in the region of present-day Ylaruam, Nithia was the cradle of a civilisation that rivalled that of the previous Empire of Blackmoor. The pharaohs, the rulers of Nithia, built imposing pyramids as monuments of their power, and sent exploratory missions to all the surrounding regions, to expand the borders of their domain and find new resources to exploit. One of these exploratory missions that reached and discovered the Savage Coast around 700 BC. There they established a new colony after enslaving some of the natives, as was customary. In about the same period however, the Immortal Thanatos put into effect his plan to corrupt the heart of Nithia and bring about its destruction, and his machinations inevitably brought about the collapse of Nithia two centuries later. When the other Immortals, irritated and worried by the prohibited research and by the pride of the Nithian rulers, decided to remove the Nithian civilisation from the face of the globe. The process that brought about the disappearance of Nithia was particularly quick and unstoppable, and in the Savage Coast it all happened over the course of only one week.

In order to prevent anyone from remembering the nefariousness of Nithia, the Immortals also created a curse known as the Spell of Oblivion. This powerful spell affected all the living creatures of Mystara, eliminating any memory of Nithia and of the Nithians from their minds, and destroyed a large part of their monuments scattered around the world; thus, the majestic Nithian Empire disappeared into the mists of time, as if it had never existed. However, in the Savage Coast the destruction wasn’t absolute: some pyramids survived, a testimony of the skill and superior knowledge of their builders, of who however the folk of the coast didn’t keep any memory. Today, many believe that those constructions are ancient vestiges of the wallara civilisation, although they are unable to explain why they have never found any ruins in most of the nations of the Savage Coast.

Shortly before the disaster, the Nithians that governed on the Savage Coast tried one day to overthrow the throne, and ordered a secret conspiracy, thanks to which powerful Nithian sorcerers tried to replace the Pharaoh. To carry out their plans, these mages used their own spells to give several magic powers to their troops, in the hope of bringing war to Nithia, and these spells ended up becoming the basis for what later became the Legacies. Moreover, thanks to magic and alchemy, these sorcerers altered the common metal, creating a new and particularly magic substance, which could be forged into various items: cinnabryl. Later, when the plotters mounted their attack on the pharaoh, the wrath of the Immortals fell on Nithia, and the Nithian civilisation was erased.

In the meantime, the manscorpions, who from the Great Waste had been forced to migrate westwards by the Nithians, had begun to cohabit with the enduks of Nimmur. It was in this period that they revolted against their allies, and managed to chase them from their land; these latter managed to save themselves from annihilation, only because they were helped by the ee’aar, the winged elves, who carried them over the sea, among the mountains of the Arm of the Immortals. Ixion, which until that moment had protected the enduks and the manscorpions, received the prayers of the winged minotaurs, and wanted to avenge them, thus struck the manscorpion renegades with a twofold curse. Thus, the manscorpions of the Savage Coast became surprisingly vulnerable to the light of Ixion, i.e. sunlight, whose rays became unbearable up to the point of burning them. Many manscorpions perished in a burst of flame the day in which they were by the curse, and those who survived sought refuge in the caverns, caves and in the darkest recesses of the palaces of Nimmur, waiting for the comforting night. From that day, they were forced to avoid the light of the sun, and to live constantly among the shadows, cursing Ixion and his followers. The second part of the Immortal’s curse moreover, fell on the entire Savage Coast indistinctly, promising that anyone that had sought the power would be corrupted by it, and their body would quickly have mutations that showed to all how twisted their soul was. Although initially directed only against the manscorpions, the curse ended up striking all the inhabitants of the region, and in a special way those Nithians who had been magically altered by the powers of the power hungry sorcerers, creating the first Afflicted.

Finally, in period in which the Nithians lived their last days and the manscorpions took possession of Nimmur with treachery, another conflict involving the mages of Herath and the wallara. Contrary to the common opinion of the inhabitants of the Savage Coast, who believed that the aranea had become extinct over 3,000 years ago, and afterwards had been replaced by the elves and mages that now live in the woods of Herath, the conflict in question was fought by the wallara and the aranea. The wallara indeed, at that time gifted with great wisdom and incredible magical knowledge, had discovered in time the deceit of the aranea, who had begun to pass for human beings or demihumans and had occupied Herath, but had done nothing in response, as they were a peaceful and reserved people. However, towards 700 BC the Herathians used some wallara prisoners to conduct aberrant genetic experiments, creating finally the shazak race, a lizardkin species that became their servants. The wallara nation strongly protested this abomination, and threatened the Herathians of revealing their secret to the neighbouring civilisations if they continued their horrible experiments. Feeling profoundly threatened, the aranea thought it best to silence the wallara forever, and created a magical curse with which to infect the wallara nation, making the wallara forget everything they knew about the aranea. Unfortunately, the virus functioned too well, and over the next two centuries, had taken so much knowledge from the minds of the remaining wallara, that they regressed back to the Stone Age. This finally attracted the attention of the patron of the chameleonkin, the Great One, who interrupted the degeneration of the wallara, leaving them at their current primitive technological level. Thus in revenge, he cast a new spell on the entire region, scattering his blood on the Savage Coast, during the same period in which Ixion’s spell was cast. The blood became vermeil, and helped to confound any type of detection of magic in the Savage Coast, therefore mostly affecting the powers of the Herathians, and impeded any type of divination and analysis of magical energy. Extremely angered, the Herathians united and counterattacked, and the Great One could do nothing to stop it, as he was very weakened following his efforts to help the wallara and extend the vermeil on to Savage Coast. Thus the mages of Herath managed to confine all the curses and the aberrant effects that flowed from them to a small area to the east of the Savage Coast, in the lands that would later become known as the Savage Baronies. Since the curses remained confined in that region, few outside of the Baronies knew of them, although now and again some strange, deformed creature emerges from that bizarre land, demonstrating unusual and terrible powers.

Few knew of the effects of the divine curses, until recent migrations brought numerous colonists to settle in the cursed land, attracted by the presence of deposits of precious minerals and by the abundance unclaimed land. Thus, the folk that founded Los Guardianos (or the Savage Baronies) noticed the existence of a strange effect, which took the name of Red Curse, which weighed on their heads, and began to study and experiment, discovering cinnabryl, vermeil and the infamous and semiprecious red steel. Then, suddenly, during the final week of 1,009 AC, magic disappeared completely and without reason[[1]](#footnote-1) from Mystara. Hordes of goblinoids raided and pillaged far and wide, especially in Herath, where they destroyed Belphemon, the capital of the magocracy. These events destroyed the mystic barrier that the aranea had woven around Savage Baronies to confine the Red Curse, and spread like wildfire across the entire Savage Coast, when magic began to flow in the world at the start of 1,010 AC. Today, all the regions are prey to the curse, and the legacies are spread among the inhabitants of the various nations of the coast, opening the area to a new period of chaos and turbulence.

Thus, the powers conferred by the Legacies are the result of certain Nithian spells, while the bad effects of the Red Curse were caused by the curse of Ixion and by that of the Great One, which today extend over the entire Savage Coast.

**Removing the Red Curse**

If the Red Curse can be removed or not (entirely or in part) is firstly an individual choice by each DM. In some cases, this would be the final aim of an entire campaign, while in others the curse constitutes the permanent and fixed background of all the game scenarios. The scenario presented up to now for the Savage Coast isn’t immutable (as shown by recent events in the history of Mystara), and it is up to each DM to decide if it is possible to challenge the curses of the Immortals and manage to dispel them.

Indeed, remember that the Red Curse is a combination of three different spells. Of these three effects, only the Legacies and cinnabryl had been created by mortals, while the other two effects, the most dangerous, are the work of the Immortals; and given that they are indivisible, removing only one part of the problem isn’t enough to resolve it completely. If the DM allows it, he can let the PCs to dispel one part of the curse, and the legacies or the cinnabryl would be the more probable elements, given the mortal nature of such magic. However, given the more advantageous effect that the Red Curse grants, many people would be opposed to this attempt, without counting that the PCs would have to revert to the Nithian matrix of the spell. And given that nobody remembers anything of ancient Nithia (and that the only ones who could be asked to shed light on it, i.e. the Immortals, are absolutely reluctant to reveal information on Nithia), the task would be rather hopeless.

If the DM allows the possibility of permanently removing the Red Curse from the Savage Coast, this task should be brought to term over the course of a campaign. This could take the entire life of a group of enterprising characters disposed to running several risks in their search, in order to discover all the truth on the three episodes that have determined the curse’s formation. As such, it would be useful to speak with many of the Inheritors of the Savage Coast, as they possess much precious information regarding the source of their power. Although they will not always be inclined to make this available, especially to a group of people that openly says that they want to dispel that which makes the Inheritors superior to the rest of the mortals. Finally, to completely remove the curse, the group will have to by force obtain the help of one or more Immortals (like Ixion and the Great One), since only an Immortal spell can counter another of equal power; it is useless to say that this condition it will probably be impossible to satisfy in only one life.

Moreover, it is very probable that in their attempts to annul the Red Curse the characters will run into the Herathians, who will also be disposed to protecting their secrets. The characters have need of the help of the aranea if they want to hope to understand and destroy the curse that subjugates the inhabitants of the Savage Coast. But it goes without saying that to convince the Herathians to reveal their darkest secrets and cooperate with the patron Immortals of their enemies, the characters would probably have to sell their souls, or act to profoundly change the aranea culture, based on suspicion and deceit.

Similarly, the cooperation of the wallara is also required, but this could only come from the knowledge that has been lost because of the spell cast on them by the aranea. Therefore, the characters must first return the wallara culture to its ancient splendour, by returning the memories of the chameleon men, and even this is an epic task that requires decades of time and much perseverance.

As a final variant, although it may not be possible to eliminate all of the Red Curse, it could instead be possible to confine the effects within a limited area, as has happened initially in the area of the Savage Baronies. This naturally requires the help of the Herathian magic, which in the past was able of stemming the expansion of the curse, but even in this case it wouldn’t be easy to convince the Herathians to help as they would be giving too many of their secrets away.

To conclude, it can be said that to eliminate or restrict the effects of the Red Curse will however be an epic and extremely long deed, which could even require more than one generation to be brought to an end. An event of this type would surely lead those able to do it on to the path to Immortality, and once they have ascended to the Celestial Spheres, the characters would finally have the chance of finishing their initial work. The problem is hard with a difficult solution, but it is solving questions like this that give birth to legends.

**The Magical Substances**

The Savage Coast, because of the Red Curse, is an area in which it is possible to find several magical and unknown substances. The two most important substances of which the region is rich are vermeil and cinnabryl. Both are very useful to counter or exploit the effects of the Red Curse, as from it they gain crimson essence, red steel, steel seed and smokepowder.

**Table 3.1: Magic Substances of the Savage Coast**

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| ***Type of substance*** | ***Cost*** |
| Cinnabryl | 1 g.p. per ounce |
| Cinnabryl, amulet (8 oz.) | 12 g.p. |
| Cinnabryl, talisman (16 oz.) | 32 g.p. |
| Crimson Essence | 200 g.p. |
| Red Steel | 2 s.p. per ounce |
| Smokepowder | 1 g.p. per ounce |
| Steel Seed | 1 s.p. per ounce |
| Vermeil | 1 s.p. per ounce |

***Vermeil***

The most blatant manifestation of the curse is *vermeil* (also called “dragon’s blood”), an insoluble reddish powder that is found everywhere in the air and on the ground of the Savage Coast. The substance gives off a magic aura, and given that it is omnipresent in the region, it makes spells that detect magic useless, given that everything that remains in the area for a day ends up emitting a magical emanation if controlled with these spells. Because of the vermeil, any item produced in the Coast gives off a magic aura if examined with the correct spells.

Vermeil glows weakly in the dark, although it isn’t enough to illuminate an area, unless it is present in great quantities. The presence of this material in the air often causes strange effects during the night, like luminous wind currents or entire stretches that give off a spectral reddish aura.

Moreover, vermeil is automatically ingested by all the inhabitants of the Coast by either eating or breathing it, and many blame the substance for the effects of the Red Curse, calling those that suffer the devastating effects of the disease as people “under the effect of vermeil” or “infected”.

However, vermeil by itself has no adverse effects on an organism, nor does it possess other properties a part from its innate magic aura. It is however a fundamental component in the process of creating crimson and smokepowder, and is often used by spellcasters to produce powders with every type of magic effect; using vermeil grants a +3% bonus to the chance of successfully making any type of magic powder.

***Cinnabryl***

*Cinnabryl* is a rare, shiny metal with a weak luminescence. Its surface is smooth and seems slightly slippery to the touch, leaving a light reddish patina on the skin when it is placed in contact with it (like copper leaves a greenish trace if carried for long). Cinnabryl isn’t a resistant material and can be easily shaped with a hammer; its density is similar to that of gold and is double that of steel.

When it is worn in contact with the skin, cinnabryl protects the individual from the harmful effects of the Red Curse. The wealthier people in the Savage Coast usually wear cinnabryl jewellery to protect themselves from the physical devastation brought by the curse. A protective item made from cinnabryl is usually called an “amulet”, while a “talisman” is an amulet expressly made to contain crimson essence (another special substance, see below). However, cinnabryl isn’t eternal, and after a certain time when it is worn, any cinnabryl item begins to deteriorate and slowly lose its beneficial property, until it can no longer stop the course of the curse; at that point it undergoes a definite transformation, and becomes red steel (see below).

As cinnabryl deteriorates, its weight diminishes, and any jeweller or alchemist is therefore able determine how long a cinnabryl item can maintain its protective property based on its actual weight. For this reason, cinnabryl must be constantly replaced, and this characteristic helps to make it the most precious and sought after material of all the Savage Coast, along with red steel.

Cinnabryl however, has devastating effects outside of the Savage Coast, where its power isn’t balanced by the presence of vermeil in the air and in people’s bodies. Indeed, outside of the Coast cinnabryl becomes poisonous, and causes the loss of 1 point of Constitution per day, as long as it is worn or until it is depleted. Completely depleted cinnabryl (or red steel) however, has no adverse effects on a person.

Cinnabryl can be found in many natural deposits in the Savage Coast, but is totally unknown and impossible to find. These deposits are formed by clusters of round nuggets embedded in the red clay, and often near to deposits of steel seed (see below).

What nobody knows, is that cinnabryl is that it automatically reproduces as long as it remains within the red clay, since the Nithians created it with the intent of making a self-reproducing and inexhaustible magic material. The process of reproduction is very slow however, and given that the deposits are exploited until exhausted, this can prevent cinnabryl from regrowing, which therefore runs the risk of disappearing one day from the entire Savage Coast.

***Red Steel***

When the protective effects of cinnabryl are exhausted, the substance that remains is *red steel*. It is an extremely light, dark red metal, which however doesn’t glow like vermeil or cinnabryl. Red steel is hard without being friable, able to stay sharp and weighs half that of normal steel, the ideal metal to make weapons of all kinds from.

The magic that permeates the red steel also makes it a the most receptive material for being enchanted: magic items made of red steel have a +5% natural bonus to the spell’s chance of success (and as such it is often used to create weapons, armour and other items by the spellcasters of the Savage Coast). Moreover, any armour of red steel enchanted permanently with a *disguise self* or a similar spell of metamorphosis is able to adapt automatically itself to the form and size of those that wear it. Finally, a weapon made of red steel is able to damage even those creatures that are normally immune to normal weapons and only woundable with +1 weapons. All these features make red steel an extremely sought after metal in any part of the world, and some nations of the Savage Baronies export red steel making huge profits, although the bulk of the reserves of red steel remain within the Savage Coast, thanks to efforts of the Inheritors.

***Crimson Essence***

This substance is a poison that give new Legacies to those that drink it. In many cases, the acquired power is temporary (it can be used only 3 times in the next 24 hours) and random (in these cases roll on Table 3.1). The first time he uses the power, the individual must also make a ST vs Spells or suffer the adverse effects of the power until it is used for the last time. Some individuals however (the Inheritors), manage to control multiple legacies and use crimson essence to permanently acquire these powers (see the description presented in the homonymous class).

*Crimson essence* is a liquid created by mixingvermeil with other alchemical substances. Once it has been prepared, the potion is set in a talisman of cinnabryl (a pendant or a bracelet) made precisely to hold the phial in contact with the skin hiding it from sight. When it has absorbed enough radiation from the cinnabryl, the essence emits a weak reddish luminescence, which shows its possessor that it is ready to drink. If it is drunk too early, whoever swallows it must make a ST vs. Poison or remain weak and defenceless, feverish and delirious, for the next 2d4 hours. The creation of crimson essence takes two months if made by an Inheritor, while any other individual can create it in 6 months.

***Steel Seed***

*Steel seed* is a granular substance, of silvery red colour, which is normally found in small quantities near deposits of cinnabryl; the only large mine of steel seed built so far is found in Smokestone City, in the County of Cimarron (Savage Baronies). Sages and alchemists speculate that it is cinnabryl that has been completely depleted and deprived of its magical power before it was extracted. However, these sages are still unable to explain how the cinnabryl has become depleted, as the process appears extremely different that takes places with red steel.

Steel seed is hard but slightly crumbly, and gives off a magic aura in the same way as vermeil, although it doesn’t glow. Steel seed is like crystallised red steel, and due to its nature cannot be shaped to create weapons or other items, unlike red steel. However, steel seed is the main substance that allows the production of smokepowder.

***Smokepowder***

The Savage Coast is the only place in which it is possible to make *smokepowder*, by combining vermeil with a specific quantity of crushed steel seed. Only the most expert know of the process (with the *Craft Explosives* general skill) can produce it, and it keeps its properties only whilst it’s within the Savage Coast, becoming a totally inert material outside of it, due to the lack of vermeil in the surrounding atmosphere. This has contributed to the creation and spread in various parts of the region of firearms, which are instead completely unknown in other parts of Mystara. The Kingdom of Renardie and the county of Cimarron are the major producers of powder of the Coast.

Finally note that the use of smokepowder accelerates the process of cinnabryl depletion worn by the Inheritors, with effects that can be devastating (see the section on *Depletion of cinnabryl*).

**Effects of the Red Curse**

The three effects of the Red Curse (Legacy, Loss and Change) are described below. Note however, that only beings with an Intelligence greater than 3 are able to acquire the Legacies, although in some rare cases there have been common animals with surprising magic powers, while it is certain that the vast majority of the animals of the Savage Coast show traces of the Change.

***Advantages: The Legacies***

The only beneficial effect of the Red Curse is given by the Legacies. However, since every power is always accompanied by a detrimental or distorting effect, the folk of the Savage Coast never consider the acquisition of a Legacy as an advantage, but always as a part of the curse. The same term that designates these powers also refers to the Legacies that the region gives each of its inhabitants, as every power is a legacy of the Red Curse.

The Legacy is the first effect of the curse to manifest itself. It consists of a magic power that can be used automatically by simply concentrating, although no more than 3 times per day. The majority of Legacies are a direct benefit to their possessor, while others can help indirectly or directly hinder third parties. The only races that are unable to acquire these powers (although they risk suffering the detrimental effects like the others) are the aranea, the ee’aar, the enduk and the wallara; all the others are potential receivers of the Legacies’ powers.

***Disadvantages: Loss and Change***

Once an individual acquires a Legacy, he begins to lose points from a specific characteristic (Strength, Intelligence, Wisdom, Dexterity, Constitution or Charisma), which usually is the opposite in respect to the nature of the gained power (e.g. the Strength Legacy causes the loss of Intelligence points). The number of points lost is variable and determined by rolling 2d4, although wearing cinnabryl prevents this loss (see below).

As well as this, the individual suffers a second harmful effect, which in the majority of cases manifests as a physical deformity (e.g. the Armour Legacy causes a series of horrible scales to grow all over the skin).

An individual that suffers from both the loss of characteristics points and the physical deformity is marked with the derogatory term of “Afflicted”.

***Secondary Effect: Colouring of the Skin***

Those that live in the cursed land gradually acquire a reddish tint on their skin and body hair. For humans and humanoids in general, this inflammation begins during puberty for those that live in the Savage Baronies (exposed longer to the effects of the curse), while for the inhabitants of the other areas the inflammation appears from adulthood onwards. The lizardkin and reptile races, and the tortles manifest the inflammation along the edges of their scales, while the furry races like the lupin or the rakasta take a red colour on the tips of the hairs. The winged beings finally, like the ee’aar and the enduk, show the signs of the Red Curse on the edge of their feathers.

If the individual lives long enough, this effect ends up making them appear totally red. Indeed, after an initial superficial reddening, the colour evolves into a deeper, darker tint, which seems to cover all the skin and hair of the subject’s body. Even in this case, the exact rate of progression of the change varies based on race: for the longer living beings (like ee’aar, elf, enduk and dwarf) it can take decades, and doesn’t include the reddening of the skin, while for the others (humans, humanoids, tortles, lupins, rakasta and lizardkin) a few years can be enough, although sometimes the change only affects the hair or the skin. The wallara are the only ones that don’t manifest any sign of the colouring due to the Red Curse. The inhabitants of the Savage Baronies begin to show the colourisation from adolescence, and the process rapidly continues, causing their skin to acquire a characteristic coppery red colour, while the hair remains black, with reddish highlights like clotted blood.

The acquisition of the Legacy accelerates the process of inflammation, which therefore becomes an indicator of when a person is able to learn the Legacy. Moreover, every person that acquires a Legacy begins to give off a weak magical aura, which reacts to any attempt to detect through the appropriate spells; the more numerous the acquired powers, the more intense the magical emanation.

Non-native characters of the cursed land begin to experience the reddening of the skin from the first time that they manifest a Legacy, and this effect is a revealing symptom of the acquired power. The non-natives never completely change colour, although they are able to become Inheritors and learn more than one Legacy.

***Manifestation of the Effects***

For the people not protected by cinnabryl, the effects of the Red Curse manifest themselves in the following way. The natives of the Coast suffer the reddening of the skin and hair as the first consequence of the disease, this reddening begins during puberty, particularly for those that live in the area of the Savage Baronies. Once they reach maturity, the majority of people develop a Legacy, which, despite the philosophical talks and the theories of the sages, manifest themselves in an absolutely random manner, although it is true that some Legacies are more common within certain areas (there are even some villages in which all the inhabitants have the same power), and those who obtain multiple Legacies usually acquire connected powers. To determine which Legacy an individual acquires by remaining in the Savage Coast, roll 1d20 on Table 3.1 based on the character’s home region.

Even those that pass through a cursed area after having reached the age of maturity acquire a Legacy, unless they belong to a race that cannot acquire Legacies in any way (aranea, ee’aar, enduk and wallara), or are foreigners, people who didn’t grow up Savage Coast. Non-native foreigners indeed, are completely immune to the effects of the curse for an overall number of days equal to his Constitution score, but at the end of this period, they fall victim of the curse and acquire a Legacy (roll 1d20 on Table 3.1 to determine the power randomly, as described above).

This initial period of time (that lasts 1d4+5 days) in which the Legacy manifests is called the “Time of Grace”. During this period, which assists the progressive reddening of the skin and hair, the subject feels an excessive tingling in the extremities of his limbs and feels a constant sense of euphoria and power. During the Time of Grace, the individual can activate his special power once per day, simply by force of will. It is also automatically activated in moments of great stress, especially at the start, when he has still to learn all the power. The natives of the Coast know these symptoms well, recognise their meaning, and immediately try to purchase cinnabryl, to halt the degenerative effects of the Red Curse before undergoing the Time of Loss (see below). The foreigners instead find themselves very lost, and have no choice but to consult the natives to understand what is happening to them.

After the Time of Grace, the individual gains full control of his Legacy, which can now be activated three times per day. This moment marks the start of the so-called “Time of Loss”, which lasts another 2d4 days, during each of which the subject is consumed by the acquired power and loses 1 point of the characteristic corresponding to the Legacy. If any one of the characteristics (with the exception of Charisma) is reduced to 0, the character has been completely annihilated by the curse and dies; a Charisma score equal to 0 means instead that the character has become apathetic, without stimulus and that his body is now a deformed parody of his previous appearance.

To finish, after the Time of Loss begins the “Time of Change”, which lasts 1d4+4 days, during which the physical signs of the Red Curse clearly manifest. In the majority of cases, the subject’s body is altered and transformed, and the change essentially depends on the Legacy linked to the individual (it is always mentioned in the description of each Legacy). If the power doesn’t cause a physical deterioration, any other type of change that is caused in the subject takes place during this period.

Those races that don’t acquire Legacies aren’t however immune to the effects of the Red Curse, and even pass through the three periods listed above like any other being. The DM must decide which Legacy would in theory have been acquired to know which characteristic is reduced and which change the victim undergoes.

The individuals that pass through the three stages without being able to stop the process in any way and that suffer the corporeal degeneration are called the “Afflicted”, horrid mutants despised and often driven away or killed by other people, whose only hope for a normal life is cinnabryl.

***Cinnabryl, The Only Protection***

From the moment that the Legacy manifests for the first time, the individual has a few days to obtain an amulet of cinnabryl in order to halt the detrimental effects of the curse. The amulet must remain in direct contact with the individual, and can separated from bare skin by a maximum of a thin layer of cloth (like a shirt or a tunic). Those who are unable to obtain cinnabryl are slowly devastated by the curse, first losing characteristic points and then suffering a physical mutation, as described in the preceding paragraph.

If a character begins to wear cinnabryl during the Time of Grace, the only bad effect is the permanent loss of a point of the characteristic associated with the acquired Legacy, reducing the Time of Loss to only one day. Moreover, if the individual wears cinnabryl from the Time of Grace, he doesn’t suffer any physical alteration, as the Time of Change hasn’t effectively taken place.

Cinnabryl can also serve to counter the dangerous effects that are already occurring or that added over time. If an individual starts to wear cinnabryl after the first day of the Time of Loss, any further reduction of characteristic points is interrupted, and the process reverses. The character regains 1 characteristic point for every successive day, until it returns to a value 1 point below its original score; 1 characteristic point is lost permanently, independent of the moment he began to use cinnabryl.

Finally, if a character uses cinnabryl only from the start of the Time of Change, the transformation is immediately interrupted and it reverses. The time required for an individual to return to his natural form is always 1d6+4 days, and the process of the reverse transformation is always slow and painful.

If, however, the character stops wearing cinnabryl even for a brief time, the curse again starts to run its course, starting from the beginning. This time, however, the Time of Grace only lasts 1 day, after which the Times of Loss and Change start simultaneously, which causes the loss of 8 characteristic points to the individual within 8 days. If the designated characteristic drops to 0, the victim succumbs to the curse and dies, otherwise he remains alive, but becomes a deformed and grotesque being. As usual, these effects can be interrupted if the character finds more cinnabryl to wear, which immediately stops the Change and the Loss. However, in this case a certain period must pass before the effects are reversed, and this stasis period always lasts 2d4 days, at the end of which the individual begins to return to normal and the detrimental effects of the Loss and Change vanish (he recovers 1 characteristic point per day, as described above) after 2d4+6 days.

If the victim isn’t able to procure cinnabryl before the Time of Change has ended, then he becomes a true Afflicted, and only through particular measures could he recover from the state of disgrace he has fallen in to.

From this, it is evident that anyone with good sense knows that it is important to own and wear cinnabryl to counter the effects of the Red Curse, not just when they manifest the first symptoms, and this makes cinnabryl the most precious and sought after material in the Savage Coast. The majority of people wear amulets of cinnabryl or jewellery made of cinnabryl, while the Inheritors use talismans of cinnabryl, i.e. amulets that contain crimson essence, indispensable to these characters to learn different and numerous Legacies.

Anyone that has been infected by the Red Curse, acquired a Legacy and suffered the loss of a characteristic point, but avoided further effects thanks to the use of cinnabryl, is called “Contaminated” by the common folk, while the Inheritors use the term “Balanced”.

**Depletion of Cinnabryl**

When cinnabryl is worn by a being, its magical property is slowly exhausted, as it acts to counterbalance the effect of the Red Curse on the individual who wears it. In a week it depleted by 1 ounce (0.5 cn) of cinnabryl, and based on the item in question’s weight it can be established how long an amulet of cinnabryl is able to protect its wearer from the curse’s effects (e.g. a necklace of cinnabryl of 8 ounces’ weight is consumed in 8 weeks, or 2 months). The number of items worn isn’t important, just the total weight of the cinnabryl. So, if an individual wore two bracelets of cinnabryl each weighing 8 ounces, he would be protected for a maximum of 16 weeks; if after 4 weeks he removed the bracelets, both would still have enough cinnabryl to halt the curse’s effects for 12 weeks (6 weeks each). Usually, the inhabitants of the Coast those that are allowed cinnabryl never wear more than one amulet at a time, and usually an item that can protect for a minimum of 8 weeks (this is the standard, commonly produced, amulet, although it is possible to commission others of differing quantities).

Note that the weight mentioned above refers to completely undepleted cinnabryl. Indeed, the weight of the material diminishes hand in hand as its power decreases, as already explained in the preceding paragraph, and based on the relationship between its mass and actual weight, the experts of the Red Curse (jewellers, alchemists, sages, and some merchants and smiths) are able to determine how long an unknown item’s protection will last.

The use of smokepowder near to cinnabryl suddenly increased the rate of deterioration of the substance, but only if at that moment it is being worn by an Inheritor, because of the peculiar relationship that exists between the cinnabryl and the Inheritor’s body, altered by the presence of numerous Legacies and powerful magical forces. As already mentioned, the explosion of smokepowder within 5 feet of an Inheritor causes the instantaneous deterioration of a quantity of cinnabryl sufficient for one week. The quantity of smokepowder involved in the operation isn’t important, although the minimum quantity that has this type of effect must be that necessary to fire a wheel-lock pistol.

If the character isn’t wearing sufficient cinnabryl for at least one week, the quantity worn is completely depleted, and any days remaining are applied to the Time of Loss and of Change, which happen instantly. It is in order to avoid the unwelcome effects that all the Inheritors always try to wear at least 1 ounce of cinnabryl.

Example: Ramirez, a member of the Order of the Ruby with the Fight Legacy, wears an amulet that protects him from the effects of the curse for a further 5 days. Unexpectedly involved in a fight, finds himself too near to an individual who draws his pistol and fires it at an adversary. The explosion however affects his cinnabryl, which all deteriorates instantly, and furthermore Ramirez falls victim of the Time of Loss and of Change, and he is considered to have already spent 2 days in this state (the week lost because of the explosion, less the 5 days remaining in the amulet). He therefore immediately loses 2 Intelligence points and his body begins to show sudden signs of the affliction linked to the Fight Legacy: when he activates his Legacy, his right arm is transformed into a sword and remains such for the next 2d4 hours, although it doesn’t cause damage after the period of activation (it would simply be an unusable appendage).

**Recovering from Affliction**

Some individuals become the so-called “Afflicted”, either because they have never worn cinnabryl, or because they have stopped wearing it, and have completed the Time of Loss and that of Change without curing it in time. In this case it is difficult to remedy the effects of the Red Curse, and the only known method implies the use of cinnabryl and magic.

Indeed, firstly a *remove curse* needs to be cast on the victim: the spell does nothing except make possible the use of cinnabryl to reverse the debilitating effect, but the cinnabryl must be worn immediately after receiving the spell. During the first week of the healing process nothing happens, although the cinnabryl depletes normally: at the end of the week however, the victim recovers a characteristic point from those lost, and continues to recover the others at a rate of 1 per 3 days, as long as he continues to wear cinnabryl.

Once he has recovered all his characteristic points, the victim must receive a new *remove curse*: this time the spell has the purpose of annulling any harmful effect, physical and mental, which the curse has left on the individual. Following the spell, the character must make a ST vs. Death Ray: if unsuccessful, it means that he cannot improve beyond his current condition, and will forever suffer from the physical effects of the change; otherwise, the individual returns to his original appearance in 2d4 weeks, as long as he continues to wear cinnabryl. This process is long and very painful, and causes the individual 1d4 hp per day, so that often the daily healing ability of the being’s tissues is annulled, and the individual will need magical cures to recover.

**A Possible Cure?**

As discussed previously, cinnabryl is able to protect a person from the devastating effects of the Red Curse and also of reversing these effects, but cannot eliminate the curse. In effect, no cure currently exists that totally tackles the Red Curse, which can only be prevented or controlled with a continuous treatment based on cinnabryl. The only true solution would be that of leaving the Savage Coast forever, thereby avoiding falling victim of the curse.

***Leaving the Savage Coast***

It is dangerous to travel far from the Savage Coast for those that are victims of the Red Curse. In fact, once he leaves the area in which vermeil is active, the individual doesn’t suffer any secondary effect for a number of days equal to his Constitution; however, at the end of this period, the individual suddenly loses any possessed Legacies. In such a case, all the Legacies are automatically activated without control (one after the other, without overlapping), and each with the maximum effect and maximum possible duration, until his body expels all the accumulated magic energy and cleanses itself. At the end of this process, the character must make a ST vs. Death Ray: if successful, nothing happens, but if the ST fails, then the individual suffers a severe haemorrhage, is reduced to 1 hp and faints for 1d4 hours, during which no spell is able to waken or cure him, with the exception of a *heal*.

An afflicted who leaves the cursed land reacquires his lost characteristic points at the rate of 1 per day, although one point is permanently lost (as already explained). The physical transformation however persists, until he receives a *remove curse*, cast by a spellcaster of at least 10th level, which allows the subject’s body to return to its original state. If the detrimental effect of the power isn’t a physical transformation, then it disappears when the individual loses his Legacy. Even the reddish colouring of the skin and hair acquired over time gradually disappears, returning to its original colour over a year.

Any individual who wears cinnabryl after having left the Savage Coast is instead slowly poisoned by the mineral, and loses 1 Constitution point per day. This effect is commonly called “red blight”, and continues until the character’s Constitution drops below zero (and at that point the victim dies), or until the cinnabryl is completely exhausted, or the individual stops wearing it (this latter case he recovers the lost Constitution points at the rate of 1 per day).

If a character should return to the Savage Coast after having left, he is treated as a foreigner who has entered the region for the first time, in order to determine the effects of the Red Curse on him. In such a case, he doesn’t necessarily receive the same Legacy that he previously had (there is a 50% chance that it is the same), although all the symptoms of the curse manifest in the same way and can cause the permanent loss of another characteristic point, if the acquired power is different to the previous one.

***The Haze***

Not all the regions in which vermeil is found are actually cursed. In effect, in these areas known as the Haze, or the City States, Hule, Yavdlom, the Arm of the Immortals, the Orc’s Head Peninsula and many miles of sea off the Savage Coast, the curse is present in a minor manner, and doesn’t cause the unease and transformations as happens in the heart of the Savage Coast.

The Haze is a buffer zone that stretches around the regions where the Red Curse is present. Individuals with Legacies, the Afflicted, foreigners and those beings without Legacies can all calmly travel within the Haze without any danger, and within this area smokepowder keeps its explosive property (with the consequence that it is possible to find working firearms within the Haze). Those that have Legacies don’t run the risk of losing them, or suffering the Red Curse (as happens if they completely leave the area), while the foreigners that don’t possess Legacies are affected by the curse and can continue to come and go without impediment. They, however, must always remain vigilant, as the borders of the Haze aren’t defined, and there is always the risk of entering a cursed area without being aware.

Seeing as the reddish colouring extends outside the area in which the Red Curse is present, it is practically impossible to establish with certainty the limit beyond which it is possible to fall back under its influence. To make the situation even more complicated, there is the fact that, according to some sages, the Red Curse isn’t a stable phenomenon, but is slowly moving year-by-year, infecting places that were previously immune to its effects. Certainly, this is a good way to insert characters into the campaign, although it turns out to be a little forced.

**The Legacies**

As already explained, the only advantage given by the Red Curse are the magic powers that each being that lives in the cursed regions acquires: The Legacies. The only races that are unable to acquire these powers (although like the others they risk suffering the debilitating effects) are the aranea, ee’aar, enduk and wallara; all the others are potential receivers of the powers of the Legacies.

To select which Legacy each individual acquires on reaching adulthood, roll 1d20 on Table 3.1 and randomly generate a power, selecting the result on the column relative to the region in which the character lives or is found at the moment of the power’s manifestation. The four regions include the following nations and geopolitical areas:

***Region 1*:**Savage Baronies, El Grande Carrascal, The Pampa Rica, Tortle Lands, Hule.

***Region 2*:**Eusdria, Robrenn, Protectorado da Presa, Territories of the Carnax, Cassivellonis and Pyctis, Plain of Dreams.

***Region 3*:**Renardie, Bellayne, Yazak Steppes.

***Region 4*:**Herath, Bayou, Jibarù.

**Table 3.2 – Powers of the Red Curse Divided by Region**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **1d20** | **Region 1** | **Region 2** | **Region 3** | **Region 4** |
| 1 | Aid | Animal Form | All-Round Vision | Acid Touch |
| 2 | Amber Paralysis | Anti-Poison | Anti-Missile | Animate |
| 3 | Armour | Bite | Ball of Fire | Blend |
| 4 | Burn | Breathe Water | Craft Item | Clairvoyance |
| 5 | Charm | Chill | Cure | Climb |
| 6 | Create Liquid | Crimson Fire | Disintegrate | Dexterity |
| 7 | Detonate | Digging | Displace | Disguise |
| 8 | Fight | Disrupt | Find | Duplicate |
| 9 | Grow | Entangle | Float | Feel Magic |
| 10 | Light | Farsight | Fog | Missile |
| 11 | Luck | Fly | Gas Breath | Phantasm |
| 12 | Proficiency | Meld | Gaseous Form | Poison |
| 13 | Projectile | Plant Form | Hypnosis | Red Steel |
| 14 | Senses | Red Shield | Leap | Reflect |
| 15 | Sight | Repel Metal | Phase | Regenerate |
| 16 | Speed | Shape Stone | Separation | Silence |
| 17 | Swim | Sleep | Shock | Spell Shield |
| 18 | War Cry | Spikes | Shoot | Unlock |
| 19 | Weapon Hand | Strength | Shrink | Weaken |
| 20 | Wind | Temperature | Translate | Webcasting |

**Table 3.3 – Powers of the Red Curse Grouped by Correlation**

|  |  |  |
| --- | --- | --- |
| **Legacy** | **(Region / Characteristic)** | **Related Legacies** |
| Acid Touch | (4/Cha) | Gas Breath, Poison, Weapon Hand |
| Aid | (1/Int) | Anti-Poison, Fight, Regenerate |
| All-Round Vision | (3/Str) | Clairvoyance, Reflect, Silence |
| Amber Paralysis | (1/Dex) | Animate, Armour, Chill |
| Animal Form | (2/Cha) | Grow, Plant Form, Webcasting |
| Animate | (4/Wis) | Amber Paralysis, Separation, Shape Stone |
| Anti-Missile | (3/Wis) | Fly, Projectile, Shoot |
| Anti-Poison | (2/Cha) | Aid, Cure, Poison |
| Armour | (1/Cha) | Amber Paralysis, Spell Shield, Weapon Hand |
| Ball of Fire | (3/Str) | Burn, Create Liquid, Spell Shield |
| Bite | (2/Int) | Poison, Weapon Hand, Webcasting |
| Blend | (4/Con) | Disguise, Phase, Silence |
| Breathe Water | (2/Con) | Create Liquid, Sight, Swim |
| Burn | (1/Str) | Ball of Fire, Chill, Shock |
| Charm | (1/Con) | Hypnosis, Luck, Translate |
| Chill | (2/Con) | Amber Paralysis, Burn, Temperature |
| Clairvoyance | (4/Dex) | All-Round Vision, Disguise, Find |
| Climb | (4/Wis) | Entangle, Find, Leap |
| Craft Item | (3/Con) | Disintegrate , Proficiency, Red Steel |
| Create Liquid | (1/Str) | Ball of Fire, Breathe Water, Wind |
| Crimson Fire | (2/Str) | Light, Missile, Red Shield |
| Cure | (3/Dex) | Anti-Poison, Disintegrate, Regenerate |
| Detonate | (1/Wis) | Digging, Displace, Spikes |
| Dexterity | (4/Wis) | Disguise, Strength, Unlock |
| Digging | (2/Int) | Detonate, Shape Stone, Swim |
| Disguise | (4/Wis) | Blend, Clairvoyance, Dexterity |
| Disintegrate | (3/Con) | Craft Item, Cure, Phase |
| Displace | (3/Int) | Detonate, Duplicate, Separation |
| Disrupt | (2/Dex) | Regenerate, War Cry, Weaken |
| Duplicate | (4/Str) | Displace, Phantasm, Plant Form |
| Entangle | (2/Int) | Climb, Spikes, Weaken |
| Farsight | (2/Str) | Fly, Luck, Sight |
| Feel Magic | (4/Str) | Find, Phase, Red Steel |
| Fight | (1/Int) | Aid, Shoot, War Cry |
| Find | (3/Dex) | Clairvoyance, Climb, Feel Magic |
| Float | (3/Dex) | Fog, Webcasting, Wind |
| Fly | (2/Wis) | Anti-Missile, Farsight, Missile |
| Fog | (3/Con) | Float, Gaseous Form, Temperature |
| Gas Breath | (3/Cha) | Acid Touch, Gaseous Form, Sleep |
| Gaseous Form | (3/Con) | Fog, Gas Breath, Wind |
| Grow | (1/Cha) | Animal Form, Shrink, Spell Shield |
| Hypnosis | (3/Dex) | Charm, Phantasm, Sleep |
| Leap | (3/Int) | Climb, Luck, Speed |
| Light | (1/Dex) | Crimson Fire, Phantasm, Temperature |
| Luck | (1/Any) | Charm, Farsight, Leap |
| Meld | (2/Cha) | Separation, Shape Stone, Shrink |
| Missile | (4/Con) | Crimson Fire, Fly, Reflect |
| Phantasm | (4/Con) | Duplicate, Hypnosis, Light |
| Phase | (3/Int) | Blend, Disintegrate, Feel Magic |
| Plant Form | (2/Dex) | Animal Form, Duplicate, Shrink |
| Poison | (4/Cha) | Acid Touch, Anti-Poison, Bite |
| Proficiency | (1/Any) | Craft Item, Senses, Unlock |
| Projectile | (1/Wis) | Anti-Missile, Shoot, Spikes |
| Red Shield | (2/Con) | Crimson Fire, Red Steel, Shock |
| Red Steel | (4/Dex) | Craft Item, Feel Magic, Red Shield |
| Reflect | (4/Int) | All-Round Vision, Missile, Repel Metal |
| Regenerate | (4/Cha) | Aid, Cure, Disrupt |
| Repel Metal | (2/Int) | Reflect, Shock , Unlock |
| Senses | (1/Str) | Proficiency, Sight, Translate |
| Separation | (3/Cha) | Animate, Displace, Meld |
| Shape Stone | (2/Wis) | Animate, Digging, Meld |
| Shock | (3/Str) | Burn, Red Shield, Repel Metal |
| Shoot | (3/Wis) | Anti-Missile, Fight, Projectile |
| Shrink | (3/Cha) | Grow, Meld, Plant Form |
| Sight | (1/Con) | Breathe Water, Farsight, Senses |
| Silence | (4/Int) | All-Round Vision, Blend, Sleep |
| Sleep | (2/Cha) | Gas Breath, Hypnosis, Silence |
| Speed | (1/Wis) | Leap, Strength, Swim |
| Spell Shield | (4/Str) | Armour, Ball of Fire, Grow |
| Spikes | (2/Cha) | Detonate, Entangle, Projectile |
| Strength | (2/Int) | Dexterity, Speed, Weaken |
| Swim | (1/Int) | Breathe Water, Digging, Speed |
| Temperature | (2/Dex) | Chill, Fog, Light |
| Translate | (3/Str) | Charm, Senses, War Cry |
| Unlock | (4/Wis) | Dexterity, Proficiency, Repel Metal |
| War Cry | (1/Wis) | Disrupt, Fight, Translate |
| Weaken | (4/Con) | Disrupt, Entangle, Strength |
| Weapon Hand | (1/Int) | Acid Touch, Armour, Bite |
| Webcasting | (4/Str) | Animal Form, Bite, Float |
| Wind | (1/Con) | Create Liquid, Float, Gaseous Form |

***Multiple Legacies***

Any character who belongs to a race able to acquire Legacies can become an Inheritor, choosing to accumulate the maximum number of magic powers and exploit the Red Curse to their own advantage (see the section of the new Inheritor class).

For many, acquiring a Legacy and trying to obtain the cinnabryl needed to protect themselves from it debilitating effects sums up the view of the burden that the Red Curse forces them to bear. The Inheritors instead, are a caste of individuals who study these magic powers in order to be able to channel more energy and acquire multiple Legacies.

Each Inheritor starts in the same way as the majority of the inhabitants of the Savage Coast, by gaining a Legacy on reaching adulthood. Afterwards, he decides to exploit the latent powers of the Red Curse more, and begins to study to obtain new powers, by entering one of the three Inheritor orders in the Savage Coast. At this point he begins his Inheritor life, and at 1st level finally gains his second Legacy, thanks to the use of crimson essence, which allows the Inheritors to gain a new power every 3 levels (so at 3rd, 6th, 9th, etc.), which is always what he wants. The process isn’t obligatory or automatic, as he must first consume crimson essence.

When the Inheritor drinks his crimson essence, he permanently acquires a new Legacy (whilst all other individuals only gain it temporarily), although he permanently loses one point in the characteristic linked to that power. This naturally assumes that the character is wearing cinnabryl while drinking the potion, otherwise he immediately suffers the effects of the Time of Loss and Change, as would normally happen.

The Inheritors must always wear amulets of cinnabryl, to avoid the detrimental effects of the different Legacies, which will otherwise suddenly harm them. Indeed, when an Inheritor experiences the lack of cinnabryl, he automatically suffers the detrimental effects caused by all his Legacies, and each day loses 1 point from every characteristic linked to his powers. So, if he has more than one power linked to the same characteristic, this would mean a corresponding loss of points in that characteristic, which could mean certain death within a brief time. During the time of recovery instead, each physical transformation is considered separately, and therefore requires that one be fully healed before the effects of another are reversed. Similarly, the characteristic points are recovered at the rate of only 1 point per day, and not of 1 point for each characteristic per day!

Because of this extreme vulnerability to the deprivation of cinnabryl, the Inheritors are particularly cautious in maintaining their own reserve of cinnabryl, and have developed secret orders and companies to control the flow cinnabryl throughout the Savage Coast.

When the Inheritor acquires new magical ability, he has a certain freedom in selecting what power he gains. Indeed, each Legacy is linked to others, based on their effect, and instead of randomly choosing, the Inheritor can consciously decide to obtain one of the Legacies linked to those he already possesses. (E.g., a character with the Burn legacy could choose to gain Chill as his new power); Table 3.3 shows which Legacies are connected and which characteristics are bound to them.

If the DM allows it, an Inheritor character could choose to improve a Legacy he already possesses instead of acquiring a new one. In this case he could augment the duration of each use, or the damage inflicted, or the power’s range, or finally double the number of daily uses.

***Using the Legacy***

In general, using a Legacy is a simple and automatic action: it is sufficient that the character concentrates and the power manifests (like invoking a spell). He doesn’t need to make any skill check or Attack Roll, or consume points of any type when he activates a Legacy. The only limit present is the number of daily uses of each Legacy, which cannot be used more than three times within a 24-hour period (and isn’t possible to activate more than one Legacy per round). In regards to its variables, the effects of the power depend entirely on the level of the individual who uses it, whom can also terminate the effect before the duration indicated. It is however possible to impede the use of a Legacy by breaking the concentration of its activator by hitting him in the same round before the power is activated.

Many Legacies don’t cause any changes in the individual’s body, but some require a temporary transformation (e.g., the Entangle Legacy transform the subject’s hair and digits into long strands that trap the enemy).

The Afflicted continually suffer from the detrimental effects of the Legacies, becoming mutated and deformed beings. However, this doesn’t allow them to constantly use the magical ability linked to each transformation: for most of the time however, the transformation is a simple useless, physical impediment. E.g., an Afflicted with the Fly Legacy has a pair of wings that emerge from his back, which he can use to fly only 3 times per day, for a limited period; for the rest of the time, they are encumbering and annoying growths and, completely useless.

Finally, the majority of Legacies don’t allow any ST to resist them, as their use requires an Attack Roll or some type of check by whoever activates it; when a Legacy allows a ST, it is explicitly mentioned in its description.

***The Legacies and Magic***

Being originally a series of spells associated to various individuals, the Legacies are overall treated as arcane spells, which however can be invoked by simple concentration, with no need for words or gestures of activation. Spells that detect or dispel magic, as well as anti-magic areas or barriers that reflect magical effects, act normally when used against Legacies, while the *remove curse* spell as no effect against the individual Legacies.

In the few cases where the Legacies’ functioning doesn’t follow the normal rules of arcane magic, the description of the power explains exactly how the desired effect is produced.

***Legacies in the Campaign***

If the Legacies are imported into other campaigns, it could cause a problem of game balance, especially if the detrimental effects of the Red Curse are lessened. It is due to this that the rules presented in the paragraph entitled *Leaving the Savage Coast* were introduced, to avoid creating imbalances in other scenarios with a different type of setting. Each DM should take into consideration the power of each Legacy and act to resolve any abuses by the players, or defects of the system that emerge during game sessions.

Characters with Legacies are very common in the cursed lands of the Savage Baronies, and don’t particularly attract attention for this reason, while in the other regions in which the Red Curse is widespread they can be viewed with suspicion and hostility. Even the Afflicted are rather common in the Savage Coast, especially among the ranks of the poor, and there are several villages or enclaves of unfortunate individuals throughout the Savage Baronies and in the Kingdom of Renardie, although they lack a sufficient cohesion to create a proper state. Most of the Contaminated (or Balanced) are instead adventurers, nobles or rich merchants, who can get hold of cinnabryl thanks to their luck. This therefore forces many of the poor down the adventuring route, but instead of limitless wealth, they often only find a pitiful end, and the so high mortality among adventurers of the Savage Coast is the umpteenth consequence of the Red Curse.

In the cursed lands therefore, individuals with Legacies are treated as normal folk, because this is the normality in these regions. The Afflicted are generally avoided, although those that have not so showy afflictions are tolerated and treated better. Finally, beings with arachnid deformities are viewed with suspicion or pity, as they are considered particularly unfortunate, given that they are commonly linked with the aranea, or the bogeyman *par excellence* of any culture of the Savage Coast.

***Description of the Legacies***

In the following paragraphs are described the 80 Legacies that are commonly spread in the Savage Coast. The DM is free to add new ones or modify the existing ones, although he is advised to keep clear in his mind the type of power that he wishes to create and compare it with those that already exist, in order to see if it is balanced or not and take any remedial steps.

**Legend:**

**Name**

**Characteristic:** the characteristic to which the power is linked; note that the acquisition of a Legacy always causes the permanent loss of 1 point of the corresponding characteristic. The entry “Player’s Choice” means that the player can associate the power to any characteristic he likes, but once made, the choice cannot be changed.

**Range:** the area affected by the power or the maximum distance to which the power can be used.

**Duration:** shows the duration of the Legacy’s effect. In this work it was chosen to use the minute as the duration unit rather than the round (as in the AD&D rules), to prevent the Legacies at low level and for the Afflicted being practically useless (except for some unbalanced powers where the duration is unchanged).

**Description:** the complete description of the Legacy’s effect, whose power is based (in the majority of cases) on the level or Hit Dice of its user. The term “spellcaster” is used here to indicate the Legacy’s user.

**Detriment:** The description of the negative effects that the power includes. In most cases, it is a physical deformity that happens when the character doesn’t wear cinnabryl; some Legacies have more than one detrimental effect. The DM is invited to be creative with these effects, and remember that the permanence of a physical change doesn’t allow the power to be used more than the 3 times daily normally allowed. Beyond ruining an individual’s physical appearance and giving a –2 penalty to any Charisma check or Reaction roll, these transformations shouldn’t involve other disadvantages, as the transformation into a repugnant mutant avoided by all is already a sufficient penalty.

**Acid Touch**

**Characteristic:** Charisma

**Range:** touch

**Duration:** instantaneous

The character produces acid from his hand or mouth; the choice is at the individual’s discretion, but once made, he can only secrete acid from that body part. The acid doesn’t harm the character, but causes damage to those that the character is able to touch (if the acid comes from the mouth, the spat acid can hit a target within 3 feet) with a normal Attack Roll modified by Dexterity. One round after leaving the character’s body, the acid becomes an inactive and harmless liquid. The acid causes damage equal to 1d4 +1 hp per level (maximum 1d4+20 hp at 20th-level), and can only destroy animals or plants, having no effect on minerals or metals.

**Detriment:** The character constantly secretes a slightly acidic, brown liquid from his hands or mouth. This liquid slowly dissolves any plant material with which it is contact (dissolving 1 ounce every 3 hours), and causing an irritation if it touches the skin of a living being (including the subject who has the Legacy). The acidity of the secreted liquid is so low that it is useless as a weapon, unless the Legacy is active.

**Aid**

**Characteristic:** Intelligence

**Range:** touch

**Duration:** 1 minute per level

The character is able to confer to a touched individual (including himself) a number of additional hit points equal to his level. This power allows an individual to exceed his hp total, although the additional hp are the first lost to damage, and vanish completely after one minute per level, or when they are eliminated by received damage, and they cannot be recovered via magical cures.

**Detriment:** On the character’s skin (usually on his hands and face) grow small round lumps, one for each hp he can confer, which damage the Afflicted’s appearance.

**All-Around Vision**

**Characteristic:** Strength

**Range:** personal

**Duration:** 1 minute per level

Activating this power, a pair of eyes sprout from the character’s nape, and another two from his, which grants him a better view of the environment for the effect’s duration. He isn’t able to focus his attention on the specifics, but can identify the shapes, and are therefore able to detect any creature that approaches the character from any direction. This makes the subject immune to surprise and backstabs, and eliminates the penalty for being attacked from behind. However, the sight of these eyes is normal (if however, he has infravision, this extends to the extra eyes), and can therefore be blocked by environmental conditions (darkness, fog, smoke) and is incapable of detecting invisible or camouflaged creatures, unless the individual has an appropriate magic power. Note that it is possible to use other sight-based powers through these additional eyes.

**Detriment:** The character retains the extra eyes although he is unable to see through them, and occasionally others sprout from other parts of the body (hands, legs, etc.), which move on their own accord without permitting additional vision.

**Amber Paralysis**

**Characteristic:** Dexterity

**Range:** 30 feet

**Duration:** 1 minute per level

This power allows the paralysation for a period of minute per level any one being that is within 30 feet. The victim can make a ST vs. Paralysis to avoid the effects, but suffers a cumulative –1 penalty for every 3 levels (rounded down, up to a maximum of –5 at 15th-level). If the ST fails, the creature is immediately wrapped in a half-inch thick solid shell of amber, which makes any movement impossible for the effect’s duration.

As long as he remains in the amber case, the victim’s life functions are interrupted, and the shell cannot be penetrated by any liquid or gas. The prison has an AC of 0 against any attack, 5 Damage Points per character level, and can only be damaged by magic weapons and spells. A *disintegration* used against it destroys it, and probably the person inside it (if he fails his ST), although the Disintegrate Legacy can only dissolve a part of the case.

Amber paralysis can also be used with a protective intent beyond that restricting manner, for example to prevent a certain attack from damaging a thing or a person, or to stop the life functions of dying individual or one who risks bleeding to death, and so on.

**Detriment:** The spellcaster is constantly covered by a slightly shiny, amber film, similar to a soap bubble. This shell doesn’t offer any protection or hinder movement. It does affect his vision (he sees everything through an amber filter that distorts the true colours), and hearing (–1 penalty to surprise rolls and –2 to *Listen* checks*,* or –10% to *Hear Noise*). The Afflicted must carve himself holes to be able to eat or speak clearly (each hole is automatically made in 1d4 minutes).

**Animal Form**

**Characteristic:** Charisma

**Range:** personal

**Duration:** 2 minutes per level

The subject assumes the form of a normal animal of equal or smaller size, whose external appearance is at the character’s discretion (e.g. can become a wolf with a white coat, or a dog with a ragged ear, or a snowy owl). The form chosen the first time he acquires this power is the only one that he can assume thanks to it. He gains the motor and breathing abilities, the AC and the attack forms of the animal, while retaining all his remaining characteristics (including personality and memories). The equipment worn melds into the new form and becomes totally useless (including magic items), but the spellcaster is able to speak normally in the languages he knows (and not the animal’s) even in this form. Moreover, he can use other Legacies and even cast spells, if he has humanoid arms and hands, and can perform actions limited by his new form and normal intelligence.

**Detriment:** An Afflicted retains his animal form permanently, unless he is cured of the detrimental effects of the Time of Change.

**Anti-Missile**

**Characteristic:** Wisdom

**Range:** personal

**Duration:** 1 minute per level

The character obtains partial immunity against all non-magical projectiles and thrown weapons: only if the weapon hits with a natural 20 on the dice roll does it bypass the barrier and wound him. Magical projectiles or weapons can instead wound those protected by this Legacy normally.

**Detriment:** The character’s skin changes considerably, and from it grows a series of growths similar to scales or spines, or it becomes rough like bark or smooth and hard like an eggshell. This second skin covers the normal skin, but doesn’t offer any further type of protection unless the Legacy is active.

**Anti-poison**

**Characteristic:** Charisma

**Range:** touch

**Duration:** 3 minutes per level

With the touch of his hands, the character is able to bestow a bonus to a creature’s (including himself) next Saving Throw versus Poison. The ST bonus is +1 and improves by 1 point for every three levels (rounded down), up to a maximum of +5 at 12th-level. The bonus disappears after the subject makes his first ST vs. Poison, whether it was successful or not. If the subject has already failed a Poison ST before receiving this Legacy, he can make a second ST to annul the effect but without the bonus.

**Detriment:** The character grows fangs, claws or even a forked tail. Although they cannot be used to perform attacks, when the Legacy is active, it is via these extremities that he injects the subject with the antitoxin that grants the bonus to the ST versus the poisoning.

**Animate**

**Characteristic:** Wisdom

**Range:** special

**Duration:** 1 minute per level

The subject can animate a single, non-magical item of up to 10 lbs. (100 cn). The item is animated by touch, and afterwards it must remain within 30 feet of the character controlling it. Any attempt to try to animate an item possessed by another individual requires an Attack Roll and the item’s possessor can prevent the item escaping with a successful opposed Strength check each round.

The item moves in the way most consistent with its nature (a carpet creeps, a wheel turns, a feather flies, a sword balances on its pommel and then attacks, etc.), at a speed equal to 60 feet per round. It can attack once per round: if it is a weapon it does its normal damage, while other items inflict damage based on their size: Diminutive: 1 HP; Tiny: 1d2 HP; Small: 1d4 HP; Medium: 1d6 HP (larger items cannot be animated). The item has an AC that depends on the material it is made from and the standard Damage Points (see Vol. 3, p.29 – *Hit Points and Saving Throws of Items*).

**Detriment:** The character is always moving and cannot stay still, hopping from one foot to the other, continually rubbing his hands, brush dusts from his clothes, and even his hair (both head and body) seems to move by itself. Moreover, any diminutive or tiny item he approaches can suddenly animate (50% chance) without the spellcaster being able to control it.

**Armour**

**Characteristic:** Charisma

**Range:** personal

**Duration:** 1 minute per level

When this Legacy is active, the individual’s skin becomes a dark red colour, and sometimes covered in scales. This transformation doesn’t prevent the character from wearing clothes or armour, and improves his natural AC by 1 point, plus 1 point for every four levels (rounded down), up to a maximum of 5 points at 16th-level. The effect is cumulative with the protection offered by any magic item or defensive spell.

**Detriment:** An Afflicted with this power has his body completely covered in scales and plates, or the skin becomes thick like bark or like stone. This change doesn’t confer any further protection, except when the Legacy is active, but the skin becomes so thick that the character must wear special, mad to measure clothing and armour.

**Ball of Fire**

**Characteristic:** Strength

**Range:** 40 feet

**Duration:** instantaneous

The character creates in his own hand a ball of fire, which can be thrown at an enemy up to 40 feet away. The ball grows once it’s left the subject’s hand, reaching 1 foot in diameter just before impact. To hit the target requires a normal Attack Roll modified by Dexterity, and it does 1d4 damage per three levels (rounded down), up to a maximum of 5d4 hp at 13th-level. The target can also catch fire if he fails a ST vs. Spells (or against Fire if it is an object), but cannot reduce the damage.

**Detriment:** The character’s skin is red and warm to the touch, and his irises turn scarlet. He constantly sweats and must drink double the normal amount for a being of his race to sate his thirst. Moreover, the emitted is such that it is able to set alight any item that is in contact with his skin for more than 10 rounds (causing 1 hp per round if a ST vs. Fire fails, which means that often scrolls in his hand catch fire and his clothes smoke).

**Bite**

**Characteristic:** Intelligence

**Range:** personal

**Duration:** 1 minutes per level

When the Legacy is active, the character develops fangs, which he can attack with, causing 1d8 damage with a successful Attack Roll.

**Detriment:** The character’s teeth enlarge and his mouth deforms; some individuals develop the tusks of a boar or the teeth of a rabbit. The character’s bite causes the standard damage for his race, unless the Legacy is active.

**Blend**

**Characteristic:** Constitution

**Range:** personal

**Duration:** 1 minute per level

The colour of the character and his equipment change to adapt to the surrounding environment, like a chameleon. The power makes detecting the character difficult: there is a chance equal to 20% +5% per level (up to a maximum of 95%) that the individual isn’t noticed whilst camouflaged. If the character is a thief, this percentage can be added to his *Hide in Shadows* value. If the subject moves whilst the Legacy is active, the camouflage continues, but the percentage to pass unobserved is halved.

**Detriment:** An Afflicted with this Legacy changes in colour to contrast with the surrounding environment, becoming easily seen. Other times, the individual’s skin becomes transparent, so that his skeleton and internal organs, which acquire a reddish colour, are clearly visible. This doesn’t however make him more difficult to see.

**Breathe Water**

**Characteristic:** Constitution

**Range:** personal

**Duration:** 2 minutes per level

Thanks to this power, the individual is able to breathe comfortably in the absence of air (or the substance that allows him to live), in any environment. The Legacy doesn’t affect the individual’s ability to move or see in environments different to his normal habitat (e.g. it doesn’t allow him to move better or speak underwater), but makes him immune to inhaled poisons.

**Detriment:** The character develops gills on his neck or sometimes on his torso, and often grows a crest or scales on his back or head, although these physical characteristics are useless unless the Legacy is active.

**Burn**

**Characteristic:** Strength

**Range:** 10 feet

**Duration:** instantaneous

The character can produce flames to burn an enemy. The flames are emitted from the hands or the mouth: the point of origin is chosen when the Legacy is acquired, and cannot be changed later. Hitting the target requires a normal Attack Roll, and the flames can be up to 10 feet long. Any inflammable material it touches must make a St vs. Fire to not catch fire, while any creatures hit take 1d4 + 1 hp per level (max. 1d4+20 at 20th-level; no save).

**Detriment:** The character’s skin is red and warm to the touch, and his irises become scarlet. He sweats constantly and must drink double the normal amount to sate his thirst. Moreover, the heat emitted is such that it can set fire to any item that is exposed to his skin for more than 10 rounds (causing 1 hp per round if a ST vs. Fire is unsuccessful, which means that scrolls held in the hand catch fire and his clothes smoke).

**Charm**

**Characteristic:** Constitution

**Range:** 30 feet

**Duration:** 2 minutes per level

With this Legacy, the character can influence any living being with a number of Hit Dice or levels lower than his own. The victim must be visible and within 30 feet, but can avoid the effect with a successful ST vs. Spells: if the ST fails, for the duration of the Legacy the victim considers the subject his loyal friend, who must be heeded and protected. If the victim is damaged by the character or by one of his allies in the round before the Legacy’s use, his ST gains a +1 bonus per point of damage suffered.

**Detriment:** An Afflicted with this Legacy constantly smiles, and his mouth is so deformed that it resembles a somewhat maniacal grin. This also affects the character’s dictation, and he is unable to pronounce correctly the letters “f”, “v”, “p” and “b”.

**Chill**

**Characteristic:** Constitution

**Range:** 10 feet

**Duration:** instantaneous

The character can generate an icy breath that cause damage to the target. Hitting the target requires a normal Attack Roll (modified by Dexterity), and the breath can reach up to 10 feet distance, originating from the hand or mouth. The point of origin is chosen when the Legacy is acquired, and cannot be changed later. The damage caused is equal to 1d4 hp + 1 hp per level (maximum 1d4+20 hp).

**Detriment:** The Afflicted’s skin is cold to the touch, he feels cold and constantly shivers. Small patches of frost form on the ends of his hair or on some parts of his skin, while his irises become white, and his complexion and body hair pales.

**Clairvoyance**

**Characteristic:** Dexterity

**Range:** 20 feet per level

**Duration:** 1 minute per level

This Legacy allows the subject to view a different place to his current location. The new point of view must be within a range of 3 feet per level and the subject is able to see from any point or angle within this range, although the Legacy doesn’t grant any type of special vision. From 5th-level onwards, this power also allows him to hears sounds within 30 feet of the chosen point of view.

**Detriment:** The Afflicted’s eyes become noticeably larger, or emerge from their sockets on the end of stalks. In other cases, he acquires a third eye in the centre of his forehead that moves as it likes, and doesn’t grant any extra vision. Occasionally the character can have visions of some scene that is happening from 100 yards to several miles distant, but they are always very brief and disorientating experiences, and don’t give enough information to give the individual an advantage.

**Climb**

**Characteristic:** Wisdom

**Range:** personal

**Duration:** 1 minute per level

The Legacy gives a 95% chance of climbing any surface.

**Detriment:** In some cases, the Afflicted’s hands and feet become sticky, such that debris and small items stick to them, although the effect isn’t enough to climb safely unless the Legacy is active. In other Afflicted, the arms or fingers become, which function normally until the Legacy is active: in this latter case, they can be cast towards the top of a wall, allowing the individual to climb it. Other times finally, the individual’s limbs become similar to the legs of a spider, with an extra joint and with bristles that grow all over his skin.

**Craft Item**

**Characteristic:** Constitution

**Range:** 10 feet

**Duration:** permanent

Thanks to this Legacy, the character can create a small item, using an appropriate general skill that he must know (e.g. *Smithing* or *Bowyer/Fletcher*); if more than one skill is involved in the creation of the item, the character must know them all. The necessary materials must be within 10 feet when the Legacy is activated, and if they are in the possession of another person, they can make a ST vs. Spells to avoid it.

The construction of the item requires 1d4 rounds, during which the raw materials combine to form the final item. For example, with pieces of steel and branches it is possible to create arrows if he has the *Bowyer/Fletcher* skill. This power only permits the creation of one item with a maximum weight of 4 ounces (20 cn) per level, or a number of items whose combined weight doesn’t exceed the maximum weight allowed, and in each case the maximum size of the item is medium.

**Detriment:** The character’s hands quiver nervously, as if he is always building something. When the Legacy isn’t active, all the character’s crafting general skills suffer a -2 penalty, while items that are worn or held in the hands sometimes break (10% chance each hour).

**Create Liquid**

**Characteristic:** Strength

**Range:** 10 feet

**Duration:** permanent

The character can create water, wine or milk with this Legacy, up to 10 pints per level. The type of liquid created is determined each time the Legacy is activated. It appears within 10 feet of the subject, but never within the body of an individual and if no container exists to hold the liquid, it disperses into the environment. The liquid is normal, pure, has the same temperature as the surrounding environment, and has no particular flavour.

**Detriment:** The character’s pores continually secrete various types of liquid (sweat, curdled milk, wine that’s gone off, etc.), and he constantly drools.

**Crimson Fire**

**Characteristic:** Strength

**Range:** 30 feet

**Duration:** 2 minutes per level

Thanks to this power, the subject can surround a target with a glowing crimson aura. The target must be visible and within 30 feet, and he can affect 1 medium target for every three character levels (rounded down); the number of targets can grow or reduce if there is lesser or greater.

The targets surrounded by the crimson fire suddenly become visible in the dark at up to 240 feet, while the range is reduced to 120 feet if the observer is near a strong light source; the effect cannot be seen with infravision or night vision. Victims surrounded by crimson fire are easier to detect and hit, and any attack against them benefits from a +2 bonus to the Attack Roll if carried out in the dark or dim light, and from a +1 bonus if carried out in twilight or brighter conditions.

The crimson fire remains on the target for the duration of the Legacy, and cannot be avoided with a ST (although it can be magically dispelled). It even makes invisible creatures visible (by delineating the contours), but has no effect on incorporeal, ethereal or gaseous creatures. The intensity of glow produced by the fire is rather low and doesn’t after infravision or night vision.

**Detriment:** The Afflicted character is constantly surrounded by a crimson aura (functions as described above, except the Attack Roll bonus is always +1) and his eyes glow red. The latter detail affects normal vision, and this causes a –2 penalty to his Attack Rolls with ranged weapons. When the Legacy is active, the glow temporarily leaves the Afflicted to pass on to the designated targets, only to return at the duration’s end.

**Cure**

**Characteristic:** Dexterity

**Range:** touch

**Duration:** instantaneous

The individual is able to heal any wound with a simple touch of his hand. He can cure with each application of the Legacy 1d6 hp, +1 hp per two levels (rounded down), up to a maximum of 1d6+10 hp at 20th-level, any one living creature (including himself). Moreover, it is also possible to subdivide the hp between two different people: he must touch the targets when he activates the Legacy, and then divide the hp cured as he likes.

**Detriment:** In many case, the Afflicted’s hands are covered by a white gauzy webbing, similar to a bandage. On occasion, small pieces of this webbing fall from his hands, without however harming the character, whose hands however lose their sense of touch. In other cases, the Afflicted constantly sweats and secretes a milky liquid: this is a weak anesthetic, which causes the Afflicted to feel slightly numb and tingly.

**Detonate**

**Characteristic:** Wisdom

**Range:** 10 feet

**Duration:** instantaneous

The character can cause a normal, non-magical object, which cannot weigh more than 5 lbs. and be within 10 feet, to explode. The Legacy only effects items within the maximum weight allowed, and cannot effect parts of larger items. As a result of the power’s activation, the item explodes into a thousand pieces (that cannot be avoided in any way), which causes 1d8 damage to all those present within 10 feet of the object.

**Detriment:** At times (15% chance per hour), small items in contact with the Afflicted or within 5 feet suddenly explode; the detonation is loud, but the fragments cause no damage.

**Dexterity**

**Characteristic:** Wisdom

**Range:** personal

**Duration:** 1 minute per level

The character’s Dexterity becomes 18 for the duration of the effect. If it is already 18, then the character receives a further +2 bonus, up to a maximum Dexterity of 25.

**Detriment:** The Afflicted grows an extra pair of arms or legs, or extra digits, or his digits develop an extra joint and lengthen. All these changes are useless until the Legacy is active, and the extra legs don’t provide extra movement, so if one is damaged movement is reduced.

**Digging**

**Characteristic:** Intelligence

**Range:** 10 feet

**Duration:** instantaneous

The subject is able to dig in earth, sand or mud. This Legacy is able to create a hole of 125 cubic feet in only 10 seconds, removing the material from the desired point and spreading it all around (note however, that a hole of the regular contours in mud or sand tends to collapse or quickly deforming, if it isn’t supported). The excavation point must be within 10 feet of the character, and if there are creatures in the excavated area, they must make a Dexterity check or fall into the hole.

**Detriment:** One of the Afflicted character’s hands (or both) usually take the form of a shovel, which prevents him from easily manipulating other items. In other cases, the Afflicted has huge tusks or long claws, which however are as fragile as normal teeth or nails, and don’t confer any extraordinary ability, unless the Legacy is.

**Disguise**

**Characteristic:** Wisdom

**Range:** personal

**Duration:** 3 minutes per level

The individual can alter his form and appearance to resemble someone else. The new form must be within 8 inches of the character’s height, and within 50 pounds of his normal weight. The acquired form must also be similar to the character’s (e.g., a bipedal humanoid can only be other bipedal humanoids), who cannot however imitate the features of another individual, but only the generic features of a species.

Only the physical form of the character changes, nothing else: his special abilities, characteristics and even the worn clothes and items remain the same. He doesn’t acquire any of the powers or abilities of the species into which he transforms. The use of this Legacy can also eliminate (or imitate) the deformities caused by the Re Curse, but only temporarily, whilst the disguise lasts.

**Detriment:** The Afflicted’s body constantly changes (fur and scales grow and fall, a tail or a pair of horns appear only to vanish after a few minutes, etc.), including his features, which alter every two or three hours. Even an individual’s height and weight continuously change, varying by 3-4 inches and 5 lbs. (determined randomly on a dice roll: even upwards, odd downwards) every minute, without ever exceeding the limits of the Legacy. This is outside the character’s control, only when the Legacy is active, can he stabilise himself for its duration. This continual changing causes no few problems for those wearing armour or close fitting clothing.

**Disintegrate**

**Characteristic:** Constitution

**Range:** touch

**Duration:** instantaneous

The character is able to pulverise with a simple touch of his hands a solid with a maximum volume of 1 ft³. The touch requires a normal Attack Roll (use an appropriate AC for moving targets, adding the Dexterity modifier to the Attack Roll), and mundane materials cannot avoid this effect, while magical ones get a ST vs. Destruction: if the roll succeeds, it survives unharmed otherwise it is disintegrated.

The touch also affects items with a larger volume, but the disintegration only affects a small part of it (1 ft³). If cast on an individual, it can cause instantaneous death only if the spellcaster touches the target’s head (aimed blow) and the victim fails his ST vs. Spells, otherwise the effect causes the loss of 10% of his total hp. In any case, if the ST succeeds, the victim takes no damage.

**Detriment:** Items touched by the Afflicted for a period longer than 10 minutes always suffer the disintegrating effect, whether he wants them to or not. Moreover, the Afflicted’s skin and hair is always dry and often flakes away.

**Displace**

**Characteristic:** Intelligence

**Range:** personal

**Duration:** 2 minutes per level

After having activated this Legacy, as long as its power lasts the individual is automatically protected against the first attack that hits him. In fact, the Legacy instantly transports the subject 10 feet from the point he was when struck, preventing the attack from finishing. The destination is random, but cannot leave him in a dangerous place (like over a cliff or in a fire) or within a solid. The effect vanishes after 2 minutes per level from when it was activated, or after the first time that the individual is dislocated.

Note that if he is hit by a dangerous area effect, the dislocation is also activated, although it cannot help avoid the damage, if the area of effect is completely within the maximum range of the dislocation.

**Detriment:** The Afflicted’s hands or head at times displace to a position one or two feet from their normal position, while the neck or wrists lengthen to cover the distance. This phenomenon happens when he least expects it (often in cases of stress or danger), and it takes 2d4 minutes for the organs to return to their usual position.

**Disrupt**

**Characteristic:** Dexterity

**Range:** 30 feet

**Duration:** instantaneous

A ray of purple light, up to 30 feet long, shoots from the character’s index finger or eye: Once the origin has been chosen it cannot be changed. If directed at an undead it causes 1d4 damage per 3 levels, rounded down, (so 1d4 hp at 1st to 3rd-level, 2d4 hp at 4th to 6th-level, 3d4 hp at 7th to 9th-level, 4d4 hp at 10th to 12th level, 5d4 from 13th-level onwards). The ray needs an Attack Roll (modified by Dexterity) to hit the target, who cannot halve the damage.

**Detriment:** Non-living organic material (like cloth, leather and wood) is sometimes destroyed when the Afflicted character touches it (5% chance with each touch). Moreover, the character’s hands or eyes usually glow with a purple light and his skin acquires an ashen pallor.

**Duplicate**

**Characteristic:** Strength

**Range:** personal

**Duration:** 2 minutes per level

This Legacy creates an illusionary duplicate of the subject, which appears within 30 feet, in the place desired by the character. The image can be actively controlled by the character, or programmed to perform predetermined actions. The duplicate doesn’t have to remain within 30 feet of the character, but in order to prevent it walking through things or people, he would have to see it to be able to control it (or at least have a good knowledge of the place in which he makes it move). The image vanishes if magically dispelled, or at the end of its duration, and any attack carried out against it passes through it without affecting it, while the attacks of the image are intangible.

**Detriment:** Parts of the Afflicted’s body are duplicated now and then, and he is found to have an additional arm, leg or even head; other times, the entire body is duplicated, and the double follows him performing embarrassing actions. However, the double is always illusionary.

**Entangle**

**Characteristic:** Intelligence

**Range:** personal

**Duration:** 1 minute per level

When he activates this Legacy, the arms, fingers or hairs of the character grow to become true tentacles: he chooses which body part transforms into tentacles the first time the Legacy manifest, and cannot change it later. The tentacles are 5 feet long per 3 levels (rounded down, up to a maximum of 25 feet).

These tentacles can be use as if they were prehensile, to use or take items at distance, or even to trap a creature, as if handling a whip: each case requires an Attack Roll, but those who have mastery with whips can use it. Those trapped by the tentacles can free themselves with an opposed Strength check, or by causing at least 10 damage to the tentacles (which have AC 0) with slashing weapons or with an element (fire, ice, acid, electricity), although no damaged suffered by the tentacles is applied to the subject’s hp.

**Detriment:** The Afflicted’s hair becomes long and unruly, and often moves by itself, touching other people or seizing small items. If the hairs are cut, they quickly regrow usually at a rate of 1 foot per round. Other times, the Afflicted’s arms or fingers grow disproportionally, and even if they can be used to take items at distance, they cannot trap anyone or use weapons, as they aren’t robust enough (except when the Legacy is active). Moreover, any damage caused to the arms when the Legacy is inactive is applied to the Afflicted.

**Farsight**

**Characteristic:** Strength

**Range:** personal

**Duration:** 2 minutes per level

The subject is able to see clearly, up to the point of being able to read any writing, at up to a distance of 300 feet per level, although is blocked normally by solid objects, or by climatic or light conditions. The Legacy can also be sued to examine closely in detail any item within 10 feet, being able to see the finest and smallest details, the traces left by tracks or inks, and any trapdoors or passages hidden by mundane means.

**Detriment:** The Afflicted’s eyes are transformed, becoming disproportionally large or protrude from their sockets on stalks. Moreover, the individual develops problems with his sight: items within 2 feet are seen well, as are those over 60 feet away (his maximum visual range remains normal, and isn’t increased by the power), but his vision between 2 feet and 60 feet is blurry. If the character doesn’t have the *Blind Fighting* skill, he suffers a –2 penalty to all his melee Attack Rolls.

**Feel Magic**

**Characteristic:** Strength

**Range:** touch

**Duration:** 1 minute per level

The character can detect and identify the magical emanations of any touched item, as long as the Legacy’s duration lasts. This Legacy isn’t affected by the magical aura that vermeil leaves on things or people in the Savage Coast, and is able to identify with a certain precision the nature of the examined magical emanations. The chance of identifying any one magical property is equal to 5% level (up to a maximum of 75% at 15th-level), and for each round that the contact is maintained he can identify a new property, until he has discovered all the examined item’s properties.

If he uses feel magic to examine a touched creature, the subject has the same chance of success given above of detecting if the creature has Legacies. (It reveals the number of Legacies the first round, and each following round the nature of each, as well as the individual’s state of affliction), as well as determining if the individual is affected by any type of spell (Only one effect is revealed per round of contact).

**Detriment:** Most Afflicted with this power have a pair of feathered antenna on their forehead, while some have long cilia on their fingertips, with which they are able to perceive the magical aura of things and people (naturally only when the Legacy is active).

**Fight**

**Characteristic:** Intelligence

**Range:** personal

**Duration:** 1 round per level

Using this Legacy, the subject acquires the THAC0 of a fighter of equal level for the power’s duration. If the character is already a fighter or has a fighter’s THAC0, he receives a +2 bonus to his Attack Roll or THAC0.

**Detriment:** An Afflicted character with this power becomes incredibly irascible and grumpy. Moreover, when the individual holds a weapon, his hand transforms into that weapon in 2d4 rounds, and remains in that form for 2d4 hours. The deformed hand causes the same damage as the character does with his bare hands, but if it is used whilst the Legacy is active, it thickens and causes 1d8 damage with each blow that follows, as long as the power lasts.

**Find**

**Characteristic:** Dexterity

**Range:** personal

**Duration:** 2 minutes per level

This power allows the subject to detect familiar or common items. If he desires a common item (e.g. a sword), the spellcaster feels himself drawn to the closest place in which the item is present (perhaps an armoury, or even a sword-armed companion only 5 feet away). If instead he searches for a specific item (like the sword Excalibur), it is possible to identify the direction in which it is found only if he has seen the item previously, or of which he has an exhausting visual description.

The Legacy gives the exact direction to reach the item (as long as it is on the same plane of existence), but doesn’t give any information on the distance or on the course to take, and the sensation only lasts as long as the power is active.

**Detriment:** A third eye sprouts from the Afflicted’s forehead, often on a stalk. The eye is useless and doesn’t give any additional vision, except when the Legacy is active (it is thanks to the eye that he notices the exact direction). Other times, a pair of antenna sprout from the individual’s forehead, and that move by themselves, together with a forked tongue that darts in and out of his mouth, rendering the individual’s pronunciation sibilant. Finally, the character often moves things and cannot remember where he put them, generating chaos around himself, and able to restore order.

**Float**

**Characteristic:** Dexterity

**Range:** personal

**Duration:** special

Thanks to this Legacy, the subject can instantly slow his falling speed to only 2 feet per second (or 20 feet per round). This allows him to fall from a maximum height of 30 feet per level (up to a maximum of 600 feet), without suffering any damage from the fall.

The character can also use the Legacy to levitate upwards at a speed of 20 feet per round, for a number of minutes equal to his level. A single activation of the power allows him to levitate or slowly fall, not do both.

**Detriment:** The Afflicted’s body weight is halved, although his mass remains unaltered, and he sprouts numerous feathers on his body.

**Fly**

**Characteristic:** Wisdom

**Range:** personal

**Duration:** 2 minutes per level

For the Legacy’s entire duration, the individual can fly at a speed of 120 feet per round (manoeuvrability class 1) in any direction; if he can already fly naturally, his speed is increased by 40 feet per round, and his manoeuvrability class improves by 2 points, but only for the power’s duration.

Most individuals are transformed when this power is activated. Many grow one or two (bat, dragon, insect, bird, etc.). For others, their arms turn into wings, while for some it is the entire body that changes, by flattening. The exact type of transformation is chosen by the character when he acquires the Legacy and it cannot be changed later. When the Legacy is activated, the transformation takes place automatically, and often the clothing and equipment worn by the individual can obstruct the change ad damage the spellcaster; as such those that use fly frequently make sure that they wear mad to measure armour or clothing.

**Detriment:** The Afflicted has permanent pair of wings (or his body flattens to about 2 inches thick), which however are useless and encumbering when the Legacy is inactive.

**Fog**

**Characteristic:** Constitution

**Range:** 10 feet

**Duration:** 1 minute per level

The character can create a cloud of fog that fills a cubic volume of 10 feet per side. The form of the mist is at the discretion of the subject, but remains stationary. It is thick enough to obscure vision and limit visibility (normal and magic) to a range of 2 feet inside it, while it is impossible to see through it.

A wind of at least 25 mph disperse the fog in a round, while one of lesser force halves the duration of the mist. If the Legacy is activated underwater, it creates a sphere of putrid water that obscures sight within the above-mentioned volume, and the currents can disperse it if they are strong enough.

**Detriment:** The Afflicted’s skin becomes spongy and soft to the touch. This effect affects the entire body, and this means that the individual’s face is deformed, as if he has acquired weight. Moreover, the character constantly emits puffs of breath-like fog, and drops of fog from his pores as sweat.

**Gas Breath**

**Characteristic:** Charisma

**Range:** 10 feet

**Duration:** 1 minute per level

Activating this Legacy, the individual can emit a cloud of toxic gas from his lungs. If the gas isn’t expelled before the end of the Legacy, its effect cease without collateral damage. The gas breathed from the subject’s mouth is greenish-yellow and smells of bile: once the breath is exhaled, the Legacy ends. The produced cloud can be aimed against any living being within 10 feet, but needs a normal Attack Roll (modified by Dexterity) against the victim’s AC, and it does 1d4 damage per three levels (rounded down), up to a maximum of 5d4 hp at 13th-level. It isn’t necessary to breathe the gas to contract the noxious effects, as it is an acidic gas that acts on contact. Any effect that counters poisons has its normal effect against gas breath.

**Detriment:** The Afflicted character develops a tremendous body odour and putrid breath. Moreover, his skin becomes puffy and discoloured in places, and the character constantly emits puff of fog-like breath, and drops of “sweat” from his pores.

**Gaseous Form**

**Characteristic:** Constitution

**Range:** personal

**Duration:** 1 minute per level

The character’s body and worn or carried equipment become gaseous when the Legacy is activated. For the entire duration, the character can fly at 30 feet per round (manoeuvrability class: 3). The character is subject to the effects of normal and magic winds of at least 25 mph, which can pull him away or increase his speed. Moreover, the subject is able to enter anywhere that isn’t airtight.

While in gaseous form, the character is immune to normal weapons, but remains vulnerable to the elements and spells that produce energy or force effects, which have their usual effects on him.

**Detriment:** The Afflicted’s flesh becomes puffy and soft to the touch; this affects most of the character’s body, and therefore sometime his features deform and he seems to be very fat. In some cases, the Afflicted’s flesh becomes transparent. Moreover, the breath and sweat emitted by the character become wisps of fog.

**Grow**

**Characteristic:** Charisma

**Range:** 120 feet

**Duration:** 2 minutes per level

When the subject activates this Legacy, ha can increase the size and weight of a visible creature of large size or smaller (including himself) within 120 feet. The weight and linear dimensions of the creature can be augmented up to double, or by any intermediary amount (but the values must be between 1 and ½), not necessarily the same for all the variables. The target of this Legacy can, if he desires, make a ST vs. Spells to avoid the effects.

The clothes and armour worn by the target aren’t modified when the Legacy is activated, and therefore they can be torn. The clothing doesn’t cause the subject any damage, but the armour (unless it has been made in such a way that it adapts to the growth) inflicts on the latter a fixed amount of damage: 2 hp for light armour, 4 hp for medium armour, 6 hp for heavy armour (including suit armour).

The subject’s movement speed changes in proportion to its new size (if the weight remains proportional), but his Strength score doesn’t change, and there are no other benefits from the growth.

**Detriment:** Some parts of the Afflicted’s body permanently increase in size (usually the limbs double in size). Otherwise, only one of the character’s dimensions can double, for which he is “stretched” in that direction. In certain Afflicted, instead, some facial features double, like the eyes, ears, lips and mouth. When the character uses this Legacy, he uses his original dimensions as the starting point (before being subject to the detrimental effects).

**Hypnosis**

**Characteristic:** Dexterity

**Range:** 30 feet

**Duration:** 1 minute per level

When this Legacy is activated, the subject’s eyes give off a fiery red glow. He can use the power on any one creature within 30 feet, as long as the latter has an Intelligence of at least 5 and understands the character’s language. The victim is allowed a ST vs. Spells to avoid the Legacy’s effects: If the ST fails, the target falls into a trance and remains defenceless until the end of the effect or until the victim is injured, in which case that the hypnosis is interrupted and the subject can react.

Alternatively, the subject can give the victim a brief and reasonable request (like the 3rd-level spell *Suggestion*). In this case, if the ST fails the trance only lasts one round, then the victim comes around and obeys the request for up to an hour, as long as something doesn’t happen earlier that makes the request unreasonable (e.g., if the hypnotist or his companions attack the victim, the request to protect him would clearly be absurd). The allies of the hypnotised creature, moreover, can speak with him in an attempt to free him from the suggestion.

**Detriment:** The character’s eyes shine a bright red, and lights seem to whirl inside them. People who converse with the Afflicted tend to be distracted and lose track of the conversation.

**Leap**

**Characteristic:** Intelligence

**Range:** personal

**Duration:** instantaneous

This Legacy allows the subject to perform a standing long jump; the distance travelled forward or up is 20 feet plus 1 foot per character level, up to a maximum of 45 feet. The character can also jump backwards by 10 feet. The jumps forward or back present a slightly parabolic profile (2 feet for every 10 foot jumped).

**Detriment:** The character’s leg muscles grow disproportionally. In some Afflicted the change is even more drastic, and their legs become like the rear legs of a grasshopper.

**Light**

**Characteristic:** Dexterity

**Range:** personal

**Duration:** 2 minutes per level

This Legacy creates a reddish light that illuminates the surrounding area to a radius of 30 feet. The light is emitted from one of the character’s hands, or from the forehead: the exact punch from which the light originates is chosen by the character when the Legacy is acquired and cannot be changed afterwards. The light, although intense enough to illuminate an area show the details, isn’t enough to cause damage or temporary blindness.

**Detriment:** The character is constantly surrounded by a reddish light, and his eyes give off a reddish glow. Consequently, the Afflicted’s vision is weakened, and he suffers a –2 penalty to ranged attacks. When the Legacy is active, the glow is dispelled, and the light is emitted in the way shown above.

**Luck**

**Characteristic:** Player’s choice

**Range:** personal

**Duration:** instantaneous

When activated, this Legacy allows the character to reroll a failed Saving Throw or skill check.

**Detriment:** The character appears clumsy and tends to lose things and to stumble continuously (although this effect doesn’t penalise him in combat). Moreover, the Afflicted suffers the detrimental effects of randomly determined Legacy: these effects are applied although he doesn’t gain the powers of that Legacy.

**Meld**

**Characteristic:** Charisma

**Range:** personal

**Duration:** 2 minutes per level

This Legacy allows the subject to meld his body (plus worn equipment of up to 100 lbs. weight) with stone, wood or mud: he becomes part of the surface of that material for the power’s duration. The material with which the character melds (e.g. a wall, floor, tree or door) must be a minimum of his size. Note that the individual is subject to all the damage that the item or surface he is amalgamated with receives. The fusion requires an entire round to complete, while it only requires a move action to come apart.

**Detriment:** The character’s body tends to mix with the earth and wood it is in contact with, if he remains in the same position for too long. For example, the character’s arm could sink into a table; his feet sink into the path on which he is standing, etc. Moreover, the Afflicted’s body assumes the appearance of the material it is touching. A character leaning against a stone wall would notice that his skin (of fur, or scales, if applicable) takes on the appearance of the stone, while a character touching a tree would be covered in bark. This effect lasts until the Afflicted touches another object and mixes with it.

**Missile**

**Characteristic:** Constitution

**Range:** 5 feet per level

**Duration:** special

The subject can shoot darts of magic energy from his fingertips. Each missile inflicts 1d6 damage, and the character can fire one for every 3 experience levels (one from 1st to 3rd level, two from 4th to 6th level, and so on), up to a maximum of five darts at 13th-level onwards, for each activation of the Legacy. Each missile automatically hits the target, unless the latter is protected by a *shield* or similar barrier, while a *protection from normal missiles* is ineffective. The darts can all be cast in the same round, or at a rate of one per round until exhausted, and can hit targets within 5 feet per level of the subject. Moreover, they can all be cast at the same target, or divided between different targets, as long as they are visible. The energy missiles can also damage objects (see the rules on Damage Points in Volume 3).

**Detriment:** All the Afflicted’s fingers elongate and assume a tubular form; the missiles are formed in and fired from these cavities.

**Phantasm**

**Characteristic:** Constitution

**Range:** personal

**Duration:** 1 minute per level

When this Legacy is activated, the character’s face is replaced by a frightening illusionary face: all those who see it must make a ST vs. Spells or flee in panic at full speed for rest of the effect’s duration. Undead and creatures immune to fear aren’t affected by this power, just like creatures with an Intelligence below 2. The illusionary face lasts for a number of rounds equal to the character’s level or until it is dispelled, and strikes all those that look at it.

**Detriment:** The Afflicted’s face becomes horrible, but rather than causing terror in those who see it, it only causes disgust and revulsion. People avoid contact with the Afflicted, although they don’t flee in panic.

**Phase**

**Characteristic:** Intelligence

**Range:** personal

**Duration:** 1 minute per level

The character can alter the composition of his own body, so as to be able to pass through solid matter (and vice versa). Worn equipment is also transformed; however, the character can choose to leave one item he holds in his hands, when the Legacy is activated, solid. Furthermore, the character can walk on the ground without sinking (he is normally subject to the force of gravity). For the rest, all items can go through his body, and he can pass through any solid surface. Although the character is immune to solid weapons, he can be damaged by the elements (cold, electricity, and fire), as well as *magic missile* or similar magic effects, and is stopped by a *wall of* force or by a *prismatic wall*.

**Detriment:** The Afflicted’s flesh becomes flabby and swollen, distorting his appearance and features. The character tends to sink into solid matter if he spends more than a round in the same position, and each garment made from a less delicate material than silk tends to mix with his body. If this happens, freeing himself of the cloth takes about around and can be rather painful, like taking a bandage from an open wound.

**Plant Form**

**Characteristic:** Dexterity

**Range:** personal

**Duration:** 3 minutes per level

The subject can assume the form of an inanimate plant that has about the same volume: The exact type of plant and its characteristics are selected by the character when the Legacy is obtained, and cannot be changed afterwards (e.g., a human could transform into a giant flower or a tree with a few leaves).

With the transformation the character keeps his own personality and mental ability, and retains his normal senses (sight, hearing, taste, smell and touch). When assuming plant form, the character cannot move, speak or cast spells, but can use the Legacy to observe the surrounding area. When the Legacy is active, the character’s equipment melds into the new form.

**Detriment:** On the Afflicted’s body grow leaves, flowers or other plants, or patches of grass and moss. The character must expose them to sunlight as much as possible in order not to give off nauseous smells.

**Poison**

**Characteristic:** Charisma

**Range:** touch

**Duration:** special

The character can secrete poison from claws, teeth or a sting of some type (these body parts appear when the Legacy is active). The poisoning doesn’t cause physical damage beyond that due to the poison, and he need to make an Attack Roll to inject the poison; if the Attack Roll fails, the Legacy is still considered used.

The exact effects of the poison vary according to the character’s level. The poison produced by a 1st-3rd level character causes the victim to fall asleep 1d4 rounds and remain that way for a number of rounds equal to the subject’s level. A character of 4th-6th level can produce the sleeping poison (as above), or a paralysing poison, whose effects take place one round after the poisoning and last for one round per level. If the character is of 7th-9th level, as well as the preceding effects he can produce a poison that causes damage equal to double his level, and whose effect is instantaneous. If the spellcaster is of 10th-12th level, he can produce one of the preceding effects, or a combination of damage and paralysis (with instantaneous effect). Finally, from 13th-level the character can also secrete poison that causes instantaneous death.

The victim can make a ST vs. Poison to halve the duration of the sleep or paralysis, to halve the damage or completely avoid death.

**Detriment:** The Afflicted grows fangs, claws or a stinging tail, but these are useless until the Legacy is activated. Moreover, the character’s flesh (or fur or scale, if not human) acquire ugly splotches of bright colour.

**Proficiency**

**Characteristic:** Player’s choice

**Range:** personal

**Duration:** 2 minutes per level

The individual gains any one skill, selected from either weapons skills or general skills, or gains a +2 bonus to a general skill that the character already has, or a +2 bonus to Attack Rolls with a weapon he already knows how to use. The exact skill is chosen by the character each time that he activates the Legacy and cannot be changed during the duration of the power. Anything known through the skill is forgotten by the subject at the end of the effect, although it is possible to write notes to use later and other characters have the normal chance of remembering what they’ve seen or heard.

**Detriment:** The character gains a small physical deformity, like big ears, warts, a deformity of the mouth, etc. The Afflicted suffers a –2 penalty to all general skill checks.

**Projectile**

**Characteristic:** Wisdom

**Range:** 10 feet per level

**Duration:** special

The character can create solid projectiles and throw them against an adversary. When the Legacy is activated, the character’s body changes: sprouting spikes or it develops a horn or a blowhole through which projectiles similar to stones are thrown. Other times a proboscis emerges from which darts are shot, or the nails grow to become large claws, which are later shot from the digits. The exact form of the projectiles is chosen by the character when the Legacy is first acquired and cannot be changed afterwards.

The number of projectiles created is equal to double the character’s level (max 40 at 20th-level), and each is thrown separately (each needing an Attack Roll) against targets within 10 feet per level. It is possible to attack multiple targets or direct them all against a single adversary, throwing up to a maximum of 10 projectiles per round. These projectiles aren’t considered magical, each causes 1d4 damage and once the last is thrown the power is exhausted.

**Detriment:** Large parts of the character’s body sprout spikes, which form a horn or a cavity, or the Afflicted’s fingers elongate and become tubular. In certain cases, the character’s mouth and nose elongate to become tubular proboscises. When the Legacy is activated, the projectiles are thrown through these outgrowths, which the rest of the time are useless.

**Red Shield**

**Characteristic:** Constitution

**Range:** personal

**Duration:** 2 minutes per level

The character creates in one hand a glowing, transparent, red shield. Its radius is equal to 4 inches per level, up to a maximum of 5 foot at 15th-level. The character can create a smaller shield than the maximum radius, but the form is always circular.

The shield has no weight, but is solid and remains fixed to the individual’s hand (which is chosen each time the Legacy is activated). A shield with a diameter of up to 2 feet offers a +1 bonus to the character’s AC, while a larger can offer a +2 AC bonus or be used as cover (the exact percentage depends on the size of the shield and whoever uses it as shelter).

**Detriment:** Shieldlike, outgrowths similar to bucklers grow on the backs of the character’s hands. These shields cannot be used to defend himself, as if they are hit the Afflicted is wounded normally. However, when the Legacy is active, one of the shields (character’s choice) grows up to the size shown above and becomes rigid. The body of some Afflicted is covered by a covering of some type, like scales, plates or bark: although this doesn’t offer any protection, and prevents the character from wearing clothes or armour that isn’t made to measure for him.

**Red Steel**

**Characteristic:** Dexterity

**Range:** touch

**Duration:** 1 minute per level

By means of this Legacy, the character can temporarily enchant a weapon or projectile giving them the properties of red steel. If this power is used on an already enchanted weapon or one made of red steel (or on an item already affected by this Legacy), it gains a +1 bonus to Attack Rolls and damage for every three character levels (rounded down): +1 from 1st to 3rd level, +2 from 4th to 6th level, +3 from 7th to 9th level, +4 from 10th to 12th level and +5 from 13th level onwards.

**Detriment:** The character’s body assumes a silvery-red colour, and his eyes emit a reddish glow. Explosions of smokepowder have the same effect on the Afflicted as they do on Inheritors.

**Reflect**

**Characteristic:** Intelligence

**Range:** personal

**Duration:** 1 minute per level

This Legacy, as long as it is active, allows the character to reflect a single attack directed against him. It can reflect damage caused by melee and ranged attacks, or any Legacy or spell that is considered an “area effect”. Although if the character suffers several attacks, only one can be reflected, and this ends the Legacy’s effect. For example, a character attacked by two missiles from a *magic missile* spell can only reflect one, and likewise if he is assaulted with a sword and a warhammer.

Note that the attack can only be reflected if it has actually hit the subject, who however doesn’t suffer any damage from the attack. The individual who initially attacked him must make a ST vs. Spells or suffer the damage of the attack reflected against him.

**Detriment:** The body of many Afflicted is covered by a shiny, silvery patina, able to reflect light. In other cases, the Afflicted suffers the detrimental effects of the Armour Legacy.

**Regenerate**

**Characteristic:** Charisma

**Range:** personal

**Duration:** special

Activating this Legacy, the individual regenerates a total number of Hit Points equal to his level, at the rate of 1 Hit Point per round. The Legacy is ineffective if the character is reduced to 0 Hit Points or less, but it allows the regrowth of small body parts no bigger than a finger or ear.

**Detriment:** Small outgrowths continuously emerge from the character, while his skin is scaly at several points. Some Afflicted even grow additional body parts, like ears, fingers and noses, which eventually crumble and fall.

**Repel Metal**

**Characteristic:** Intelligence

**Range:** personal

**Duration:** 1d6 minutes

Metallic weapons cannot strike the subject whilst this Legacy is active. For the power’s entire duration, every blow delivered against the character with a metal weapon is deviated at the last moment by an invisible barrier; the metal worn by the character, however, remains in place, and the metal weapons used by him function normally.

**Detriment:** An Afflicted with this Legacy cannot tough metal items: those of small size jump away and he cannot force himself to touch larger, metal items. The character cannot wear metal armour or that contains metal parts; however, metal items that move quickly (like a swung sword) can still strike the character, as long as the Legacy isn’t active.

**Senses**

**Characteristic:** Strength

**Range:** personal

**Duration:** 2 minutes per level

The character’s senses (sight, hearing, touch and smell) become extremely sharp. For the entire duration of the effect, he acquires the general skills *Listen*, *Observe*, *Smell* and becomes able to detect secret doors like an elf (1-2 on d6), read by touch, or say with precision the exact weight of an item simply by picking it up. If he already has one of these skills, its value improves by 2 points, or increase the chance of finding secret doors by 1 point.

Alternatively, this Legacy can be used to counter an effect that weakens the senses (like fog or deafness): when it is active, the character completely ignores the penalty.

**Detriment:** The Afflicted’s eyes. Ears and nose become huge and deformed; sometimes the fingers also lengthen.

**Separation**

**Characteristic:** Charisma

**Range:** personal

**Duration:** 2 minutes per level

The characters can detach his hand and eyes from his body. They are then able to act by themselves. The separation is painless and doesn’t cause blood loss and the parts are under the spellcaster’s control. At the end of the duration, the body parts reappear in the normal position. For example, a detached eye left in a room can see ahead of itself or roll around for a better view, while the individual is able to see through it, while a detached hand can move around and pick up small items.

The detached parts can be damaged normally: they have AC 7 (although they able to find cover more easily and the Attack Roll suffers a penalty based on the size difference) and a tenth of the subject’s HP; if they are destroyed before being reattached, the individual loses the parts in question and he becomes maimed.

**Detriment:** At irregular intervals, a hand of the character falls to the floor, or an eye flies out from its socket; the separation isn’t painful or bloody, but the detached part ceases to function until it put back in place. This action must be completed with a turn of the moment of separation, otherwise it can no longer be reattached, and the character suffers damage (1d4 hp per lost eye and 1d8 hp per lost hand). Sleeping characters awaken when they lose a body part.

**Shape Stone**

**Characteristic:** Wisdom

**Range:** touch

**Duration:** 2 minutes per level

Activating this Legacy, the individual becomes able to shape stone with his bare hands: for him the stone is as soft as clay, and can be shaped, worked and even torn apart. Using this Legacy, the character can shape stone tools, perforate a wall, or create crude form that can be worked afterwards in a more precise manner to create a work of art, and even gems can be worked thanks to this Legacy.

To model 1 ft³ needs from1 to 4 rounds. The exact time depends on the precision with which he wants to work the stone. The character can roughly shape the stone’s form, tear it to pieces or create a hole in about a round, but modelling it in an artistic manner (e.g. create a small and coarse statue) needs up to four. Softer stone (like limestone) is more easily shaped than harder stone (like granite), and this reduces the required time. Generally, the DM can determine the required time, or simply roll 1d4 (clearly, the time factor also modified the amount of stone that can be worked). Once the Legacy’s duration ceases, the stone remains in its new form.

**Detriment:** The Afflicted’s skin becomes similar to a stony covering of reddish-grey, reddish or orange-red colour. Moreover, if the character normally has fur, this emerges from cracks in the coverings, while others lose all their hair. The covering doesn’t offer any special protection, and it can be worked with relative ease. For example, the character’s features can be modified, and wounds left by a weapon remain until the flesh is reshaped.

**Shock**

**Characteristic:** Strength

**Range:** 1 foot per level after 1st

**Duration:** instantaneous

The subject can emit an electrical charge from a hand (chosen upon activation). A 1st-level character must touch the victim to damage it, and the range increases by 1 foot per level, up to a maximum of 10 feet at 11th-level. To hit the target with the charge requires an Attack Roll (Dexterity modifiers apply), without however counting any metal armour or shields to calculate his AC (magic bonuses apply, as does his Dexterity modifier). The electric charge inflicts 1d4 HP, +1 HP per (max 1d4+20 hp at 20th), which cannot be reduced with a saving throw.

**Detriment:** The character is always charged with static electricity and every time he touches another person, the Afflicted receives a weak shook. The Afflicted’s hair is always erect, his skin is dry, and his worn clothing sticks to him and itself.

**Shoot**

**Characteristic:** Wisdom

**Range:** personal

**Duration:** 2 minutes per level

Thanks to this Legacy, the subject obtains the THAC0 of a fighter of equal level, but only when making ranged attacks (including ranged magic attacks and Legacies). If the character is already a fighter, he gains a +2 bonus to his ranged Attack Rolls.

**Detriment:** Afflicted with this power are erratic and anger easily. Moreover, their arms and fingers grow in length, up to double their normal size, as if they had been stretched by excessive use of ranged weapons. The lengthened extremities don’t offer any particular advantages, except to lengthen the character’s reach slightly.

**Shrink**

**Characteristic:** Charisma

**Range:** 120 feet

**Duration:** 2 minutes per level

The subject can reduce the size and weight of a creature of large size or smaller (including himself) that is in line of sight and within 120 feet. The creature’s weight and linear dimensions can be reduced by up to half (but all the values must be between 1 and ½), although not all the variables need be the same value. The target of this Legacy can make a ST vs. Spells to avoid the effects.

The clothing and armour worn by the subject don’t change size (and don’t suffer any damage). If the subject’s linear dimensions are reduced, his movement rate is halved, regardless of the amount of reduction, whilst the subject’s Strength and other characteristics are unaffected.

Multiple uses of this Legacy are cumulative in regards to the effects or the duration (but not both).

**Detriment:** Some parts of the Afflicted’s body shrink; in the most common cases, one or more limbs halve in size (although never just one leg). Otherwise, it can be that one of the character’s linear dimensions is halved (all the body parts are affected by this transformation: e.g., if the character’s height is halved, the dimensions of his eyes are also changed by the same). In other Afflicted all the facial features are reduced, that is the eyes, ears, lips and nose. When the Afflicted uses this Legacy on himself, the character’s original dimensions (before acquiring the Legacy) are used to determine the size of the new form.

**Sight**

**Characteristic:** Constitution

**Range:** personal

**Duration:** 2 minutes per level

When active, this Legacy improves the individual’s sight. He can choose if he obtains infravision, or the ability to see clearly underwater, or through normal and magic fog, or the ability to see invisible. The exact effect is chosen by the character each time he activates the Legacy and it cannot be changed for the power’s duration. It is important to note that the ability to see invisible doesn’t allow the character to see ethereal creatures that don’t have a visible manifestation.

**Detriment:** Usually the Afflicted’s eyes deform, becoming very large (at times, he may grow eyestalks similar to a beholder’s secondary eyes). Other times a third eyes grows in the centre of the character’s forehead (or in other places), but it is completely useless for vision.

**Silence**

**Characteristic:** Intelligence

**Range:** 30 feet

**Duration:** 1 minute per level

The individual can surround himself or another creature within 30 feet with an aura of personal silence. The target can make a ST vs. Spells to avoid completely the effects of this Legacy. The duration is doubled if used on himself.

This Legacy is mainly used to move quietly: however, as well as making the subject’s movement silent, it also stops him from emitting sound, and therefore he cannot cast spells as long as the silence lasts.

**Detriment:** The majority of Afflicted with this Legacy become mute, losing their tongues. Many make a great row when they move, while others gain a very loud voice, whilst their feet become large and brush like, producing only a light whisper when the character. In other cases, the sounds emitted by the character fluctuate wildly in volume.

**Sleep**

**Characteristic:** Charisma

**Range:** 30 feet

**Duration:** 2 minutes per level

This Legacy puts to sleep one living creature within 30 feet of the character; the latter doesn’t need to see the target, but must aim the affect at a specific position. The sleep affects the closest living creature to the position, regardless of its HD. The victim, however, can make a ST vs. Mental Spells to avoid falling sleep for the effect’s duration.

**Detriment:** The Afflicted always appears tired, with droopy features and eyes. The character suffers from insomnia, but constantly yawns and usually in a noisy way.

**Speed**

**Characteristic:** Wisdom

**Range:** personal

**Duration:** 1 round per level

This Legacy allows the character to move at double normal speed. While he is hastened, he gains a +1 bonus to initiative, Attack Rolls and AC, doubles his movement rate and the number of attacks he can make. The Legacy doesn’t allow him to double the number of spells he can cast or the number of magic powers he can use (he can only invoke one magic effect per round).

**Detriment:** In most cases, The Afflicted gains two or more additional legs; in certain cases, the character could also gain additional arms. These arms don’t offer any special ability when the Legacy is inactive. However, the additional legs are needed to allow the character to move.

**Spell Shield**

**Characteristic:** Strength

**Range:** personal

**Duration:** 1 minute per level

When this Legacy is activated, red, flat, luminous and transparent disc begins to orbit around the subject. The disc has a diameter of about 1 foot and moves very quickly. Whilst active, the shield interferes with all the Legacy and spell effects directed against the character, who gains a bonus to all his ST vs Spells or magical effects in general. The bonus is equal to +1 and increases by 1 point every four levels: +2 from 4th-level, +3 from 8th-level, +4 from 12th-level and +5 from 16th-level onwards.

**Detriment:** The character’s body grows some type of covering, like spines, large scales, bark, stone, wrinkled skin or even worms. This covering feels like normal flesh, offers no type of protection, is rather thick and has a patchy structure. These areas slowly move around the character’s body, which is forced to wear special clothes and armour that adapts itself to his deformed body.

**Spikes**

**Characteristic:** Charisma

**Range:** personal

**Duration:** 1 minute per level

When this legacy is activated, sharp spikes grow all over the character’s body, most of which are of small size. The spikes on the back of the hands, however, are rather long. The character’s clothing and non-metallic armour are pierced by the spikes, while metallic armour compresses them.

If the character is physically touched by another creature (e.g. is bitten, slapped, punched, seized or starts to grapple), the individual who touches him suffers 2d4 damage. Furthermore, the character can attack an adversary with the back of his hands (requiring an Attack Roll) inflicting 1d6 damage (plus any Strength modifier) with each blow that hits.

**Detriment:** The Afflicted’s body is covered in spikes, which however aren’t sharp or rigid, and only inflict damage when the Legacy is activated. The spikes cause discomfort to the character, who can only wear made to measure clothing and armour. The character can only wear plate armour made from red steel, or that automatically adapts itself to his body.

**Strength**

**Characteristic:** Intelligence

**Range:** personal

**Duration:** 1 minute per level

When this Legacy is activated, the character’s Strength becomes 19. If the character already as a Strength of 19 or more, he gains a +2 bonus to his Strength, up to a maximum of 25. The character’s muscles swell and stretch, sometimes ripping his clothing. A character wearing armour when the Legacy is activated suffers 1d4 damage as does the armour itself, unless it is magical or has been specifically made to adapt to the change.

**Detriment:** At times, the Afflicted’s body grows two additional arms, but more often, certain muscles double in size on one arm, sometimes on both, or the metamorphosis can affect the legs or torso. These muscles don’t offer the character any advantage, but rather makes it difficult to wear armour and clothes.

**Swim**

**Characteristic:** Intelligence

**Range:** personal

**Duration:** 2 minutes per level

This Legacy allows the character to swim at a speed of 120 (40) feet per round and move easily in water. If the character is already able to swim, his natural swim speed is increased by 30 feet per round, but it doesn’t allow him to breathe underwater.

Many characters are subject to mutations when this Legacy is active and typically obtain membranes between their digits to form fins. In some cases, the membranous fingers double in length, or the arms are transformed into fins. The above changes are always instantaneous, and the type of transformation is chosen by the spellcaster when the Legacy first manifests, and cannot be changed later. The character’s clothing and armour aren’t normally involved in the transformation unless they are able to adapt automatically to the individual’s form. The fins and the membranes, as they form, can tear or damage armour or clothing, and therefore many of those who possess this Legacy wear particular clothes and armour.

**Detriment:** The Afflicted transforms permanently in one of the ways described above; these bodily alterations, however, are useless when the Legacy is not active.

**Temperature**

**Characteristic:** Dexterity

**Range:** special

**Duration:** special

This Legacy can have one of the three effects list below, chosen each time the power is activated.

The first use protects the character from extreme temperature, like the heat of the desert or the arctic cold and the effect lasts for one hour per level.

The second application protects against those unnatural or unusual effects that can be used as attacks: for one turn, the character only suffers half damage from natural and magic fire, or from cold-based attacks (selected by the character when he activates the Legacy).

The third use of the Legacy allows the character to modify the temperature within a maximum radius of 30 feet, and for a number of turns equal to his level; the temperature can be raised or lowed by up to 20°C.

The different effects of the Legacy aren’t cumulative with each other (although they are with other spells or similar effects).

**Detriment:** The character suffers as he is exposed to extreme temperatures. At times, he feels an intense cold, and is temporarily covered in thick fur or scales, while exhaling an icy breath that can be seen by those nearby. Other times, the subject feels an unexpected heat, and sheds fur, hair and scales; the heat that emanates from his body can be felt by those around him. Changes between the two states happen slowly (can take about a day), and once he reaches a certain temperature, the state can last for up to one week.

**Translate**

**Characteristic:** Strength

**Range:** personal

**Duration:** 2 minutes per level

When this Legacy is activated, the character is able to speak understand, read and write any language, whether modern or ancient. Upon activation, the character must nominate the language that he intends to translate. The Legacy doesn’t allow the understanding of codes or the language of magic.

**Detriment:** The Afflicted continually changes form, transforming into creatures of different humanoid races (a PC can acquire the physical form of any other playable race); during these changes the character never gains (or loses, if he has them) wings or a tail. The character doesn’t gain any of the special abilities of the other races, or lose those of his own race. For example, a lupin who changes into a phanaton gains the membranes typical of these creatures, but isn’t able to glide; similarly, a rakasta who assumes human form loses his claws, but still causes the normal damage if he attacks with his hand. Each transformation requires several days, but he remains in the new form for no more than two days.

Moreover, at irregular intervals, the character begins to speak and write in another language, without any effort and without being aware of it. Sometimes, the effect only involves a few words, other times it lasts for entire phrases or for an entire hour.

**Unlock**

**Characteristic:** Wisdom

**Range:** touch

**Duration:** instantaneous

Activating this Legacy, the character is able to unlock a lock by simply touching it: the chance is equal to 20% + 5% per level, up to a maximum of 95%; if the role is successful, the lock opens instantly.

**Detriment:** The Afflicted’s fingers (on one hand or both) double in length, gaining a further joint at the end, which takes the form of a lockpick. When the Legacy is activated, the Afflicted uses these organic lockpicks to open the lock, with the usual chance of success. For the rest of the time, the character is unable to use these appendages to unlock locks, even if he has the thief’s open lock skill.

**War Cry**

**Characteristic:** Wisdom

**Range:** 30 feet per level

**Duration:** instantaneous

An individual with this Legacy can emit a stentorian roar that has effect within a radius of 30 feet per level up to a maximum of 600. Within this area of erect, hostile creatures must make a ST vs. Mental Spells to avoid falling into a panic: If the ST succeeds, there are no adverse effects, if however, it fails the victim instead panics and cannot attack for 1d4 rounds (he can only defend himself or flee).

**Detriment:** In most cases, the Afflicted’s mouth becomes extremely large; in other cases, the mouth assumes the form of a funnel, with the teeth exposed in a ring around the cavity. Those subjected to this horrid transformation cannot move their jaw, and cannot eat solid food unless it is cut into small pieces.

**Weaken**

**Characteristic:** Constitution

**Range:** 30 feet

**Duration:** 1 minute per level

Using this Legacy, the character is able to weaken a living creature within 30 feet of him. The individual doesn’t need to see the target, but must direct the effect on a specific area in which the target is found. The victim can make a ST vs. Spells to avoid completely the effects of the Legacy, but if the ST fails, he is reduced to Strength 5, suffering the derived penalty for the duration of the effect. If the victim’s Strength is 5 or less, the effect reduces it by 1 point, and if the Strength is annulled the victim falls to the ground and cannot move.

**Detriment:** The character appears tired and weak: although his true Strength score isn’t affected, he seems soft and emaciated.

**Weapon Hand**

**Characteristic:** Intelligence

**Range:** personal

**Duration:** 1 minute per level

When this Legacy is activated, one of the subject’s hands assumes the form of any one-handed melee weapon: it could be a sword, a warhammer or even a whip. The type of weapon is chosen by the character the first time he acquires the Legacy and it cannot be changed afterwards.

The weapon has most of the properties of a normal weapon of that type (e.g., is as hard and sharp as a normal weapon), but seems composed of the character’s flesh and isn’t magical. It inflicts the same damage as the imitated weapon, and the character can use any mastery to improve the damage and Attack Roll. If he wants to, the subject can use this Legacy twice to transform both hands into weapons (without however acquiring two attacks per round).

**Detriment:** An Afflicted’s hand is always in the form of a weapon; however, the flesh of this hand has the normal consistency and it cannot be used as a weapon, unless the Legacy is active (although it can be used to throw a punch). The hand can no longer be used to manipulate effectively items, except to push them about.

**Webcasting**

**Characteristic:** Strength

**Range:** personal

**Duration:** 2 minutes per level

When this Legacy is activated, the subject assumes some of the typical physical traits of spiders: on eye appears on each temple, the fingers and thumbs get an extra joint, and two fangs grow in the character’s mouth. The new eyes aren’t able to see, and the mutation of the fingers doesn’t grant any ability or benefit. However, the fangs can be used to bite, inflicting 1d2 damage (or 1d2 extra damage if the character already has a bite attack).

As well as these transformations, the character becomes able to secrete spider web from the palms of his hands. With each activation, the character can generate from each of his hands a thread of web as thick as a rope and up to 10 feet long, and with a normal Attack Roll the character can use the web as if it was a whip or lasso. Alternatively, the web can be used to wrap an item: to do this it is necessary to touch it, by making an Attack Roll. The AC is determined by the DM based on the item’s size (from AC 10 for items of human size, up to AC 1 for an item that could be held in the palm of one hand). The web is strong enough to support a weight of 400 lbs.

**Detriment:** The Afflicted permanently assumes the arachnoid form described above.

**Wind**

**Characteristic:** Constitution

**Range:** special

**Duration:** special

The individual is able to produce a gust of wind from his mouth. This is blow at a speed of about 25 mph and is strong enough to blow out candles, torches and unprotected flames. Protected flames (like those within a lantern) dance and have a chance of being extinguished equal to 5% per level. The speed of flying creatures is reduced by 50%, and vapours, small items and levitating and gaseous creatures are blown away. The wind lasts for a number of rounds equal to the character’s level, or can be subdivided into brief squalls, one per round (the maximum number of squalls equals the individual’s level).

**Detriment:** The Afflicted seems windswept, as if he has been affected by a strong wind. The nose is tilted, the eyes are slightly out of position, and the mouth is deformed. Moreover, a small whirlwind surrounds the character, continually whipping about his clothes and hair. Small, light items are sometimes blown from pouches or backpacks or from the character’s hands.

**Inheritor**

**New Kit for any PC class or race**

An Inheritor is a character trained to know and control the advantages of the Red Curse, acquiring multiple Legacies whilst using cinnabryl to avoid he detrimental effects. For this reason, the Inheritors try to control the existing reserves of cinnabryl, so it is always available for their needs. This cause them to watch over those who use the Legacies and the trade in red steel, making the Inheritors a sort of “curse police” (a nickname that they have earned in certain regions).

The Inheritors can be of any alignment, but all have two fundamental aims in common: keep control of the trade in cinnabryl and red steel to guarantee the availability of these substances, and monitor the use that is made of the Legacies, to prevent these powers from being abused (and the popular resentment that these abuses could provoke). These characters always belong to one of three secret and elitist orders, which developed from three earlier organisations that had existed for decades. Historically, these groups are aligned along the lines of Law, Neutrality and Chaos, whilst less attention is placed on the good-evil dualism, mostly by those who belong to the neutral and chaotic factions, although this struggle takes place on a personal level.

The Inheritors of Lawful alignment belong to the Order of the Ruby, the organisation that was once known as the Brotherhood of Order or the Lawful Brotherhood, and its members are called the Inheritors of the Ruby. Most of these Inheritors hope that one day it will be possible to remove the Red Curse: they believe that gaining multiple Legacies will help them to understand fully the Red Curse and to fight it. The order’s symbol is a ruby carved with a rune that indicates the character’s status in the organisation. The ruby can be worn as jewellery, or simply carried hidden in clothing.

The Inheritors of Chaotic alignment belong to the order of the Flame, once known as the Friends of Freedom, the Chaotic Alliance and (in some places) the Chaotic Sisterhood, and its members are known as the Inheritors of the Flame. These individuals only become Inheritors to obtain the power needed to follow their own goals. The order’s symbol is a box decorated in a particular manner that contains flint, steel and timber.

The Inheritors of Neutral alignment belong to the Crimson Order, once known as the Neutral Alliance, while its members are called the Crimson Inheritors. Most of them think that the Red Curse is a test imposed by the Immortals. The Crimson Inheritors of Good alignment think that the Legacies should be used to help others, those of Neutral alignment think that they should be used to defend the natural balance, while the few Neutral-Evils are convinced that they should be used to test others. The order’s symbol is an item of red cloth, like a handkerchief, a sash or even a cape.

The orders compete with each other; however, the divisions that separate them aren’t absolute. Indeed, the Crimson Inheritors often ally themselves with members of the other orders: characters of good alignment usually with members of the Order of the Ruby, evil characters generally ally with Inheritors of the Flame.

Each order has a leader to resolve disputes within the order, and guides it towards its objectives. Within the Order of the Ruby its leader is elected, in the order of the Flame instead the leader is chosen by combat, while the leader of the Crimson Order is the highest-level cleric. The three masters of the orders meet each month in a conclave, which is held in the capital of Bellayne, accompanied by their advisors and assistants. The first day of each year, the leaders gather in the High Conclave, along with all the other Inheritors who want to attend. The master of the Crimson Order presides over both the minor conclaves and the High Conclave, whose aim is to resolve the disputes between the orders, exchange ideas and information, and discuss common problems.

For example, suppose that an evil Inheritor obtains cinnabryl by stealing amulets from the inhabitants of a small village. An Inheritor of good alignment from that village takes offence: the two characters could fight (after a challenge has been officially made), or put the question to the brotherhoods. If they belong to the same order, the leader of that order resolves the dispute by making a decision; if instead they belong to different orders, the question is resolved by the conclave. When the conclave is far away (either in terms of time or distance), a minor conclave can be held in an informal manner, composed of a single member (usually a cleric and someone who isn’t too closely involved in the matter) from each of the orders. In this example, the mediators would probably find against the thief, who should have asked the fighter’s permission before stealing the cinnabryl in that area.

The secrets for gaining multiple Legacies are jealously guarded by the members of the various orders: they teach the rituals exclusively to their brothers, starting from their initiation. The Inheritors therefore must defend the secrets of the Order: those who don’t do so are considered renegades and are severely punished. Since Inheritors of different alignment can sometimes disagree, their behaviour towards other members of the same Order is however always regulated by a series of laws that they are made to respect internally.

Those who have the ability to become Inheritors are trained for an entire year before the initiation ceremony (that coincides with them reaching 1st-level), to be certain that they adhere to the Code of the Orders; very few secrets are revealed to the neophytes before the initiation.

The Orders also have affiliated members, people who aren’t true Inheritors, but who help them in their activities. They also have certain privileges and responsibilities: they can be sponsored by any Inheritor, but can only be inducted by a bard or a cleric; moreover, their status of affiliated member isn’t official until it has been registered by a cleric. Every member of the Order (whether true members or affiliated) constantly openly wears or carries the symbol of his order, although he obviously doesn’t open display it whilst undertaking a secret mission.

As well as the Order’s symbol, an Inheritor often also has a personal symbol or sigil that is used to mark his property and which is frequently shown on his shield, armour or cape, or worn as a pendant. The personal symbols are all different, and the misuse of a sigil is considered a serious offence against its owner and a crime against all the Orders, both of whom seek to punish the offender.

The Inheritors aren’t common in the Savage Coast (at least for now), but the Orders have members spread throughout all the nations and have bases in many cities. Some governments have a hostile attitude towards the Inheritors, who are therefore forced to work secretly in those places.

**Statistics and Powers**

**Character Class:** Fighters, mages, clerics, thieves and bards (although not multiclass) can all become Inheritors. The others aren’t able to become regular members, as their personal interests aren’t reconcilable with the devotion and concentration needed to learn multiple Legacies. However, anyone can become an affiliated member of the Order.

**Races and Nationalities:** The Inheritor kit is available in all the lands affected by the Red Curse. This therefore excludes the City-States, Hule, Yazak Steppes and the Dark Jungle. Most of Nimmur, Jibarù and the lands of the Wallara are free of the curse; amongst these, only Jibarù has native Inheritors, although they are rare. Inheritors are rare in the lizardkin nations of Cay, Shazak and Ator.

The Orders sometimes recruit members from other lands, but they must be trained for an entire year before being able to join the Order; therefore, an Inheritor can originality be from any nation, as long as they have lived and trained for at least a year in an area struck by the curse.

Some races finally (wallara, enduk, ee’aar and aranea) aren’t naturally able to develop Legacies, and for the members of these latter becoming Inheritors is the only way to obtain the powers linked to the Red Curse.

**Requisites:** An inheritor can belong to any social class, be male or female, or have any alignment; the kit can be selected by any character of at least 1st-level.

All the Inheritor’s characteristic scores must be 9 or more; the Orders don’t accept weaker members who couldn’t bear the weight of the Legacies. Moreover, it is wise to have a high Intelligence and Wisdom score.

**Role:** The Inheritor is an individual with superior powers than common mortals, almost a super-being, and can be heroic or cruel, according to his personality and on how others judge him. This causes many to think that the Inheritors consider themselves above the laws of local governments (and in effect some do so).

The Inheritor is generally a self-confident character with great faith in his own abilities. For some, this becomes true arrogance, while for others it is simply the security that derives from absolute faith in a cause. Because of their personality, Many Inheritors are often considered conceited; others instead are seen as potentially dangerous individuals. The character’s precise personality naturally depends on the player as well as alignment, race and class. All the Inheritors however, have one thing in common: they are terrified by the idea of being locked up or otherwise deprived of cinnabryl, because of the horrible consequences that they could encounter.

Although race isn’t an important characteristic for Inheritors, some fundamental tendencies have emerged. The faith in their own abilities have produced in the tortles a nearly always serene attitude, rather than arrogant or obnoxious. The Herathians are usually looking to end the curse, whatever their alignment, while the natives of Robrenn, Jibarù, Cay, Ator and Shazak are often more interested in ending the curse in their homelands.

The members of different classes cover distinct roles within the Orders, and naturally, this leads them to have differing attitudes. The fighters are the guardians and soldiers of the Order, and have the task of forging the red steel weapons and supervising the trade in cinnabryl; bold in battle, they are the ones who are most often seen as obnoxious or overconfident.

The thieves have the task of recovering items and leading secret missions, often to get hold of cinnabryl or red steel without its owners discovering; finally, they have the task of crafting the talismans of cinnabryl.

While the thieves tend to be cautious and competent, trying to keep out of the eye, the order’s bards on the other hand try to attract the public’s attention. They use their own skills to entertain, obtaining in the meantime useful information and news for their order; it is also the task of the bards to circulate the information and news among members of their own circle (like, for example, the decisions made in the conclaves). Moreover, it is usually a bard who introduces affiliated members to the order and then report the fact to their clerical brothers. Finally, in the regions without Inheritor bases, it is the bards and thieves who distribute potions and talismans to their brothers.

The Inheritor mages study the Legacies and are able to recognise the manifestations in the early stages. They distil the potion that helps prepare crimson essence, used to obtain multiple Legacies. Some arcane spellcasters consider themselves superior to the other Inheritors for their great knowledge, but many others feel a sense of impotence as they are unable to prevent or dispel the effects of the Red Curse.

The priests are the historians and chroniclers of the orders: they register the new members, the affiliated members, their Legacies, and the number of talismans, amulets and potions of crimson essence available, as well as the amount of cinnabryl and magical materials controlled by the order. Finally, they have the tasks of enforcing the rules and dictates of the order, and of instructing their brothers so that they are in the know; in practice, they make up the order’s bureaucracy, serving in a semi-official manner. The clerics tend to be calm and cold, and stay out of disputes, and are therefore the preferred mediators for minor, local conflicts.

**Class Modifications:** The Inheritor kit doesn’t modify the fighter, mystic or bard class. Thieves don’t receive bonuses or penalties, but tend to concentrate on move silently and hide in shadows; open lock and find/remove traps are also popular skills. Inheritor mages often prefer spells of divination and alteration, although they aren’t limited in their spell selection. In the same way, clerics can select spells of any type, and can be devoted to a specific Immortal or a generic pantheon. Those who come from a particular culture tend to remain bound to the Immortals, alignments and spells of that culture.

**General Skills:** All the Inheritors receive a bonus general skill, based on their primary class, while others are mandatory required.

|  |  |  |
| --- | --- | --- |
| **Class** | **Bonus** | **Required** |
| Fighter | *Intimidate* | *Smith* |
| Mage | *Concentration* | *Alchemy* |
| Thief | *Gather Information* | *Etiquette* |
| Cleric | *Heal* | *Knowledge of the Red Curse* |

Recommended skills are those listed above, plus *Metallurgy, Myths & Legends*, *Armourer*, *Herbalist*, and several languages can prove useful and in keeping with the setting.

**Equipment:** The Inheritors prefer buying equipment made from red steel, as they consider that metal a symbol of superiority. It is easier for the Inheritors to buy cinnabryl and its related substance, than it is for the common population: for them any item made from one of the typical magical substances of the Savage Coast (see table 3.1) is half the market price, if acquired through other Inheritors.

**Special Powers:** Every Inheritor belongs to an Order, and these groups offer many opportunities to their members (a member of the Order can recognise his brothers by their symbol). Inheritors can expect to be treated by other Inheritors according to the Code of the Orders and, in case of disputes, can ask for mediation during the conclaves.

The Orders are also used to procure cinnabryl, red steel, crimson essence and smokepowder, which however is exclusively used for trade. In many places, these substances are only available through the Inheritors (and only for them); even the affiliated members of the Order can find difficulty in buying cinnabryl talismans and the base potions for crimson essence. Although the Inheritor mages make smokepowder, and base for crimson essence, and the fighters forge weapons from red steel, these items are however often sold by the Order’s bards and thieves.

Crimson essence and talismans of cinnabryl are fundamental for the most important ability of the Inheritors, i.e. the chance of obtaining multiple Legacies. Before his initiation, the future Inheritor is taught how to control the magic power of the Red Curse. During the initiation, the individual drinks a phial of crimson essence, gaining a Legacy, as would anyone else who made use of it. However, while the effect of the potion is normally temporary, it is instead permanent for the Inheritor.

The training in the control of the powers of the curse continues hand-in-hand as the Inheritor advances in level, and every three levels (at 3rd, 6th, 9th etc.), the character can use another flask of crimson essence to gain a new permanent Legacy. If the Inheritor tries to obtain the power before the training has been completed, the potion only bestows the Legacy in temporary form (the potion’s standard effect). When the Inheritor reaches the experience level required to gain a new permanent power, he must acquire a phial of crimson essence, which is later usually drunk during an official ceremony organised by the Order.

Crimson essence is produced using the cinnabryl talismans. The potion’s base is distilled by an Inheritor mage, using alchemy. A phial specially made to contain the base potion is placed within a special hollow in a talisman of cinnabryl (this hollow is the only real difference between the talisman and the amulet of *cinnabryl*), which is then worn by the Inheritor. The power that emanates from the cinnabryl and the Inheritor (because of the Legacy) impregnates the base potion with magical energy, transforming it finally into crimson essence. Such transformations require about two months, during which the Inheritor must wear the talisman; if it is removed for more than a few minutes (one turn), the magic is dispelled and must be started again from the beginning. This period is long enough to replace the container of depleted cinnabryl with a new one.

It is possible for a person other than an Inheritor to create crimson essence by using a talisman, but in this case six months are needed. It is also possible for an Inheritor to create more potions of crimson essence than he needs: he can sell the excess potions to those who want them.

*Note*: Although the Inheritors who abandon their Order are considered renegades (see the *Special Hindrances* section), a potential member can leave the Order before their initiation without problem. Given that an initiate is taught how to control the second Legacy, it is possible for him to later obtain the second Legacy permanently with crimson essence, if he is able to but the potion and remember the training. Thus, a character with another kit can sometimes have two Legacies, but never more.

**Special Hindrances:** A prime penalty for the Inheritor is the fact that he belongs to an order. Indeed, although the order is useful in many ways, it can also be the source of problems. For example, the Inheritors are little loved in many places as they are considered a self-proclaimed police that selfishly hoard cinnabryl and all the related materials. From the moment the Inheritors wear the well-known symbols (except when on secret missions), they can be easily identified. Where they are considered oppressors or criminals, they suffer a +2 penalty on reaction rolls.

Moreover, to maintain a good relationship with his Order, an Inheritor must follow the rules and respect the decisions of the: so, an Inheritor could be required to move to a particular area, or hunt down a renegade or another of the Order’s enemies.

*The Code of the Orders*: All the Inheritors must respect the dictates of the Code of the Orders. The code mainly exists to protect the Inheritors from their brothers, while most of the decisions that affect other people are left to individual will. Because of the presence of many schools of thought among the Inheritors, controversy is inevitable, and therefore a unified code is very important. This code fundamentally consists of a series of laws of courtesy, it is only applied to members in good standing, and is divided into four parts:

1. The Sanctity of Home: An Inheritor cannot violate the home of another Inheritor. Thus, the Inheritor and his property are safe from his brothers, and anyone who violates this rule becomes the enemy of that Inheritor’s entire Order.

2. The Official Challenge: An Inheritor cannot attack another without first having declared the formal challenge. If in the course of an adventure, an Inheritor encounters another and wants to attack him, he must first spend a round declaring the challenge. The challenge typically only lasts for that encounter, but it is possible to declare a different duration (e.g.: “I consider you my enemy until the end of the year”), and even make it permanent. This rule was written to prevent Inheritors from ambushing each other (unless a permanent or long-lasting challenge had been made previously). It is important to note that the challenge cannot be refused.

3. The Rendering of Aid: An Inheritor has the duty of helping the brothers of his Order; this usually translates to an alliance when they meet, but can also mean giving shelter to an Inheritor and his followers. The giver can decide on exactly how much aid he gives, but cannot completely deny the request. Generally, the person asking for aid makes a specific request: the two parties can then negotiate on the exact help to be offered, and once an accord has been agreed, it cannot be broken.

4. The Sacredness of Conclave: An Inheritor taking part in a conclave of any type cannot be attacked by another Inheritor. This is for practical reasons, to prevent disorder during the High Conclave and protect those who have travelled to take part in one of these gatherings. Some Inheritors have used this rule to protect themselves from an enemy, asking the leader to be assigned to a conclave, volunteering for a minor conclave, or simply leaving for the High Conclave. The situation must however be plausible: An Inheritor who only lives 10 miles from the capital of Bellayne cannot claim to be travelling to the High Conclave one month before the set date, as he can cover the distance to the Conclave’s location in under one day.

An Inheritor who defies the code can be declared a “renegade”, as can one who reveals the secrets of the order to the uninitiated, or seriously disobeys his superiors’ directives. Charges against an Inheritor can only be brought by another Inheritor: at the next conclave or order leaders (never a minor conclave), the accused is formally charged and given the chance to defend himself. If the conclave finds against the individual, punishments can run from correcting the fault, to a fine, up to the death sentence. The clerics of the order record this sentence, while the bards spread the news. Appeals are only permitted if the accused is able to bring new evidence. An Inheritor who refuses to accept his punishment becomes a renegade and therefore the enemy of all the other Inheritors, who can ruthlessly hunt him down; renegades naturally lose all the protections listed in the code. Unless the conclave decides otherwise, the renegade is wanted dead or alive.

Even the affiliated members of the order must keep its secrets and respect the code, though they don’t receive any protection, and their mentor is considered responsible for their actions. An affiliated member can be judged in a minor conclave, while appeals can be made by the sponsor and are decided by the conclaves of the orders leaders.

As well as the social and political limitations described earlier, there are other risks connected to the acquisition of Legacies. One is the problem of training. If the DM uses the optional training rules, the training must be conducted by an Inheritor of higher level as regards to controlling new abilities and powers (training related to class skills instead follows the normal rules). Even if the optional rules aren’t used, it is always necessary for someone to teach the Inheritor how to control the magical energy of the Legacy. If an instructor isn’t available when the character is ready to gain 3rd-level and acquire a new permanent Legacy, he must learn how to control the power by himself. In game terms, the character suffers a –10% to his XP, which represents the difficulty of learning by himself the secrets of the Legacy (the process is longer and slower): On reaching the next level, it means that the character has gained the Legacy through his own effort. If instead an instructor is made available during the interim, that character suddenly gains the minimum experience needed for the new level and acquires the Legacy with the tutor’s aid.

A character that gains a permanent Legacy also suffers a one-point penalty to a characteristic score, as described in the section *Effects of the Red Curse*. As the Inheritors acquire multiple Legacies, they lose more than one ability point over the course of a long career; the other collateral effects of the Legacies (e.g. red skin) also become more marked in the Inheritors.

Also, as a possessor of multiple Legacies, the Inheritor must be very careful to always wear cinnabryl. Indeed, a character with a Legacy who loses contact with cinnabryl for too long suffers the debilitating effects of the Red Curse, among which are the physical deformities and a notable loss of characteristic points. When one of the character’s ability scores (except Charisma) drops to zero or less, he immediately dies.

Finally, smokepowder interacts strangely with the Inheritors once their bodies carry multiple Legacies. When smokepowder explodes within 2 feet of an Inheritor (even firing a firearm falls into this category), 1 ounce of cinnabryl (equivalent to one week’s protection) is immediately consumed: if the character has less than a week’s worth of cinnabryl, the remaining amount is instantly exhausted, and at this point if the individual doesn’t get a supply within a short time, the malign effects of the Red Curse start to manifest themselves (see the section *Effects of the Red Curse* for further details).

**The Secret Crafts of Mystara**

***(based on the Seven Secret Crafts of Glantri, presented in Gazetteer 3: The Principalities of Glantri)***

In the world of Mystara exists hidden lore regarding some fields of magic knowledge, transmitted only through belonging to a rigid system of mystical orders: the so-called Secret Crafts. Each Secret Craft comprises a body of knowledge and practices focused on a specific field of mortal magic lore, passed down over the centuries from the first masters who had discovered these powers through divine revelations or epic research. These teachings have given birth to a new way of conceiving and using magic, which is kept secret to limit the power that derives to a certain extent from the few chosen with sufficient ability to understand and develop these crafts.

The orders that pass on the Secret Crafts only exist within the regions of Mystara in which the knowledge and development is high, and more precisely in the nations of Glantri[[2]](#footnote-2), Herath, Hule, Sind, Thothia and Thyatis, and the continents of Alphatia and Bellissaria, although not all the Crafts are present in all the areas and it is also possible to find adepts of a Craft in other regions (which is up to the DM based on his campaign). The Secret Crafts can be learnt only by those spellcasters who demonstrate having a quick, open mind (minimum Intelligence: 13) and who have developed a sufficient erudition in the specific field linked to the Craft in question, or has a specific general skill linked to that Craft. The main Secret Crafts on Mystara are listed below (the DM can add others using the following rules) and for each the appropriate general skill is shown between parenthesis (an asterix shows an art that can only be learnt by arcane spellcasters;):

* Alchemy (*Alchemy*)
* Chronomancy (*History*)
* Cryptomancy (*Divination*)
* Demonology (*Demonology*)
* Dracology (*Dracology*)
* Oneiromancy\* (*Dream Walk*)
* Elementalism\* (*Elemental Lore*)
* Necromancy (*Necromancy*)
* Witchcraft\* (*Herbalism*)

Each secret order is divided into five Circles controlled by the Grand Master, and therefore only one Grand Master exists for each circle present in one of the eight regions of Mystara listed above. The identity of the Grand Master is unknown to all, except to the disciples of the fourth Circle of each order. At the start of the studies of each Circle, the adept learns a particular magic power, which doesn’t in any way affect the number of spells he can cast daily. Each special ability can be used a certain number of times per day, with a variable chance of success (see table 3.4). With the exception of the abilities of the Alchemists, these magic powers can be dispelled at any time with the normal chance of success. Unlike spells, these powers need not be memorised each day to be used.

To enter a secret order, a spellcaster must first find a member of such an order to support and introduce him to the circle. The adepts never openly admit to being disciples of a certain order, and the newcomers aren’t generally well received, as they represent possible rivals for the title of Grand Master. The subject must however convince a member of the order to sponsor his candidature. Charm, corruption, deceit and blackmail are legitimate means to advance the ambitions of a neophyte, if used with discretion. Violent intimidation and brute force are instead unappreciated means, and are always punished by the order. If the member of the order is already a master (or belongs to the 2nd or higher circle) he can independently estimate the quality of the potential adept, and can directly initiate him in the mysteries of the Secret Craft if he thinks it would be to the order’s advantage. If instead the neophyte turns to an initiate of the 1st Circle, the latter must refer the petitioner’s request to his superior, and it would be up to the master to judge whether or not he is worthy of the mysteries of the Craft.

Becoming an initiate of the 1st circle, the subject must swear absolute loyalty to the order and its adepts, which also involves absolute secrecy regarding the practices of the sect (giving the information to outsiders’ results in expulsion from the order and the likely intervention of assassins to forever silence the traitor). The disciple is then marked with a symbol that proves his identity to the other disciples and known only to those of the sect, and so begins the long path of hidden research to discover the powers linked to the Craft. Usually the masters of the higher circles can give private lessons to the more unskilled adepts in exchange for money (which will be spent on research), and these acts are usually agreed on during secret meetings that are held once a month between the various masters of the sect to discuss research and alliances. To advance to the next Circle, he needs to know all the powers of his current Circle. A student of the 4th Circle must find the way of reaching the 5th Circle by himself. The shown cost and duration of the studies varies according to the Circle to which the student belongs (see Table 3.4).

Upon reaching the final Circle, the Grand Master usually challenges his rival to a duel: in fact, the power of the 5th Circle is only obtained by defeating the Grand Master in office [for the identities of the Grand Masters of the Seven Secret Crafts, see Gazetteer 3, *The Principalities of Glantri*]. The duel must involve only the challenger and the Grand Master, and they may travel great distances to find a suitable deserted area for the duel. The loser can be eliminated (if the victor is Chaotic) or forced to yield. If the challenger loses and survives he keeps his powers, but is reduced to the 4th Circle and must leave the order (revealing its secrets however remains a serious crime if discovered, and the loser is normally kept under tight control for the rest of his life). If the Grand Master is defeated but survives he loses the powers of the 5th Circle, which automatically pass to the duel’s victor, unless he hasn’t finished his study cycle and cannot take the supreme power of the Secret Craft. In that case the defeated master retained the chance of using the power until the new Grand Master acquires it, the loser then usually retiring from the order.

**Table 3.4 – General Summary of the Secret Crafts**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| ***Circle*** | ***Cycle*** | ***Cost*** | ***Experience (XP)*** | ***Min. Level*** | ***Success %*** | ***# of Uses*** |
| 1st | 14 | 100 | 5,000 | 5th | 60 + 1/lvl | 3 / day |
| 2nd | 28 | 200 | 10,000 | 7th | 50 + 1/lvl | 2 / day |
| 3rd | 42 | 300 | 20,000 | 10th | 40 + 1/lvl | 1 / day |
| 4th | 56 | 500 | 35,000 | 15th | 30 + 1/lvl | 1 / week |
| 5th | 70 | 1.000 | 55,000 | 20th | 20 + 1/lvl | 1 / month |

***Circle***: the disciple’s rank within each order (similar to experience levels), or an ability’s power rank.

***Cycle***: time needed (in days) to learn a power of a specific circle. At the cycle’s end, the PC gains the studied power only if he makes a successful Intelligence check (a d20 roll under his Intelligence); if the roll fails he must restart his studies. A student can freely interrupt his studies and return to them later, recommencing from where he left off, without suffering a penalty in his attempt to learn them.

***Cost***: the price in gold coins for each day of study (see *Cycle*). The money is spent on acquiring tomes of occult wisdom or performing experiments or to pay a master to reveal his secrets of the Craft.

***Experience***: The Experience Points that a student must gain before being able to use a new power with the best chance of success (see *Success %*). Before beginning a new cycle of study, the student must gain the number of xp shown, using exclusively the powers granted by the Craft (each time he successfully uses a power he gains 30 xp for the circle of power, except for Alchemical experiments, which grant various amounts of xp) or conduct research and hatch plots that help to increase the order’s power (other xp are assigned at the DM’s discretion based on actions completed thanks to the powers of the Craft, like defeating enemies, resolving complicated situations or creating items). Once the established ceiling is reached, all the xp are removed and the PC must start to accumulate more from zero to obtain the next power. These xp don’t count in any way as the normal xp needed for a PC to advance in his class levels.

Example: if Niklaus of the 1st Circle of Cryptomancy wants to pass to the 2nd Circle, he must have already acquired all the powers of the 1st Circle, and thus accumulated from zero 10,000 xp, which would then allow him to take a 2nd Circle power, if the success chance was successfully made. Making this, the xp return to 0 and he must accumulate another 10,000 to gain another 2nd Circle power, and if there are none, with 20,000 can arrive to discover a 3rd Circle power.

***Min. Level***: the minimum level a disciple needs to be before he can begin to study a circle. The levels of elves are treated in a different manner: each time in this section that refers to a ‘per level’ modifier add 2 levels to the elf’s level for each Attack Class higher than C.

***Success %***: shows the percentage chance of success that a disciple has of successfully using a power (roll d% under the given value). The stronger the power, the less chance of using it correctly. If the PC hasn’t acquired sufficient experience, the chance is halved. The supreme power of the 5th Circle is only acquired once he has gained all the required experience, unlike the others, and can only be used after defeating the Grand Master.

Example: 60 + 1/lvl means that there is a chance of 60% + 1 % per level of the disciple correctly using the power. A 15th level mage has a (60 + 15) = 75% chance of success (halved to 37% if he hasn’t gained enough experience points).

***# of Uses***: shows the maximum number of times in a specific period of time that the disciple can attempt to use a power. A failed attempt counts against the maximum limit.

**Alchemy**

**The Masters of Alchemy**

The *Alchemists* are expert mages in the use of rare ingredients and in the transformation of matter, energy or of their own body. Their power doesn’t involve casting spells, but in conducting magical research in laboratories (their powers are in fact call “experiments”). To have the best chance of success, they mustn’t be interrupted during these experiments (–5% to the chance of success for interruptions longer than one turn). It is only possible to perform one experiment at a time.

To begin the experiments requires an alchemical laboratory costing 4,000 gp per circle (e.g. a Grand Master needs a laboratory worth at least 20,000 gp), complete with Bunsen burners, retorts, crucibles, components, powders, crystals, metals, etc. Each experiment performed, independent of the outcome, consumes part of the laboratory’s value based on the type of experiment (if successful, the subject gains the same amount of Experience Points for Alchemy). If the laboratory’s value drops below half of the value given for each circle, it is impossible to use it to make experiments of that circle. For example, a laboratory of a 3rd Circle alchemist has a standard value of 12,000 gp: if it drops below 6,000 gp because of the conducted experiments, the alchemist cannot use 3rd Circle powers, but only of lower circles. For this reason, the alchemist must make sure that he always keeps his laboratory well supplied. In kingdoms where magic is common (e.g. Glantri, Alphatia, Thyatis), it takes 1d6 days per circle of the experiment to find the needed alchemical components. In other places, the search can require up to double that time, while in wild areas it could be impossible to replenish it.

In dungeons and the wilderness, an alchemist can use a field laboratory (minimum value 3,000 gp). This equipment is in an easy transportable hamper (weighing 100 cn per circle), but for reasons of space can contain ingredients to a maximum value of 10,000 gp. A field laboratory only allows the conducting of experiments of the first three circles: each attempt reduces its value (see above) and if the total drops below half of the value given for each circle, it is impossible to use it to make experiments of that circle but only of those lower (see above).

**First Circle**

**Identify Components**: operation for the analysis of the components of a non-magical material (minerals, metals, basic substances and known compounds like gases, liquids, plants, flesh, etc.). It is ideal for identifying natural poisons or animals, plants, minerals, and so on.

A roll of 00 always means an analysis error.

**Experiment Cost:** 10 gp.

**Time Needed:** 1 turn.

**Alchemical Preparation:** preparations of powders, balsams or philtres that produce a specific effect and retain their effectiveness for a year. The effects of these preparations aren’t magical, although they are able to neutralise a poison in a living being or in a substance (antidotes), or accelerate an individual’s healing rate (recover hp). It is the DM who has the final say on the formulae that can be discovered and their effects, but it should be possible to replicate the effects of any plant or animal poison, create acids and bases and alchemical poisons (for further details, see the *Netbook of Poisons* and the *Guide to Herbs* freely available online). The effectiveness of the preparation is only known when it is used (the d100 is known only to the DM).

A roll of 00 means the presence of harmful substances, whose effect is known only to the DM.

**Experiment Cost:** half the normal cost of each antidote, poison or preparation (minimum10 gp).

**Time Needed:** 1d6 turns.

**Second Circle**

**Identify Magical Components**: this operation, similar to *identify components* of the first circle, allows the identification of the properties of magic potions and items and recognise the type of energy given off by the item (school of magic, Radiance, and so on).

A 00 always means false interpretation.

**Experiment Cost:** 50 gp.

**Time Needed:** 1 hour.

**Magical Preparation:** this operation is similar to *alchemical preparation*, but also allows the preparation of potions with arcane or divine powers (with the exception of resurrection effects). Unlike mages, the alchemists don’t need to know the corresponding spells to make magic potions. They need only to have researched in their laboratory the formula corresponding to the potion, an operation that requires 1 day per spell level of the potion, with a chance of success equal to:

[(Int. + Alchemist Lvl.) × 2] – (3 × potion level)

The cost of laboratory research is equal to 200 gp per spell level: this financial expense is the value of the materials consumed during the various laboratory tests to find the right formula, so the laboratory’s value reduces by the same figure; if the research is successful, the Alchemist adds the same amount to the xp needed to advance to the next circle. Once he knows the formula, he must write it in his Alchemist’s Codex (book of formulae), and in future need not research it again but simply consult his Alchemist’s Codex.

The preparations aren’t necessarily liquid potions, but can be powders, balsams, pills or oils and unlike magic potions, these only last 1d4 weeks.

A roll of 00 means an error in the composed magic (effects at the DM’s discretion).

**Experiment Cost:** 50 gp per level.

**Time Needed:** 2d4 hours.

**Third Circle**

**Transmute Matter**: this operation changes the matter of which an item is composed of into another substance of the same type (mineral to mineral, plant to plant, liquid to liquid and even gases into other gaseous substances), with the exception of living creatures. The alchemists can change up to 10 cn (1 pound) of material per experience level, producing the same quantity of a similar substance, or 1 cubic foot of gas per level, or 1 pint of liquid per level. The final value of the item cannot exceed 10 gp per level of the alchemist. For example, a 10th-level alchemist can transform a piece of wood of 100 cn weight into a type of wood or plant of the same weight, whose value would be up to a maximum of 1,000 gp. A piece of lead or copper (some of the cheaper metals) could become a piece of gold with the same weight but with a value of 1,000 gp.

The transformed material must be a single item of limited weight (or volume). So, a coin or a weapon can be easily transformed, but not a part of a wall or a pile of coins. The item’s final form is identical to its initial form, except for plants transformed into other plants.

A roll of 00 provokes an explosion that causes 1d6 damage for every 10 cn of weight of the transformed material within a 20 feet radius and destroys the laboratory (20d6 maximum damage, allowed a ST vs. Dragon Breath for half damage).

**Experiment Cost:** 500 gp.

**Time Needed:** 3d4 hours.

**Fourth Circle**

**Transcend Energy:** allows energy to irradiate matter. The useable energies are lightning bolts from storms, the Radiance (for those that know how to summon it), sunbeams during a solar eruption or spells that cause 60d6 damage in only one round (three *fireballs* cast simultaneously, for example).

This ability allows the recharging or total reconstruction of destroyed magic items, animate golems or constructs in general (to a maximum of 1 HD per alchemist level), of reversing the aging process (a month of life is gained for each alchemist level) or return to life a creature who has been dead no more than one day per alchemist level.

It is necessary to build in the laboratory a container to collect the energy and concentrate it in a specific area. This container requires a component costing 2,000 gp (a huge antenna, or a giant magnifying glass, or a flawless gem, etc.), which is destroyed in the process.

A roll of 00 causes a fiery explosion that destroys the laboratory and all its components, and causes 1d6 damage per alchemist level (max 20d6) within a 40 feet radius (allowed a ST vs. Dragon Breath for half damage).

**Experiment Cost:** 2,000 gp.

**Time Needed:** 4d4 hours.

**Fifth Circle**

**Mutate Lifeform:** the alchemist can completely or partially alter his own body or the body of any individual. The affected transform into minerals, metals, gases, liquids, crystals or living flesh, chosen by the alchemist. For example, he can change the entire molecular structure of his body assuming that of a black pudding or a fire elemental, and gain their innate abilities. Having the flesh of a red dragon doesn’t render him able to breathe fire, or that of a troll allow him to strike and bite as a troll, but in the latter case he does acquire the power of regeneration. In these cases, it is up to the DM to decide which powers are physiological characteristics and which are supernatural abilities of a creature.

In this way, only the appearance and consistency of the alchemist changes, not the form of his body, intelligence or magical abilities (e.g. an alchemist of living crystal would acquire AC 6 and be translucent). The alterations can have negative side effects (like the rusting of metals, the excessive weight of minerals etc.), and it is up to the DM to take this into account. The transformation is permanent and isn’t affected by dispelling magic: only by using an antidote prepared during the experiment is possible to return an individual to his original state.

A roll of 00 causes an irreversible permanent change into the new state, which can only be dispelled with a *wish*. For example, if the alchemist tries to assume the form of a giant amoeba, he truly becomes the non-intelligent monster, if he tried to transform himself into gold, he becomes an inanimate gold statue, and so on.

**Experiment Cost:** 3,000 gp.

**Time Needed:** 5d4 hours.

**Cryptomancy**

**The Masters of the Runes**

The *Cryptomancers* are profound thinkers on the true nature of things. Their philosophy, called Cryptomancy, is based on the assumption that all things have a true name, and knowing the precise name of a thing allows it to be controlled. The base runic language and the rudiments of researching runes is taught at the first circle. In his career, a master of the runes seeks the runes that designate animals, insects, plants, energy, magic and, finally, the Grand Master can discover the true name of any being.

The strength of the Cryptomancers lies in the ability to use the runes. Unlike spells, they don’t need to be memorised each morning. Each rune must be researched separately as if it was a spell, and then must be written in the Book of Runes. If a cryptomancer comes across an unknown rune and attempts to activate it without having studied and understood it, he must make an Intelligence check as well as the normal d100 roll to use it successfully. The research to discover a new rune requires 1 week per circle of the rune, with a success chance of:

[(Int. + Cryptomancer Lvl.) × 2] – (3 × rune level)

The research cost is equal to 500 gp per level of the rune (one supposes that the money is used to acquire books, increasing the value of the cryptomancer’s personal collection, or to consult arcane libraries), and if successful the Cryptomancer adds the corresponding amount in xp to advance in his circle. The master can only advance to the next circle after learning at least two runes relating to his current circle.

The cryptomancer can also use the runes to create magic circles that protect from a specific effect (with the runes of matter, power or magic) or from a specified type of creature (with runes of life). To do this, he must know the rune related to the type of animal or effect that he intends to hold at bay, so runes of life for animals, true names for higher creatures, runes of matter if intending to protect himself from a material, runes of power from a specific type of element, and even runes of magic to resist one or more spells. A circle within which is a series of 5 runes is permanent until physically destroyed (an impossible thing for the creatures or effects it was created to counter). The cryptomancer finally can also write a rune in a circle in such a way that the effect is produced when a creature enters it, trapping it (this function only works with runes of life or true names).

Excessive use of the runes can cause natural catastrophes. If a 00 is rolled, the cryptomancer provokes one of the following consequences:

*If he has previously used any rune that day*: a hurricane or a violent storm strikes the area in a 24-mile radius, lasting for 1d12 hours, during which travel is impossible.

*If he has already used a rune that day*: a moderate earthquake strikes the surrounding area, within a 12-mile radius (beware of avalanches, falling trees and rocks).

*If he has already used two runes that day*: a violent earthquake shakes the ground within a 36-mile radius around the master, causing great damage.

*If he has already used three or more runes that day*: both the storm and earthquake occur, it is impossible to use rubes and magic for 6d4 hours, and the last rune used is forever altered (all the cryptomancers must learn it anew, causing them great anger towards the incautious).

**First Circle**

**Runes of Matter:** the cryptomancer can research and discover runes that identify any non-living material. Researching any one of these runes is equivalent to researching a 1st level spell.

Once a rune is known, the cryptomancer can control the matter to which it refers, pronouncing ritual words and drawing the desired rune. The control allows the reshaping of the affected matter within a 1-foot diameter sphere per level of experience. This can allow, for example, the opening of passages through rocks, mending broken items or calming an area of water. The remodelling lasts for 1d4 rounds, at the end of which the changes last forever or are dispelled, at the cryptomancer’s choice.

**Second Circle**

**Runes of Life:** the cryptomancer can research runes that identify types of non-intelligent or of animal intelligence lifeforms. Each rune of life is equivalent to a 3rd level spell to research.

The cryptomancer can affect a number of HD of creatures equal to or less than his level, or a sphere of 1-foot diameter per experience level if HD are inappropriate. These runes give the cryptomancer the chance of establishing a telepathic link with the lifeform, allowing him to communicate thoughts or sensations, or know what it knows. The effect of the rune, for the rest, is similar to *charm*. The victim follows the orders to the best of its intelligence and ability (an oak cannot be ordered to move, a monkey cannot read a scroll, etc.). The effect lasts for 1 turn per level.

The cryptomancer can use this power to create magic circles that protect him from a specific type of creature. To do so, he must know the rune related to desired type of creature, and the circle will have a diameter of 1 foot per character level, preventing the designated creature from passing through it to attack those within it for a maximum period of 1 turn per level. The cryptomancer can also write a rune in a circle in such a way that the effect is produced the moment in which the creature enters it, trapping it. A circle with a series of 5 runes within it is permanent until physically destroyed (it is indestructible for creatures which it was created against).

**Third Circle**

**Runes of Power:** the cryptomancer gains the ability to research runes that designate forms of energy. Each rune of power is equivalent to a 5th level spell.

These runes allow the caster to alter a specific energy source. In no case can a cryptomancer alter energy to cause more than 20d6 damage, and is limited to 1d6 per experience level; similar limits apply to the reduction of damage (e.g. a master of runes tries to cross a *wall of fire*. He can use a rune of fire to extinguish the fire, if the wall is weaker than his skill, or reduce the damage by up to 1d6 for each of his levels if the wall is stronger).

If a rune affects an area, this is a sphere of 1-foot diameter per cryptomancer level. The duration of the effect is equal to 1 round per cryptomancer level, or until the energy source has been affected to the maximum of its capacity.

The cryptomancer can use this power to create magic circles that protect him from a specific form of energy. To do so, he must know the rune related to desired energy type, and the circle will have a diameter of 1 foot per character level, preventing the designated energy from passing through it to attack those within it for a maximum period of 1 turn per level. The cryptomancer can also write a rune in a circle in such a way that the effect is produced the moment in which the energy enters or leaves it. A circle with a series of 5 runes within it is permanent until physically destroyed.

**Fourth Circle**

**Rune of Magic:** the cryptomancer can identify runes that designate the magic effects of any spell appropriate to his level. At the end of the research, each rune of magic is equivalent to a 7th level spell.

The master of the runes can write the magic rune on an item. Via an appropriate ritual, he can specify which conditions cast the spell. For example, a cryptomancer casts the *fireball* rune on a door and makes it so the spell is cast when the door is opened. The effect will be appropriate to the level at which he would have cast the spell. At the moment of its creation the rune is visible, but can only be recognised with the *analyse* spell, or by another cryptomancer with an *Arcane Magic* check with a penalty equal to the level of the replicated spell. *Dispel magic* has the normal chance of removing a rune. Only one rune may be written on an item (with the exception of magic circles, as shown below), but it remains until dispelled or activated.

The cryptomancer can use this power to create magic circles that protect him from a specific magic effect or race of intelligent beings. To do so, he must know the rune related to desired type of effect or race and the circle will have a diameter of 1 foot per character level, preventing the spell from affecting those within it or to prevent creatures of the designated race from passing through it to attack those within the circle, or trapping them inside it to prevent them from leaving. The cryptomancer can also write a rune in a circle in such a way that the effect is produced the moment in which the creature enters or leaves it and remains active for 1 round per level. A circle with a series of 5 runes within it is permanent until physically destroyed.

Five *runes of magic* inscribed on a statue allow it to be animated as a golem (with a maximum of 1 HD per level of its creator). To create it costs 2,000 gp for each of the golem’s Hit Dice. If a 00 is rolled, all the components are destroyed.

**Fifth Circle**

**True Name:** The Grand Master of Runes can find the runic name of a single intelligent being. The effect is exactly the same as that of the *rune of life*. At the end of the research, each name is the equivalent of a 9th level (the research is only successful at 21st level or higher, but this doesn’t stop the Grand Master from using *true names* discovered by others).

This ability also allows the Grand Master to understand any spells found in the victim’s mind (requiring an Intelligence check for each of them). To be able to cast them, he must replace his own memorised spells with them (exchanged them based on spell level, or one 7th level spell for another 7th level spell etc.). The Grand Master can cast these spells normally, forgetting them shortly after, or write them in his Spellbook and acquire them permanently, so that he is able to use them in the future.

**Chronomancy**

**The Masters of Chronomancy**

The *Chronomancers* are spellcasters dedicated to the study of history and the flow of time, who seek to discover the secret of shaping the flow of time to their own liking, to eventually change past events or travel in time.

Chronomancy is an obscure and dangerous craft, the most secret and difficult to learn of all the existing Crafts, mostly by virtue of the fact it is prohibited to mortals by the Immortals from the Sphere of Time and that the transgressors are persecuted by every means available. Every chronomancer is conscious that pursuing his thirst for knowledge and power is a perennial risk that could cost him his sanity or even his life and therefore tries to keep his membership of the chronomancers’ order secret and limit the use of his learnt powers in order to not arouse too much attention.

In fact, each time that a chronomancer uses an ability of this Craft, he creates distortions in the timestream that are perceived by the Guardians of Time, servants of the Immortals of Time who have the sole aim watching that the latter isn’t changed without the divinities approval. The chance that the Guardian notices that specific temporal anomaly is equal to 10% per circle to which the used powers belongs (so from 10% to 50%). If the same chronomancer exploits the abilities of his order more than once within 24 hours, the chance of being noticed for each additional use after the first is given by the sum of the powers’ levels used up to that moment. For example, if he initially uses a 1st circle power there is only a 10% chance of being noticed. If however, in the space of 24 hours the chronomancer evokes another 1st circle power the chance rises to 20%, and at the third attempt would be 30%. If he then also adds a 2nd circle power, he has a 50% (10+10+10+20) chance of being discovered.

When a Guardian discovers a chronomancer, he continues to monitor him for at least 24 hours before acting to understand with which race he is dealing with. If the chronomancer is of the 3rd circle or lower, the Guardian contacts him to warn him to not use his powers inappropriately and to not create paradoxes, and he is offered the chance of swearing loyalty to the Sphere of Time and enter it as one of its emissaries. Whether or not he accepts, from then on the chronomancer is placed under close watch, and at the first slip the Guardian directly intervenes seeking to overwhelm him and to remove his memories and thereby eliminate all knowledge relating to the Chronomancy Craft, without however killing him. If he agrees to collaborate with the Immortals of Time, the chronomancer can still use his powers as long as they don’t create paradoxes, but his growth would be limited to the 3rd Circle, and will have to obey the orders of the Guardians of Time, who now and then could entrust him with some task to disentangle paradoxes or eliminate dangers and enemies of the Sphere of Time.

If the chronomancer is of the 4th circle, the Guardian attacks him without warning, given that by now he constitutes too great a threat and could produce intolerable paradoxes. If he wins, he has the choice of killing the chronomancer or turning him to the cause of Sphere of Time: in the latter case, all the memories and experiences connected to the powers of the 4th Circle are removed, thus reducing the chronomancer to the 3rd Circle, which becomes the maximum level of the Craft he can learn (see above).

If instead he has discovered the Grand Master of Chronomancy, the Guardian immediately informs an Immortal of Time, as it would be costly to deal directly with the chronomancer after having learnt as much as possible about him, to evaluate if he could be enlisted in the cause of Time (i.e. act as a Guardian to monitor the anomalies and eliminate the paradoxes, subject therefore to the authority of the Immortal who contacted him) or if he constitutes a threat and must therefore be eliminated.

If a chronomancer manages to kill a Guardian of Time, there is a 50% chance that this fact alerts another Guardian, who arrives at the crime scene in 2d4 rounds and once he has discovered the assassin tries by every means at his disposal to kill him along with all those who have shown themselves to be his allies.

**Guardian of Time:** AA –2; HD 16; MV 120(40) or fly 360(120); # Atk. 1 *falchion +3* or 1 touch or 1 spell as a 16th lvl cleric (Sphere of Time); Damage 2d6+6 (reach, disarm) or amnesia (as the 6th lvl arcane spell *alter memories*) or based on the spell; ST C16; AL N; Immune to normal weapons, immune to memory altering affects; immune to 1st and 2nd level spells; Supernatural abilities (3/day): *stun* (1st), *ESP* (2nd), *haste* (3rd), *dimension door* (4th), *teleport* (5th), permanent *see invisible*.

**First Circle**

**Mask Anomaly:** the chronomancer learns to reduce and contain the temporal anomalies produced by the use of his Craft’s powers to avoid being discovered by the Guardians of Time. This power lasts for 1d4 hours and halves the chance of his use of any of the Craft’s powers being noticed by the Guardians.

With a roll of 00 he obtains the opposite effect and the anomaly is amplified to the point that the chance of being discovered doubles for 1d4 hours.

**Slow Metabolism**: the chronomancer is able to slow the metabolism of a consenting creature so that all his bodily functions slow down for 1d4 days. This affects the subject’s nutritional needs (halving the required quantities of food and water), his blood flow, slows the manifestation poisoning or bleeding effects for 1d4 hours more than normal. On the other hand, the effect also weakens the subject’s natural healing rate, thus halving the amount of hp recovered daily.

With a roll of 00 he obtains the opposite effect and the metabolism is accelerated for 1d4 days, such that the subject must eat and drink twice as much as normal to avoid dehydration, and any poisoning immediately manifests, but his daily healing rate doubles.

**Precognition:** the chronomancer is able to preview an event that happens in the near future (within a period of time of 6 hours per level in the future) and that involves directly or indirectly a specific subject. Using this power, the chronomancer can specify a question regarding the course of the subject’s future actions (including himself) or keep it vague and await a response, in which case this always refers to the most important event within the established time period. The information is never absolutely specific and at times can appear misleading, but the most important thing is that it is impossible to alter the future.

**Example:** the chronomancer wants to participate in a tourney and uses precognition to know if he wins, in which case he obtains the answer that it is an optimal decision as his luck will be favourable. In reality he could even lose the tourney, but impress someone there, who then offers him a large sum for an important mission.

With a roll of 00 he obtains the opposite effect and the prophecy is completely false, but the chronomancer firmly believes it and will do all he can to follow it.

**Second Circle**

**Temporal Leap:** the chronomancer folds space-time in a similar way to the *teleport* spell, but rather than moving in space he moves the touched target forward in time within a period of 1 round per level. In practice the subject disappears from reality and reappears in the same place at the end of the leap, with nothing more than a moment passing for him. The power can be used to make an adversary temporarily disappear and have a way of preparing for his return (the victim cannot oppose it if the power takes effect), or to avoid a critical situation in the hope that it has finished by the end of the dislocation.

With a roll of 00 the chronomancer is slowed for a number of rounds equal to his level.

**Temporal Disjunction:** the victim touched by the chronomancer loses his sense of time for 24 hours. In practice, he is constantly late, incapable of coordinating his actions with those of others, and this causes him to always lose the initiative, as well as making it impossible for him to surprise someone, while they always automatically surprise him (the *Alertness* and *Surprise* general skills are useless, if he has them). Moreover, the subject receives a –1 penalty to both his Attack Rolls and Armour Class.

With a roll of 00 the chronomancer himself falls victim to the *temporal disjunction*.

**Delay Damage:** the chronomancer creates a temporal distortion around the touched subject capable of moving forward in time the manifestation of any dangerous effect suffered by his body (loss of Hit Points, characteristic points or levels). The distortion lasts for 1d4 turns, and at its end all the damage done in that period of time is applied to the subject, with the natural risk that these could be a deathblow if he didn’t take adequate precautions (e.g. if after being poisoned he didn’t take time to prepare an antidote or protect himself with an appropriate spell like *poison resistance*).

With a roll of 00 the effect instantly reopens all the subject’s old wounds: the victim loses 3 hp per level (e.g. a 10th level mage would lose 30 hp).

**Third Circle**

**Anti-Time Barrier:** the chronomancer creates a wall up to 10 feet square per level (the final dimensions and form are at his discretion) that lasts for 1 turn and is invisible and unmoveable. The barrier halts the flow of time, and anything or being that passes through it is instantly immobilised with no chance of avoiding it. The barrier moreover also impedes movement through space-time, thereby making it impossible to pass through with spells of instantaneous movement (teleport, dimension door) as well as any temporal dislocation.

With a roll of 00 the chronomancer immediately ages 1d100 years; if the aging causes the character to exceed his maximum age, he dies instantly from natural causes and cannot be returned to life.

**Temporal Eye:** the chronomancer is able to see an event that has already occurred where he is, up to a period of 1 year per level ago. The vision is limited to a specific moment of the past and lasts for up to 1 hour per level starting from that moment; as long as the vision continues the chronomancer remains in a trance and completely ignores what is happening around him in the present.

With a roll of 00 the chronomancer loses his memory for a brief time: such that, he cannot pick up new memories beyond those preceding the moment this effect struck him. Everything that he does afterwards is completely forgotten after 24 hours, and he always has the same memories, making it impossible for him to prepare new spells in respect to those remaining in his mind when he blacked out. Only a *mental cure* or a *wish* can heal it.

**Minor Paradox:** the chronomancer is able to alter the course of the recent past to change an event attributable to him. In substance, this power allows him to change one of his actions that took place up to 1 round per level ago, and rewrite the course of events from that precise moment. The change however can only alter a taken action (allowing him to reroll a previous failed Attack Roll or Saving Throw, adding a +2 bonus due to his knowledge of the events) or add new one (provided he could do it in his turn of actions), but not fully eliminate a completed action. If for example he attacked an enemy, he can decide to change the target of the attack action, if he gave insult, he can insult someone else, and if one of his companions activated a trap, he can warn him not to do so (adding an action where previous he had done nothing), thereby avoiding setting it off.

With a roll of 00 the chronomancer permanently loses 1d4 Intelligence points.

**Fourth Circle**

**Temporal Bubble:** the chronomancer creates a 10 feet radius around himself in which time is suspended. The sphere is unmoveable and remains active for 1 round per level, while everything around him seems frozen. Anyone remaining within the sphere can act undisturbed, heal, use magic or other items, but if he sets foot outside the sphere, time, for him, starts to flow normally and from within the bubble he appears paralysed.

With a roll of 00 the chronomancer and all those present in the bubble at the moment of its creation is automatically paralysed for the effects duration and are vulnerable to any attack, while those that enter it later don’t suffer the paralysis.

**Major Paradox:** the chronomancer is able to change the course of events related to his own past, altering an event directly dependent on him. *Major paradox* is similar to the minor one, but the chronomancer can affect an event that happened up to 1 day per level ago and can even performing certain actions (like for example insulting the chief of a nomadic tribe, thereby avoiding making enemies of all the nomads and enduring a skirmish in which his friends had been seriously wounded). Given that this could allow rewriting the course of a battle or the deciding actions at the end of a campaign, the player must give thought to all the possible paradoxes that it could create, and the DM is invited to describe the effects of the change in the least dramatic way possible, as the timestream and its Guardians always tend to contain the consequences of paradoxes.

With a roll of 00 the alteration caused by the chronomancer gains a result clearly more negative to him or his cause in respect to what really happened. The nature of the effects is left to the DM’s discretion, but should place the chronomancer or any one of his allies in imminent danger of losing his life.

**Fifth Circle**

**Time Travel:** the chronomancer can move backwards or forwards in time along his timeline (i.e. within the duration from his birth until his death) or within the timeline of a touched being, who travels with him on the journey, appearing in the same point within a specific chosen point in the past or future. He can affect events in the past or future, but must be very careful, as he could provoke alterations and paradoxes of even catastrophic magnitude based on the actions taken, which in respect to the timestream are either disturbing or uninfluencing.

Those actions that have no long term consequences on history are considered uninfluenceable and can be taken without danger. Generally, interacting with other individuals without altering their state or their knowledge (not revealing anything of the future) is considered uninfluencing and acceptable.

An action is instead disturbing when it substantially changes an event already written (like the rise of a defeated tyrant or a dead hero) or gives the subjects in the past sufficient knowledge to change their future decisions (e.g. know that someone will betray them or how to recover an artefact without dying). The Dungeon Master must evaluate the disturbing actions of the travellers and decide the effects, taking account that sometimes accelerating the course of events doesn’t necessarily mean they have been distorted (e.g. revealing how to defeat an enemy without losses can have acceptable consequences if originally the enemy had however been defeated).

Be that as it may, in cases were disturbing actions are completed and the timeline is rewritten by the events occurring in the past, there could also be repercussions on the travellers. However, these repercussions only manifest the moment they return to the “present” time (i.e. the moment in the timeline from which they left to travel into the past) or in a period after it, not before. For example, if the traveller’s past alter ego is maimed, they would only suffer the handicap once they return to the future, unless the wound was dealt with in the past.

Finally, it is possible for an individual to have a dual identity in a given moment of time, but it isn’t possible to have three. This means that once he returns from a period where he already existed, he will not then be able to visit it again and superimpose himself a third time. If a traveller dies in a different period to his own “present”, 1d6 rounds later a temporal turbulence appears which engulfs the corpse and disintegrates it.

With a roll of 00 the chronomancer’s body is disintegrated and his soul destroyed.

**Demonology**

**The Masters of Demonology**

*Demonologists* are arcane or divine spellcasters who have discovered ancient practices of black magic to contact and bind demonic creatures of great power and even more evil. The demonologists are pushed by a huge thirst for knowledge and power along a dangerous path that puts at risk not only their sanity but even their soul. They however consider the risk acceptable, as the benefits received from the chance of serving or dominating a demon are high and allow them to very quickly gain occult knowledge and power, giving them an advantage in this over their rivals.

To become a demonologist, an individual must initially research and study secret and nefarious ancient tomes that instruct them on the practices of demons. Their library must always be up-to-date, and its value must amount to at least 500 gp for each Circle he has attained: if the library is in any way damaged or robbed and its value drops below the required minimum, the demonologist’s ability to invoke the characteristic powers of his Craft is seriously limited (he cannot use any powers above the 3rd Circle, and his chance of success is halved).

A demonologist is distinguished from the simple student as not only is he obsessed with forbidden knowledge (appropriately called demonology), but is also dedicated to practicing black magic and summoning rituals, as he is convinced that true power can only be achieved by abandoning the bonds of morality and giving free rein to his own instincts. The demonologist therefore doesn’t research information on demons for pure knowledge, but to put this knowledge into practice and draw personal advantage from it. A demonologist therefore must have a mental attitude adapted to dealing with every type of demon, setting aside any scruples and taking any action, even the most abject, to achieve his aims. No good demonologists exist, as their nature and chosen path inevitably causes them to give vent to the cruellest and most egotistical instincts of the mortal soul.

By virtue of this reputation, every demonologist must act to try to remain as much as possible in the shadows, or receive unwanted attention from the cults devoted to the Good Immortals, as well as naturally provoking the aversion of the common folk. In spite of the precautions taken however, every demonologist must face however an important challenge against an adversary of equal level before being able to pass to the higher Circle. Sometimes this challenge is imposed because of circumstance (a benevolent cult discovers his machinations and tries to oppose him, or he is forced to fight with a rival to put his hands on an ancient relic, and so on), other times it is a direct request made by one his mortal or demonic masters enjoining him to fight (one to prove his maturity, one for the simple sadistic joy of bringing pain and chaos to the world): whatever his motive, the important thing is that the demonologist defeats and destroys his enemies, in order to prove his superiority and advance along the path that takes him ever closer to being like the demons, until he is even able to claim a place in the demonic hierarchy.

Because of this path, a demonologist’s body and soul are corrupted by the maleficent energies with which he is always in contact with hand in hand as his ability grows. The demonologist’s body is the true mirror of his corruption: the more he prosecutes his climb to the heights of power, the more his soul is transformed and absorbs demonic energy that his body is unable to contain, so much that it manifests a series of ever more evident grotesque deformities, while the demonologist tends to become misanthropic, megalomanic and decidedly cruel. This is also reflected in their ability to interact with others, seeing that they receive a cumulative –1 penalty for every Circle they have attained to every Charisma check to those others outside their order who aren’t demons.

All the demonologists research the following spells, which they consider indispensable for dealing with demons and acquiring forbidden knowledge, as soon as they are able to learn that level of power: *protection from evil* (1st)*, detect evil* (2nd), *dispel magic* (3rd), *mystic circle* (4th). Moreover, they all learn from a master or studied tomes the art of strengthening a ritual (what the powers of the various circles available to the demonologists are called) through the use of sacrificial offerings, coaxing the demons with what the yearn for most, the souls and blood of mortals, specifically:

* Killing an animal allows him to add +10% to the success chance of 1st Circle rituals.
* Killing a sentient being (Intelligence greater than 3) allows him to use 1st Circle rituals without sacrificing material components or add +10% to the success chance of 2nd Circle rituals.
* Mutilate a living being (even himself) allows the demonologist to add +3% to the success chance of any ritual of 1st-3rd Circle for every 8 hp sacrificed.

**First Circle**

**Lesser Circle of Summoning:** the demonologist can summon a lesser demon (max 9 HD), which serves him to the best of its ability for 1d4 turns or until it is killed or returned to its home plane with an appropriate spell (*dispel magic*, *destroy evil*, *banish*, etc.). To create a *lesser circle of summoning* the demonologist must consume materials of a value of 10 gp per Hit Dice of the demon he intends to summon (the total of summonable HD is equal to the demonologist’s level), and the ritual takes 2d4 rounds. If the attempt is successful, the beings chosen (all of the same type) by the demonologist appear in the accompanying circle; they follow their summoner’s mental commands as long as they are within ½ mile of the location of the summoning.

As well as lesser demons, the circle also allows the summoning of demonic animals (more powerful, alternate versions of common animals). Generally, each demonic animal has 1 HD more than the common version, its natural attacks count as +1 weapons and are always poisonous to mortals, who must make a ST vs. Poison to avoid the effects. The effects of an injury by a demonic animal depends on the creature’s HD as follows: 2-4 HD lose the Initiative for 1d4 rounds, 5-8 HD stunned for 1d6 rounds, 9+ HD paralysed for 1 turn.

A roll of 00 renders the summoned demonic beings uncontrollable, which try to attack their summoner and destroy him; if they manage to kill him they consume his soul before returning to where they had been called from and the character is forever lost.

**Forbidden Knowledge:** the demonologist can perform a sacrifice to obtain the answer to a question or the solution to a problem from the demons. The sacrifice must involve the loss of valuables worth at least 100 gp (or the sacrifice of a living creature), and the answer can be about any type of knowledge sought by the character, except for magically hidden knowledge (at the DM’s discretion) and those about the future. The ritual only takes 1 round, but if he fails the character cannot use this ritual again to acquire that specific information until he has gained a level or passed to a higher Circle.

With a roll of 00, not only does the ritual fail, but the contact with the demon’s alien mind leaves the demonologist stunned for 24 hours.

**Sigil of Protection:** this ritual requires the sacrifice of 1d4 of the character’s Hit Points, who uses his own blood to draw a *sigil of protection* on a person or surface. In the first case the ritual takes just one round and the person is the only beneficiary of the protection, whilst in the latter case the ritual takes 1d4 rounds and the sigil (with a maximum radius equal to 3 feet per Circle attained) protects all those within it. The protection keeps at bay any demon with a number of HD equal to or lower than the demonologist’s experience level: they cannot physically harm in any way those protected by the sigil (through melee or ranged attacks or destructive powers), but demons can use other means to hinder or dominate the victim. The s*igil of protection* lasts for 1 hour or until it is magically dispelled or it is broken by attacking a demon.

A roll of 00 renders the demonologist vulnerable to his own power and he cannot attack or affect demons in any way until the *sigil of protection* is dispelled.

**Second Circle**

**Nefarious Pact:** the demonologist offers his soul in exchange for a demon’s aid, which becomes his ally until death (he cannot bind himself to more than one demonic being using this ritual). The ritual takes 1d4 hours and requires a sacrifice of valuables equal to at least 100 gp per character level (for each additional 100 gp increases the success chance by 2 points).

If the ritual is successful, the demonologist can use the *nefarious pact* up to twice a day to ask the demon for help, and if the demon responds (successful percentile roll) he gains one of the following benefits:

* Demonic Blessing: +2 bonus to all his dice rolls for an hour (i.e. Attack Rolls, damage rolls, Saving Throws, skill checks, adding of Hit Points, and so on).
* Entropic Fury: the demonologist is filled with demonic energy and for an hour gains a +4 bonus to his Strength and Constitution scores, as well as the chance of making an additional attack each round with weapons or with claws that grow from his hands, which cause 1d4 damage plus his Strength bonus (this value is added to any claw damage that the subject is already able to inflict).

However, when the demonologist dies, the demon claims his soul as payment for the pact, and he is forever lost (the character cannot be resurrected). The *nefarious pact* remains in force until the death of either the demonologist or the demon he is bound to, or until it is dissolved by the demon or by means of a *remove curse* spell or better spell cast on the demonologist.

With a roll of 00, the demon claims all the offered treasure and also permanently drains 1d4 Hit Pints from the demonologist to humiliate him.

**Partial Transformation:** the demonologist is able to evoke the aid of a lesser or greater demon to exploit part of its power for a short period of time in exchange of a sacrifice. The ritual takes 1 round and the demonologist must sacrifice a gem worth at least 100 gp and bathed in a mortal’s blood. If the attempt fails, the gem is reduced to dust and absorbed by the demon, which however doesn’t give any aid. If instead the ritual succeeds, the demonologist is transformed and possessed by the demon’s essence for 1 hour, becoming similar in appearance to the evoked creature and gaining an ability of that demon chosen from Armour Class, an attack or movement type, an immunity or resistance, a special power or a +4 bonus to a characteristic score. If the demonologist is killed whilst transformed, his soul is devoured by the demon and the subject is irretrievably lost and damned. The transformation can only be annulled early through *dispel magic*, and as long as he is possessed the demonologist is considered a magically controlled creature (thus incapable of physically crossing a *protection from evil*).

A roll of 00 means that the called demon is so angry with the demonologist that it not only rejects the bound and consumes the gem, but also permanently drains from the subject 2d10×100 xp from the primary class (this lose is recoverable with *restoration*).

**Third Circle**

**Greater Circle of Summoning:** the demonologist can summon a greater demon, which serves him to the best of its ability for 1 hour or until it is killed or returned to its home plane with an appropriate spell (*dispel magic*, *destroy evil*, *banish*, etc.). To create a *greater circle of summoning* the demonologist must consume materials of a value of 100 gp per Hit Dice of the demon he intends to summon (which cannot be higher than demonologist’s level), and the ritual takes 2d6 rounds; if the demonologist knows the greater demon’s true name, the chance of summoning and binding it is increased by 30%. If the attempt is successful, the demon chosen by the demonologist appears in the circle, which cannot directly harm its summoner and act to follow his orders, although it seeks to interpret them to its own advantage and put the demonologist in difficulty.

A roll of 00 means that the summoned demon hasn’t been bound and it tries to attack its summoner to destroy him and consume his soul (the character is forever lost). The demon can choose to remain on the plane in which it was summoned for as long as it wishes, and often exploits the occasion to bring death and destruction and increase its own power before returning to its home plane (the lesser and greater demons cannot in fact voluntarily travel to the Prime Plane, but only through the explicit invitation of a creature already there, and once it leaves the Prime Material it can only return through a new summoning).

**Entropic Drain:** the demonologist is able to open a spiritual channel to draw entropic energy from a demon and convert it to magical energy at his disposal. The ritual takes 1d6 rounds and requires the sacrifice of a gem worth 500 gp with which he tricks the demon. If the ritual is successful, the demonologist gains 1 spell level per HD of the demon which he can use within the next 24 hours to spontaneously cast spells with that total of spell levels as he likes (e.g. drawing energy from a 10 HD demon the demonologist gains 10 spell levels with which he can cast any combination of spells, like 10 1st level spells or 5 2nd level spells or one 4th level and two 3rd level spells, etc.).

With a roll of 00, the connection reverses and it is the demon who draws an equal number of spell levels from the demonologist’s memory for 24 hours.

**Fourth Circle**

**Infernal Exile:** The demonologist is able to return any demonic being to its home plane. This ritual takes one round and requires that the demonologist performs a personal blood sacrifice of 1 temporary hp per demon HD to banish the creature; if the demonologist knows the demon to be banished, the success chance rises by 30%. If the ritual is successful, the demon is returned to its home plane and cannot be summoned or leave its plane for at least a year. If it is already on its home plane, the ritual causes the hasty escape of the creature, which uses every means to move as far away as possible and avoid any contact with the demonologist for the next 24 hours, at the end of which it will be able to return to act as it pleases (it could be sufficiently intimidated by the demonologist to not try and gets its revenge or it could act in quite the opposite manner).

A roll of 00 doesn’t have any effect on the creature, but sends the demonologist to the home plane of the demon he tried to banish, where he would be at the mercy of the demons until he leaves (provided that he can survive the negative energy emanations of Entropy).

**Demonic Bond:** the demonologist can use his power and knowledge to bind a specific demon to his service. This power can be used against any demon, whether summoned or free: the ritual takes one round and requires the demonologist consume part of his energy (200 xp per HD of the demon permanently lost from the character’s level) and blood (2d6 hp temporarily lost) to bind himself to the demon; if the demonologist knows the demon’s true name, the chance of success rises by 30%. If the ritual is successful, the demon is forced to obey any order of the demonologist for a number of days equal to his level, at the end of which it can make a ST vs. Mental Spells to escape the bond; however, if the ST fails, it must serve him for the same amount of days before attempting again to free itself.

Naturally a bound demon’s only aim is to break its binding and avenge itself on the demonologist, therefore the latter should pay particular attention to give it orders that limit its movement and must always be ready to return it home as soon as he suspects that the bond has been broken, otherwise he truly risks his life.

A roll of 00 renders the demonologist is completely dominated by the demon for the duration of the bond.

**Fifth Circle**

**Complete Transformation:** this power allows the Grand Master to completely transform into a chosen greater demon. The ritual requires 1d4 rounds and a tribute of blood equal to at least 10 hp (or the death of another living being). Once transformed, the demonologist has all the demon’s physical characteristics (AC, Strength, Constitution and Dexterity scores) and special powers (including innate magic powers, immunities and types of movement), but keeps his own mental characteristics (Intelligence, Wisdom and Charisma) and memorised spells. The transformation has unlimited duration and only ends once he returns to his normal form or it is magically dispelled. For each hour spent in this form however, the demonologist must make a ST vs. Mental Spells and if he fails he is assaulted by a rage that forces him to massacre by any means the first creature he sees and eat it before coming to his senses.

From 24th level, the Grand Master can challenge a true greater demon and, if he destroys it, takes its place in the ranks of Entropy, becoming to all effect a demon. If instead the Grand Master is defeated, he is absorbed by the winning demon and his soul is forever lost.

A roll of 00 causes the total disintegration of the Grand Master.

**Dracology**

**The Masters of Dragons**

*Dracologists* are mages specialised in dracology (the study of dragons). They are able to protect themselves from dragons, imitate their powers, control them and on occasion even become true dragons.

At the beginning of his career, a dracologist must select a type of dragon matching his alignment; his choice remains secret until he uses a power that reveals the colour. A Lawful dracologist can select a gold or crystal dragon, a Neutral prefers blue or white, whilst a Chaotic can select either a black or red dragon; it isn’t possible to select one of the Dragon Lords as the preferred dragon. Dracologists gain the ability to speak with dragons as a free skill.

The effects of their abilities corresponds to the type of dragon chosen. At higher levels, a dracologist perfects the ability to use the powers of adult and old (huge) dragons. All of their powers as described require a round of concentration to have effect.

**First Circle**

**Protection from Dragons:** the dracologist can protect himself from one or more dragons. This power allows him to automatically protect himself from a total of HD of dragons equal to his level. The protection is effective against at least one dragon, but if the disciple’s level is lower than the dragon’s HD, the latter can ignore the protection with a successful ST vs. Mental Spells with a +2 bonus.

This power prevents the dragon from doing evil to the dracologist in any way. The dragon is instinctively aware of the dracologist’s presence within 150 feet, and can speak with him or block his path with touching him, but cannot physically attack him, breathe on him or use other ranged attacks. The dragon can only cast spells if they have no effect on the dracologist, but can attack other members of his group.

The effect of this ability lasts as long as the dracologist remains visible and within 150 feet of the dragon, or until it is dispelled, which happens when the dracologist openly tries to steal the dragon’s treasure, its eggs or its young, or when he attacks it or cast spells against it. Moreover, every individual classified as a member of the dracologist’s group who attacks the dragon causes the instant annulment of the effect. If this happens, the dracologist can no longer protect himself (using this power) from that specific dragon until the following day.

When protecting himself from a dragon of his colour his level is treated as three levels higher when calculating the number of HD he can affect.

A roll of 00 renders the dragon furious and it is forced to attack the dracologist.

**Second Circle**

**Dragon Wings:** allows the dracologist to grow dragon wings of his colour, which allow him to fly at a base speed of 60 feet per round (180 feet at maximum speed), carrying a maximum load of 400 lbs. (4,000 cn). When the dracologist becomes powerful enough (in terms of experience levels) to equal the HD of a dragon of a specific age of his colour, the fly speed becomes that appropriate to his type of dragon, and the maximum load becomes 100 lbs. (1,000 cn) per HD of the dragon. This power lasts one turn per dracologist level.

**Example:** an adult gold dragon has 11 HD and a fly speed of 72 feet per round. Until a gold dracologist is at least 11th level, his fly speed is 60 feet per round, and his maximum load is 400 lbs. (instead of 1,100 lbs.).

A roll of 00 causes useless, encumbering vestigial wings to grow on the dracologist’s shoulders that prevent him running and reduce his Dexterity by 2 points until dispelled or the power ends.

**Dragon Claws:** the dracologist can choose to have dragon claws grow on one or both of his hands. In melee, they inflict damage based on the dracologist’s level and the Hit Dice of his chosen dragon type. The base damage is 1d3 Hit Points per claw, until the dracologist is powerful enough (in terms of experience levels) to equal the HD of a dragon if a specific age of his chosen colour: when the damage becomes the amount appropriate to that type of dragon. The effect lasts one turn per dracologist level.

**Example:** an adult red dragon has 10 HD and inflicts 1d8 damage with its claws. Until a red dracologist is of at least 10th level, his *dragon claws* only cause 1d3 damage. Later, at 15th level, his claw damage increases to 1d10+1 (like those of a mature red dragon with 15 HD), and so on.

A roll of 00 deforms the dracologist’s hands rendering them unusable (cannot attack, 50% arcane spell failure) until the effect ends or is dispelled.

**Dragon Fangs:** the dracologist can materialise ghostly fangs and have them attack a target within 20 feet of him. The fangs attack automatically without needing the dracologist to concentrate on them unless the chosen enemy moves too far away or dies: if the dracologist wants to change the target he must spend a full round of concentration. The jaws continue to exist for one round per dracologist and attack using his THAC0. The fangs inflict damage equal to those caused by the bite of a true dragon. The bite inflicts 2d6 damage until the dracologist is powerful enough (in terms of experience levels) to equal the HD of a dragon if a specific age of his chosen colour: when the damage becomes the amount appropriate to that type of dragon.

**Example:** an adult green dragon has 8 HD and inflicts 3d8 damage with its bite. Until a green dracologist is of at least 8th level, the bite of his *dragon fangs* only inflict 2d6 damage. Later, at 12th level, his bite damage increases to 3d8+4 (like those of a mature green dragon of 12 HD), and so on.

A roll of 00 deforms the dracologist’s jaws and tongue preventing him from speaking (cannot cast spells) until the effect ends or is dispelled.

**Dragon Eye:** this power allows the dracologist to recognise any dragon that has changed form. This power includes all forms of illusion and every trick used by dragons to mask their appearance. The power lasts one turn per level.

A roll of 00 blinds the dracologist until the effect ends or is dispelled.

**Dragon Scales:** the dracologist creates dragon scales on his skin and thereby gains an AC equal to that of his chosen dragon. The base AC is 4, and remains such until the dracologist is powerful enough (in terms of experience levels) to equal the HD of a dragon if a specific age of his chosen colour: when the AC becomes the value appropriate to that type of dragon. The power lasts one round per level.

**Example:** an adult blue dragon has 9 HD and AC 0. Until a blue dracologist attains 9th level, his AC remains at 4; at 13th level, his AC becomes –2 (like that of a mature blue dragon of 13 HD), and so on.

A roll of 00 deforms the dracologist’s body preventing him moving in a coordinated manner (–2 Dexterity) and slowing him down (half movement) until the effect ends or is dispelled.

**Third Circle**

**Dragon Breath:** this power allows the dracologist to emit the same type of breath as his chosen dragon, with the same effects. The damage inflicted is equal to 1d6 per dracologist level (max 20d6), and the victim can always make a ST vs. Dragon Breath for half (unless he is held).

A roll of 00 causes an explosion within the dracologist who suffers the same damage caused by the breath; he can halve the damage with a successful ST vs. Spells.

**Fourth Circle**

**Draconic Command:** the dracologist can dominate a total of HD of dragons of any type equal to his level for a period of one turn per level. With this power he creates a mental link with the dragons and the dracologist can give them non-suicidal commands by simple concentration, which they follow to the best of their ability.

A roll of 00 renders the dracologist enslaved to the will of one of the dragons until the effect ends or is dispelled.

**Fifth Circle**

**High Mastery of Dragons:** this power allows the Grand Master to completely transform himself into his chosen dragon type in 1d4 rounds. Once transformed, he has all the physical characteristics and special powers of his chosen dragon (including spells, immunities and breaths). To use powers that exceed the dragon’s abilities (like spells or dracologist powers), or magic items suited only for humanoids, the Grand Master must return to his human form, thus ending the power’s use (which otherwise has unlimited duration).

At 24th level, the Grand Master can attempt to transform into the Dragon Ruler corresponding to his alignment, remaining in that form for a maximum of 1 turn per level. If successful (normal percentile roll to evoke the power), the true Dragon Ruler is automatically aware of his location and identity, where it will find the ‘imposter’ and challenge him to a duel. If the Grand Master defeats the dragon in the duel (in human or dragon form), he becomes the new Dragon Ruler (his predecessor retires to an outer plane). If the Grand Master is defeated, he loses forever the ability to transform into a Dragon Ruler, or is eliminated (if chaotic), and every dragon of his alignment forever becomes his enemy (10% chance to recognise his human guise).

Any type of deceit (external aid during the duel) causes the intervention of the Great One (Ruler of all Dragons), who personally hunts down the cheater and arriving with its wreaks havoc in his lands, to force him to fight. No Grand Master can assume the form of the Great One.

A roll of 00 causes a huge ancient dragon of his chosen type to appear before the dracologist; it then tries to destroy him as punishment for his arrogance.

**Elementalism**

**The Masters of the Elements**

*Elementalists* are mages expert in dealing with the four elements of nature. Thanks to their studies, they learn to protect themselves from, summon and control the elements. Ultimately, the Grand Master gains the ability to enter or leave an elemental plane and transform himself into an elemental creature.

There are four Elemental Academies, one for each natural elements (Air, Earth, Fire and Water), which are rival orders. An Elementalist can only join and learn the secrets of one academy. There are four Grand Masters of the Element, one for each academy. The elementalists only deal with their chosen element and speak the language of the elementals of their academy. All their powers require 1d4 rounds to take effect.

All elementalists are taught the following spells at the appropriate level: *endure elements* (1st)*, control element* (3rd)*, summon elementals* (5th) and *bind elementals* (7th). Based on their academy, they also learn the following spells:

Air: *feather fall (1st), gust of wind (2nd) fly (3rd), whirlwind (4th), cloudkill (5th), control winds (6th), control weather (7th).*

Earth: *dig (1st), stone grip (2nd), fist of rock (3rd), stone shape (4th), wall of stone (5th), move earth (6th), rock (7th).*

Fire: *burning hands (1st), affect normal fires (2nd), fireball (3rd), wall of fire (4th), purifying flame (5th), fiery tentacle (6th), soaring fire (7th).*

Water: *precipitation\* (1st), swim\* (2nd), liquid form (3rd), wall of water (4th), icy blast (5th), control liquids (6th), calm water\* (7th).*

These spells are only taught when the elementalist has all the abilities of the circle corresponding to his level. Elves are allowed to cast these spells, despite their normal level limitations. Use their Attack Class as described in the introduction to determine when they can learn them.

**First Circle**

**Protection from Elements:** elementalists of the first circle can protect themselves from the element of their order. The exact effects are described below and last for 6 turns:

*Air*: the disciples only suffer half damage from air-based attacks (spells, winds, whirlwinds or air elementals). They can walk on clouds or levitate for 3 consecutive rounds without falling.

*Earth*: the disciples only suffer half damage from earth- or stone-based attacks (spells, rocks, earth elementals, etc.). They can advance for 3 consecutive rounds on moving sand, mud or dangerous ground without falling or being slowed down.

*Fire*: the disciples only suffer half damage from fire-based attacks (spells, breaths, high temperatures, fire elementals, etc.). They can walk on lava for 3 consecutive rounds without taking damage.

*Water*: the disciples only suffer half damage from air-or stone-based attacks (waves, water elementals, ice or snow). They can walk on water for 3 consecutive rounds without sinking.

A roll of 00 doubles the damage based on the appropriate element suffered by the elementalist until the effect ends or is dispelled.

**Second Circle**

**Minor Conjuration:** the elementalist, by concentrating, can conjure 1d4 elementals of his academy. The summoned elementals are all under his control and the total of the Hit Dice of the conjured elementals cannot exceed the elementalist’s level.

The elementalist can give a series of orders of any level of complexity and the elementals flow them to the best of their ability, without trying to distort the intent. The elementalist doesn’t need to concentrate to maintain his control of the creatures. The control over the elementals lasts for one day per elementalist level, or until it is dispelled, or their mission has been completed. When the control ends, the elementals automatically return to their home plane.

A roll of 00 causes the appearance of a 16 HD elemental of the opposing plane to the one desired. This elemental is automatically hostile to the elementalist (Water opposes Earth, Air opposes Fire). An elementalist can always cast *dispel magic* to return the hostile elemental back to its home plane.

**Third Circle**

**Major Conjuration:** this power allows the elementalist to conjure and control any creature originally from the elemental plane of his academy (a Master of Air could conjure a lesser djinni, a Master of Fire can summon a lesser efreeti, a Master of Earth a kryst, and a Master of Water an undine). This ability is, otherwise, similar to *minor conjuration*.

With a roll of 00, the summoned creature becomes hostile to the elementalist.

**Fourth Circle**

**Full Elemental Control:** the disciple controls the non-living matter corresponding to his academy. He can shape and move it for one round per experience level. The animated matter fights as an elemental with 12 or 16 HD, based on the disciple’s level, as above. By concentrating, he can have the animated matter attack anything. The elementalist can move up to 20 feet per round and have the matter follow him, or up to normal speed as long as he remains within 30 feet of the animated matter. The power lasts for 1 turn per elementalist level.

*Master of Air*: the master causes winds to stop or blow as a hurricane within a 4 feet radius per level. The wind deflects non-magical missiles or allows the master to fly at 360 feet per round.

*Master of Earth*: the master can shape rock and earth to his liking within a 2 feet radius per experience level. His creations are permanent and even allow him to walk through stone or earth without suffocating. The master is immune to stone and earth-based damage.

*Master of Fire*: the master can extinguish fire or have it flare from his body to fill an area of 2 feet radius per experience level. He can build walls of fire and is immune to all fire- and heat-based damage.

*Master of Water*: the master can calm or agitate water within a 3 feet radius per level. He can breathe water without drowning and swim regardless of currents or whirlpools.

A roll of 00 causes him to lose control of the affected area. Anything within the area automatically suffers maximum damage from an attack, each round, whilst it remains in the area. The disciple suffers a severe trauma which reduces any future ability chances by 10%.

**Fifth Circle**

**Metamorphosis:** The Grand Master can become an elemental of his academy, with a number of HD equal to his level. He keeps his ability to cast spells and use magic items, and acquires all the abilities and statistics of the elemental, if they are better than his own. Moreover, he can freely enter or leave the element’s plane as long as the power lasts (1 turn per elementalist level).

A roll of 00 causes the wrath of an Elemental Ruler, who decides to bring an end to the Master’s activities, who can choose to accept the challenge or return to the Prime Plane. If he flees, the Ruler will try to corner him each time he enters that plane. If he decides to fight, losing will mean his death, whilst winning gives him the ability to become an Elemental Ruler with 41 HD (but only on that Elemental Plane). Every new level gained afterwards grants him an additional 2 HD in his Elemental Ruler form.

**Necromancy**

**The Masters of Necromancy**

The science of death (necromancy or negromancy) has always had a large following within Glantri. In spite of its terrifying power, it is recognised as a legitimate form of magic and is therefore considered acceptable. *Necromancers* (or *Negromancers*) are notoriously chaotic, while those few of neutral alignment are less interested in the dark powers and more in the scientific value of this discipline. These students use magic to control and create undead, or to protect themselves from them. As their familiarity with the powers of the afterlife grow, they also acquire the ability to return the dead to life. The most impressive power is that of the Grand Master, who knows the secret to attain an aberrant form of immortality: becoming a lich.

Entering the order, the necromancers learn the following spells when they are able to learn spells of the appropriate level: *ghoul touch* (1st)*, walking dead* (2nd), *destroy undead\** (3rd)*, corpse possession* (4th)*, animate dead* (5th)*, death* (6th) and *necromantic fusion* (7th).

**First Circle**

**Speak with Dead:** a disciple of the first circle is able to summon the spirit of a corpse to question it. The necromancer must touch the corpse he wants to question, which can be dead for no longer than 1 week per circle, then invoke the power that lasts for 1d6 rounds. The evoked spirit manifests in a faint spectral form, and always answers in a language known to those that interrogate it, who can ask one question per round: the spirit’s answers are based just on its knowledge up to the moment of its death. If the alignment of the spirit and that of the necromancer are the same, the spirit’s answers are always clear and concise; if instead the two are of different alignments, the corpse’s response is usually difficult to understand (it can respond in riddles or metaphors). This power doesn’t allow him to speak with undead or with magically animated corpses.

A roll of 00 means that the spirit has possessed the necromancer’s body, who cannot control his own actions until the effect ends.

**Protection from Undead:** a disciple of this order can protect himself from undead creatures once he has learnt the secrets of the first circle. Thanks to this power the necromancer is completely ignored by any undead that have less Hit Dice than his level as if he was invisible. The protection lasts until the necromancer attacks one of the affected creatures: at that point the undead attack all those within a radius of 30 feet focusing their attention on trying to kill the necromancer.

A roll of 00 renders the necromancer prey to his own power: he is unable to attack or affect in any way an undead, unless one of the creatures begins to fight him or one of his companions.

**Second Circle**

**Control Undead:** the necromancers gain the ability to control a number of HD of undead creatures equal to or less than his experience level. When encountering groups of undead, those with fewer Hit Dice are affected first. If those suffering the effects of this power control other undead, its pawns are also controlled, without however counting towards the maximum HD limit. All lichs are immune to this power, while undead with the same HD/level as the necromancer can avoid the control with a ST vs. Mental Spells. It doesn’t require concentration, and the undead follow the orders to the best of their knowledge and ability. The control functions up to 24 miles, and if necessary, a necromancer can choose which creatures to control.

The control lasts until the next full moon, when the controlled undead are freed; these undead cannot be controlled again until the next day. The control is broken if the necromancer or one of his group attack the affected creatures. He can destroy any undead under his control by dismissing its spirit, but only if it is in his presence.

This power can also be used like the cleric ability to turn undead. No religious symbol is needed, just some ritual words and gestures. A necromancer turns undead as a cleric of the same level.

A roll of 00 causes the necromancer to fall prey to his own power. He becomes a pawn of the strongest undead creature present, until an undead creature begins to fight him or a member of his group. If all the undead present are nonintelligent, the victim falls into a state of catalepsy for 1d8 hours.

**Third Circle**

**Create Undead:** upon attaining third circle, a necromancer can create undead monsters. He must begin to research the arcane ceremony and components needed to create the desired type of undead, an operation that requires 1 day per HD of the undead, with a success chance of:

[(Necromancer Lvl. + Int) × 2] – (3 × undead HD)

The research cost is equal to 500 gp per HD of the undead, and if successful the Necromancer adds the corresponding amount in xp to advance in circle. Once he has discovered the secrets of the ceremony, he needs to write them in his Book of Necrology, and in future it is enough to consult the book to research that type of undead. Necromancers cannot create lichs at any level.

Each undead created by the necromancer remains permanently under his control, with no need of the *control undead* ability. The necromancer cannot create, in each ceremony, more HD of undead than his level.

The ceremony requires 2d6 turns for creatures with 4 or less HD, otherwise, the ceremony requires 2d6 hours (e.g. a ceremony to create skeletons requires 1d6 turns; creating vampires or ghosts requires 2d6 hours). A body is needed for corporeal undead (skeletons, zombies, wights, vampires, etc.), while only a body part is needed foe incorporeal undead (wraiths, haunts, phantoms and spirits). The undead created are permanent and cannot be dispelled.

A roll of 00 takes some of the necromancer’s lifeforce, and the attempt fails. The necromancer suffers 1d6 damage per HD of the being he wanted to create (no ST). If the necromancer dies, he becomes an undead of the type he tried to create.

**Fourth Circle**

**Raise Dead:** a necromancer of the fourth circle acquires the knowledge and ability to raise spirits from the grave. This ability is identical to the divine spell *true resurrection* (except it cannot produce the reverse effect, or *obliterate*).

A roll of 00 causes a temporary drain of the necromancer’s physical vigour, to an amount of 1 Constitution point for every two levels or HD of the creature that he attempted to raise (rounded down). If the necromancer’s Constitution is completely drained, he is reduced to ashes, and cannot be raised in any manner. Those that survive recover 1 Constitution point per night of sleep.

**Fifth Circle**

**Attain Lichdom:** The Grand Master of Necromancy can become a lich of the appropriate level. The procedure of transformation requires 1 day per experience level, and once he becomes a lich, the necromancer remains such forever. He controls undead according to the specific rules for this creature (see the rules in the *Master* set *or* *Rules Cyclopedia*). The lich retains all his necromancer powers, as well as acquiring all the special abilities of his new status. The main components needed for the transformation are a pint of venom taken from a nightcrawler’s tail and the skull of a red imp.

The DM must pay particular attention to lich characters, as they provoke terror in the common people and the defiance of lawful adventurers and religions. If the presence of a lich and his lair becomes known, he would quickly be attacked by some band of heroes, or by followers of a temple or by the militia of the nearest settlement, with the sole aim of destroying the monster and with the support and blessing of his rivals.

Once a PC has become a lich, he can no longer advance in level, although he can still try to attain immortality in the Sphere of Entropy.

A roll of 00 causes the Grand Master’s disintegration.

**Oneiromancy**

**The Masters of Dreams[[3]](#footnote-3)**

*Dreamers* (or Oneiromancers)use particular techniques to affect people who can see or think. This ability is different from the approach of *phantasmal force*, because it doesn’t create a magical illusion: it alters the victim’s sensory perceptions by using the emanations of the Dimension of Nightmares to trap his mind in a personal nightmare, or mould and animate dreams with the Nightmare energy.

Once they enter the order, the disciples learn the following spells when they are able to learn spells of that level: *sleep* (1st)*, hypnotic pattern* (2nd), *phantasmal killer* (3rd)*, night terrors* (4th)*, dream\** (5th)*, programmed illusion* (6th) and *hallucinatory nightmare* (7th).

**First Circle**

**Hypnosis:** the dreamer can try to affect the reasoning of one or more people (to a total of HD or levels equal to that of the spellcaster). He need do nothing more than speak casually and make soothing gestures for 6 rounds: the DM then ascertains if the attempt was successful (d% roll). The effect of *hypnosis* cannot be dispelled.

If the attempt fails, the victim knows that the subject has been acting in a suspect manner and speaking strangely. The reactions of the victims are left to the DM’s discretion. If instead the attempt was successful, the victims will do anything said by the dreamer, obviously as long as it doesn’t endanger their life or go against their nature (alignment). He can direct them to forget certain events, to tell the truth or to undertake a not too difficult mission. The hypnotic trance lasts until someone slaps the victim or causes him damage, or until the completion of the mission. If a victim isn’t able to understand the spellcaster, but is however hypnotised, he stares blankly until the effect ends.

A roll of 00 renders the hypnotist victim to his own command, whatever it is.

**Second Circle**

**Dream Alteration:** the dreamer can try to modify the dreams of a known intelligent creature within a radius of 1 mile per level. False omens or horrible nightmares sent in sleep render any NPC, which fails an Intelligence check, restless and upset upon awaking. PCs react based on how their players interpret the dreams (the DM doesn’t have to reveal the dream’s origin).

Moreover, the dreamer can send into the victim’s dreams monsters from the Dimension of Nightmares (whose statistics are left up to the DM, but the dreamer can use a maximum number of monster HD equal to his experience level). Conduct the dream combat according to the normal combat rules: if the monster wins, the victim awakes screaming and temporarily loses a point of Constitution. All the lost points are recovered after a whole night of uninterrupted sleep. If his Constitution drops to 0, the victim becomes catatonic, apathetic, and doesn’t respond to any external stimuli. A *healing* spell is required for a victim to recover his health and reason. A suspicious character can identify the true nature of the nightmare by casting a *contact outer planes* spell. If the dreamer fails two consecutive attempts, can no longer affect the dreams of that subject, and his face appears in the victim’s dreams.

Any dream or nightmare sent successfully annuls the night’s rest and impedes the recovery of spells (whether the monster wins or not).

With a roll of 00, the spellcaster dreams he’s fighting a monster of Nightmare. If defeated, he loses permanently loses a Constitution point.

**Third Circle**

**Delirium:** the dreamer creates fictional images in the victim’s mind, which perfectly affect all senses (sight, touch, smell, hearing etc. correspond exactly). The dreamer can affect a total of 1 HD/level of victims for each of his levels, within a radius of 120 feet. This effect doesn’t require light, but the subject must be able to see his victims.

The effects are similar to those of *phantasmal force*, except for the fact that the damage suffered by the victim become real, and any combat is conducted according to the normal rules. The dreamer can create monsters of the Dimension of Nightmares (following the rules given for the *dream alteration* power) in the victim’s mind, while any injurious effect created through the illusion inflicts 1d6 damage per dreamer level (20d6 maximum). Occasional observers who aren’t affected by the illusion will simply see the victims swing their weapons at the air or cast spells against invisible enemies (the illusion, in fact, takes place wholly in the victims’ minds).

The effect lasts until the illusion programmed by the spellcaster completes its course, or until the victims defeat the monsters in their minds.

With a roll of 00, the mage dreams of being in the Dimension of Nightmares, until he finds a way to return to his body or someone wakes him; any damage suffered in this condition is real.

**Fourth Circle**

**Shadow Reality:** the dreamer can try to control an area of shadow or darkness for one round per experience level. This allows him to use these areas to travel from one shadowy area to another, or remain in the areas of darkness as an incorporeal form that can only be located with *see invisibility* or *trueseeing*. While immaterial, he cannot cast spells, but can affect the shadows (see below).

The dreamer can create static items (like walls, doors, stairs, bridges, etc.) made of shadow. Spells of light affect these items as if they were a *dispel magic*. The area affected covers one square yard per experience level of the spellcaster.

A roll of 00 transfers the dreamer to the Dimension of Nightmares, from which he must return home using his own strength.

**Fifth Circle**

**Dreamlands:** The Grand Master can enter or leave the Dimension of Nightmares once a month, and can build a fortress of solid shadow or spectral material there. Any creature of that dimension that ventures into the fortress (25% chance per week) must make a ST vs. Mental Spells or end under the control of the Grand Master. The maximum number of HD of creatures that can be controlled is equal to the Grand Master’s experience level. These will guard his to the best of their ability.

After returning to the Prime Plane, once per month the Grand Master can gate a number of HD of creatures equal to or lower than his level, and assign them a mission. This operation needs a magical ceremony in which the tongue of a nightwing is burnt as the principal component. The Grand Master can see and hear all that these creatures perceive, and communicate with them regardless of distance. The creatures remain on the Prime until the end of their mission, after which they return to their own dimension (and return free).

A roll of 00 causes a rupture between the dimensions, which causes all his servants to arrive suddenly in the Tower of the Grand Master from his shadow fortress. Due to the shock, the creatures become hostile and attempt to tear him apart, returning every night (and only during the night) until either they or him have been destroyed.

**Note:** at the end of each day spent in the Dimension of Nightmares, the visitors must make an Intelligence check: the consequence of a failed check is permanent madness (the Grand Master of Dreaming is immune to this effect). The creation of the monsters of this dimension is left up to the DM.

**Witchcraft**

**The Masters of Witchcraft**

*Witches* (term used to distinguish them from the Sorcerers and Sorceresses of the same class) are specialised in a type of magic whose origins date back to times long forgotten. Mages frequently look down on them, but the magic they use is as powerful as any other. There are even a few male *Witches*, but the majority of the members of the circle are female.

Among the powers of the witches is the ability to create brews and philtres, cursed puppets, the use of charms and illusions and the ability to create curses. Moreover, each day she can cast a spell for every 6 levels gained from her spellbook instead of using a memorised spell (or can cast 1 spell more for every 6 levels – beyond those memorised – chosen from those written down in their spellbook).

The other side of the coin is that witches use a form of chaotic magic that have negative effects on their appearance. As she progresses through the circles, the witch’s body progressively deforms and her appearance becomes ever more unpleasant, while her voice becomes horribly hoarse. It is because of this that the witch makes ample use of *charm* and has developed the ability to change her semblance to mask her natural deformities. In game terms, for each circle the witch receives a –2 penalty on any Charisma check and Reaction rolls of the subjects with which she interacts, unless she is able to mask her voice and appearance.

Witches learn the following spells as soon as they are able to learn spells of that particular level: *charm person* (1st)*, phantasmal force* (2nd), *suggestion* (3rd)*, polymorph self* (4th)*, disguise* (5th)*, mental decay* (6th) and *collar of enslavement* (7th).

**First Circle**

**Brews and Philtres:** this ability is analogous to that that allows the alchemists to create *alchemical preparations* and is used to create poisons, sleeping drafts, antidotes or love potions with the effects of *charm*. The main difference is in the fact that the witches’ brews and philtres must be in potion form. The brews last for 1d4 weeks, have the same cost as an equivalent antidote or poison (see *Netbook of Poisons* or *Guide to Herbs*), which is never less than 5 gp and the time needed to create it is 2d4 hours.

A roll of 00 means that he has made an error whilst creating the potion (a poison could be beneficial, a love potion provokes hate).

**Silver Tongue:** the witch can speak in an extremely persuasive manner, provided that her arguments are plausible. Silver tongue only affects one target at a time, who must be able to understand the witch’s language and not already be against her (i.e. hostile to her for any reason). The victim believes all that is said to him by the witch, who becomes for him an uncontested reference point (as if under the effect of *charm*), unless she directly acts to damage him, something that ends the effect, which otherwise vanishes after 24 hours.

A roll of 00 reveals to the victim that the witch is lying, provoking his wrath.

**Second Circle**

**Doll Curse:** when a witch has an enemy, she makes two puppets that have its appearance, an operation that requires one day per level of the victim. She then hides one of the puppets in the house of that person, after which, each night, wherever the cursed being is, the witch can use the other puppet to harm him. The most common methods are:

*Pain*: each night, the witch plants a pin in the puppet, causing a strong pain to her victim, on whose body a small wound appears (1d6 damage each night, no Saving Throw).

*Disease*: each night, the witch soaks the puppet in various mixtures which causes the victim to contract a debilitating disease (DM’s choice) that no form of magic can cure until the puppet’s destruction (no Saving Throw).

*Madness*: each night the witch speaks words of hate directed at the puppet, provoking madness in the victim. The effects of the madness are at the DM’s discretion and lasts until morning (no Saving Throw). After the night, a victim that fails a ST vs. Mental Spells temporarily loses a point of Intelligence, and when that characteristic drops to zero, the victim permanently mad (requiring a magical cure to heal). The lost points are recovered at the rate of 1 per night of rest, which cannot happen while the witch continues to use the *doll curse*.

A witch can complete her devices against three people each night. For each of them, she must make a d% roll. If she obtains a 00, the puppet used by the witch becomes unusable and she becomes victim to a curse chosen by the DM.

**Witches’ Charm:** a witch can modify her appearance in a way to not arouse suspicion. The effect is purely illusionary and can be dispelled with *dispel magic* or discovered with *trueseeing*. This power bewitches NPCs, who stare intently at the witch in admiration, nearly neglecting any other activity (they aren’t senseless or stunned, just very attracted to the witch). The witch’s Charisma is increased by 1 point for every 3 experience levels, up to a maximum of 18. In any case, her Charisma will not drop below 10 and her deformities pass unnoticed. The effect lasts 1 turn per character level, but if the witch damages a victim he is able to see through the charm.

A roll of 00 causes the permanent loss of one point of Charisma.

**Third Circle**

**Witches’ Curse:** this ability is similar to the *curse* spell, but the witch can affect with the same curse a number of levels or HD of creatures equal to her level (no ST allowed). If the victim is just one person, the curse falls on his family for a number of generations equal to the witch’s level. The curse can only be removed by a *wish*, by a *remove curse* uttered by a spellcaster of higher level than the witch, or by satisfying the conditions set by the witch when he evoked the power.

If she obtains a result of 00, the curse turns on the witch and members of her family.

**Spellbinding:** at third circle a witch learns to summon one or more creatures with a total of HD or levels equal to her level. The creatures must have the same alignment as the witch, and she must have seen an example (living or dead) at least once in her life. *Spellbinding* allows the witch to see, hear and speakby means of the evoked creature (if they can do so), which are always totally loyal and serve her to the best if their ability. The witch cannot simultaneously control more HD of creatures than her level with this power, and it excludes undead, constructs, dragons and any extraplanar creature. The summoned servants remain with the witch until they are either killed or freed.

With a roll of 00, one of the summoned creatures takes control of the witch for a day.

**Fourth Circle**

**Shapechange:** the witches of this circle can assume the form of another creature. This ability is similar to the 9th level arcane spell *shapechange*, but the witch can only transform herself into creatures that she has seen at least once and who’s HD don’t exceed her level. The spellcaster can even assume the exact semblance of an individual, and the transformation lasts for 1 turn per level.

This power allows the witch to become more than one creature simultaneously, provided that the total of their HD doesn’t exceed her level, and each of the forms have an equal percentage of the witch’s original hp. For example, a 20th level mage with 60 hp can transform herself into 10 black cats each with 6 hp. One of the creatures must be the original, and only that one can cast spells, while the others are mentally to her and follow all her commands. If one of the forms is killed, it vanishes, and when she regains human form, the witch suffers damage equal to the hp possessed by the killed form. If the original creature is killed, the witch dies and the other forms are reduced to ash.

With a roll of 00, the witch cannot return to human form or assume other forms: remaining in this condition until the effect is dispelled.

**Fifth Circle**

**Ultimate Possession:** The Grand Master of Witchcraft has a power similar to the *magic jar* spell, against which no Saving Throw is allowed. The victim must be of lower level (or have fewer HD than the witch’s level), and once she has taken possession of the body, the witch can use both her own special abilities and those of the victim (e.g. if she possesses the body of a mystic, she can use its special abilities and unarmed attacks, and cast the spells she knows). When she returns to her own body, the witch doesn’t retain any of the victim’s abilities and doesn’t remember spells (if she has any). The victim is always against being possessed, and if a mental contact is established with is body, two voices will be heard: that of the witch and that of the victim!

If she obtains a roll of 00, the witch’s body dies and she is forced to remain in the victim’s body until the possession is annulled with *dispel magic* or *destroy evil*, which decrees the witch’s death.

**Nodes and Lines of Force (Megalism)**

Every proper planet (i.e. with a certain mass, its own atmosphere and capable of sustaining the existence if various forms of life thanks to its resources) is in reality a sentient being called a Megalith (as shown in the old *Immortal[[4]](#footnote-4)* *set* or as described in *Wrath of the Immortals* in the Creature section). The Megalith is a creature of immortal power of Lawful alignment, which allows the creatures on its surface to prosper using its natural resources in a symbiotic bond. When however, it is severely damaged, it triggers severe natural events to destroy the source of the problem (like a dog that, feeling the bite of a tick, scratches its skin until it bleeds). The megalith remains in the active phase for millions of years during which it cures whatever is happening around it, even limiting its own interventions. Inevitably however the megalith feels the need to enter a hibernation phase for some millennia, during which it shields it mind and becomes completely oblivious to external events (assuming a more Chaotic and unpredictable personality). This phase is always announced with cataclysmic atmospheric and telluric upheavals, caused by the unexpected rotation of the planet about it axis, which have the aim of destroying all the planet’s lifeforms and realigning the continents (like a man who begins to turn in his sleep to find a better position to sleep in). The megalith is partially aware of the catastrophes it causes, but in its infinitely long life it doesn’t believe that it is doing anything particularly horrible, since it knows however that life continues and new species will take the place of those that disappear.

As an immortal creature of immense power, the Megalith possesses a strong innate and immanent magic that flows through what are normally defined as Lines of Force, a sort of vein system made of streams of magical and spiritual force that permeates the planetary crust like a vast network. The lines of force are so numerous and extensive that it can be presumed that in every part of the planet there is a line that can be exploited by the experts in natural magic within a reasonable limit. The only points in which the lines don’t pass or have been interrupted are those in which anti-magic areas exist.

The lines of force originate from and in the so-called Nodes, natural sacs in which is concentrated and from which flows the megalith’s magical power (similar to the blood vessels of a human body). The Nodes are classified based on the magical potential they are imbued with (called Magnitude) with a range that goes from 1 (the most frequent nodes, no larger than 33 feet) to 5 (nodes up to 150 feet wide and so powerful that they become sentient oracles through which the Megalith have its views heard). Each node moreover is linked in a particular way to a type of school of magic among the following: Abjuration, Conjuration, Divination, Enchantment, Evocation, Healing, Illusion and Transmutation. This means that any spell invoked within the node that belongs to that school of magic is affected in a particular way based on the predisposition of the node towards that particular type of magic. The nodes can in fact be of various types:

***Facilitator Node***: allows the power to be evoked easier whilst requiring less of the spellcaster’s (arcane, divine or both) energy to do so.

***Inhibitor Node***: impedes the casting of that specific school of a certain level based on the node’s magnitude (see below).

***Enhancer Node***: empowers one of the spell’s variables chosen by the caster from duration, range and area of effect.

Based on its magnitude these are the effects on the school of magic linked to the node:

**Table 3.6 – Effects of the Nodes on Spells**

|  |  |  |  |
| --- | --- | --- | --- |
| **Mag.** | **Facilitator** | **Inhibitor** | **Enhancer** |
| 1 | –1 level | Annul 1st-2nd | Variable ×2 |
| 2 | –2 levels | Annul 1st-3rd | Variable ×4 |
| 3 | –3 levels | Annul 1st-4th | Variable ×6 |
| 4 | –4 levels | Annul 1st-5th | Variable ×8 |
| 5 | –5 levels | Annul 1st-6th | Variable ×10 |

When a node is discovered it is usually marked in such a way that the experts know to recognise and protect it. In some cultures (especially among the druids) it is usual to build megalithic complexes that encompass the Node’s area (all the Sacred Refuges of the druids rise for example on a node– see Volume 2), while in other cultures the Node is considered a sacred area and forbidden to the profane, marked by symbols of great danger or warning to the transgressors (like among the shamans of primitive cultures or in the Places of Magic in Alfheim).

In some cases, there have however been attempts to try to pervert the magic of the Nodes by altering it with the negative energy of the Sphere of Entropy. These attempts are carried out by renegade druids, necromancers or spellcasters thirsty for power and heedless of the dangers that derive from upsetting the Megalith, who want to exploit the powers by converting them to their own aims, or who want to avenge themselves on the creatures that live in a certain place and are directly linked to that node. When a node is permanently altered by the entropic energy it loses its own natural alignment and is forever bound to the school of Necromancy as a facilitator or inhibitor node, with no possibility of the process being reversed (as has happened to the Tenth Sanctuary of Idris hidden in the Dark Woods of Baamor, in the Kingdom of Wendar, or to the Cursed Refuges of the druids). These aberrations represent tumours that feed off the territory’s energy, and inevitably provoke strong negative reactions from the Megalith, surrounding the node with violent weather conditions or corrupting the surrounding environment due to the negative energy emanated. As such the protectors of nature (druids, sylvan creatures or spellcasters linked to the natural world) try everything they can to avoid the nodes falling into the wrong hands, hiding them from mortal eyes and protect them even at the cost of their own lives. When however, they are faced with a corrupted node, their only objective is to destroy the node to prevent its entropic influence from expanding and devastating other areas or to prevent its negative energy from spreading through the lines of force. In the ill-omened case in which all existing nodes on a megalith have been subjected to entropic energy, the Megalith would become a devastating instrument in the hands of Entropy.

**The Lords of Nature: Druids and Megalists**

The druids that venerate the environment and nature in the broadest sense and not a divinity (not even Djaea seen as Mother Nature) are able to cast spells because they are able to draw power directly from the magic of the Megalith. Among the druids there are specialists (followers of an Immortal linked to nature) and philosophers (followers of the planet-megalith), although in this case the philosophy is that of safeguarding the planet on which they live. Fundamentally in fact, between these priests and the Megalith an empathic and spiritual link is created that gives the Megalith the chance to grant them part of its own power with the sole aim of protecting itself (the ecosystem in which the druids live) by drawing on the Megalith’s divine powers thanks to the magic that flows in the lines of force and is concentrated in the nodes. As such the druids insist in the idea that the planet on which they live is a living being that should be respected and honoured: because they have the perception of serving a living creature with its own will that, given the immense power it has available, must be listened to and not insulted in order to not provoke its wrath and suffer the devastating consequences.

There are other sages who have studied the magic power of the Lines and Nodes and know how to manipulate it regardless of the Megalith’s will (trying always to not be excessive in order to not disturb it or provoke its blind fury). These sages derive their arcane power from the knowledge that at the dawn of time the spirits of nature revealed to the elves and to some particularly wise humans, as well as from the revelations of the druids themselves, even if they don’t necessarily belong to a druidic order: they are called Megalists, and the craft that they master is called Megalism, considered as the Tenth Secret Craft of Mystara (it is particularly popular among the sylvan elves of Wendar, the karimari of Ulimwengu and the inhabitants of Robrenn). These subjects don’t share a particular link with the Megalith, but are limited to exploiting the power when they are in contact with a Node or a Line. There are numerous druidic orders that teach and pass on to their members the secrets of megalism, while other druidic sects refuse these practices considering them a useless twisting of the planet’s will, which should only be shown through the spells available to the druids. Anyone who is able to enter thanks to a Megalist or is accepted into a sect devoted to Megalism (only possible to a character of Neutral or Lawful alignment) is able to exploit the knowledge to draw power from the nodes or from the lines of power and produce druidic-like magical effects or enhance the power of their own spells.

A Megalist earns xp in separately to his class xp, as happens with the members of the Seven Glantrian Secret Crafts (see the homonymous section), and progresses from 1st to 5th Circle only thanks to this experience (earned thanks to the use of megalism powers). Only once he has taken all the powers linked to a circle is it possible to begin to learn the mysteries of the next circle from an experienced enough megalist to know it. However, unlike the members of the Seven Secret Crafts, the megalists don’t have to pay anything to augment their knowledge (so ignore the Cost column in Table 3.4). Using a Node, the megalist can invoke any power from the 1st to 5th Circle, whilst using the Lines of Force (present in almost any place) it is only possible to invoke the powers of the first 3 circles.

All the powers of the Megalists, divided by Circle, are described below. Remember that the powers can only be used a certain number of times over a period of time and that there is always a failure chance (see Table 3.4). 5th Circle megalists are as rare as Grand Druids: only one or two exist on each continent and quite often they are treated as a Grand Druid.

**First Circle**

**Locate:** the megalist can locate an animal or plant species or a certain mineral present within a 2-mile radius for each circle he has attained. The moment he selects what type of target to locate, he instinctively knows the direction in which to go to find the closest animal, plant or mineral of that type to where he is, and this instinct remains in the megalist’s mind for one hour for each circle he has attained; if he hasn’t reached the destination in this period, the knowledge vanishes.

A roll of 00 pushes the megalist in a totally random direction.

**Nature’s Guardian:** the megalist can affect a plant or an animal using this power and make it his own sentinel for 1d8 hours. The creature or plant cannot resist the effect, and the megalist renders it alert towards a specific type of creature: the moment the sentinel sees one of these creatures or it passes no more than 10 feet from the guardian, the latter casts a telepathic alarm to the megalist, who receives it wherever he is (provided he is on the same plane as the nature’s guardian). The type of creature can be identified based on race or outward appearance, but not based on variables that aren’t understood by plants or animals (like Class, Alignment, Level, Hit Dice, etc.). A plant that becomes a guardian is obviously fixed, while an animal capable of movement can be commanded to watch over a specific perimeter no larger than ½ mile.

A roll of 00 means that the guardian completely ignores the instruction and the power is wasted.

**Nature’s Tongue:** the megalist can communicate with any non-intelligent animal or common plant (not monstrous plants) as if using the *speak with animals* and *speak with plants* spells (but must choose from time to time if he is conversing with animals or plants) for a period of 1d4 hours.

A roll of 00 means that the character is able to understand natural creatures but can no longer understand or speak the languages of the intelligent species he knows, as long as the effect lasts.

**Second Circle**

**Summon Animals:** the megalist is able to use the energy of the lines of force to call animals of a certain species and have them materialise around him to follow his orders. The animals can be normal or giant, but intelligent animals and fantastic beasts are excluded. The megalist can summon up to a total of 1 HD of animals per level: all appear instantly and remain at the megalist’s side for an hour, faithfully following his orders (which not however be suicidal orders), at the end of which it magically disappears; if killed, it disappears and its corpse returns home.

A roll of 00 summons a pack of ferocious, out of control animals that assault the megalist for 1d6 rounds before leaving at great speed, extremely disorientated and irritable.

**Influence Animals:** with this power the megalist can invoke one of the following effects: *fascinate animals* (1st lvl divine spell) and *control animals* (3rd lvl arcane spell). The duration and the other variables are identical to the homonymous spells.

A roll of 00 means that the megalist has instead antagonised the animal or animals he wants to influence, which immediately attack him.

**Influence Plants:** with this power the megalist can invoke one of the following effects: *entangle* (1st lvl arcane spell) and *control plants* (4th lvl arcane spell). The duration and the other variables are identical to the homonymous spells.

A roll of 00 means that the megalist means that the megalist has antagonised the monstrous plants or plants he wants to influence, which try every way of hampering or attacking him (the effect lasts for an hour).

**Third Circle**

**Nature’s Barrier:** with this power the megalist is surrounded by a barrier that impedes any plant, monstrous plant, normal or giant animal (insects included) from damaging him. Any attack carried out by one of these creatures bounces on his skin, rendering him immune to their dangerous effects (including the effects of poisons that act on contact or by injury, but certainly not those of ingested poisons).

A roll of 00 means that the megalist attracts the attacks of present and hostile natural creatures (animals and plants), which concentrate on him ignoring any other enemies.

**Knowledge of the Land:** this power allows the megalist of gaining the immediate knowledge relating to one question per circle he has achieved from the following (the radius is equal to 8 miles per circle of power): the geological composition of the terrain, the plant species present, the minerals present, the location of water courses present, the animal species present, the species of intelligent inhabitants present (including monstrous ones), the location of famous buildings or refuges, the location of a certain group of creatures (selected from a species of humanoids, animals, fantastic beasts, undead, constructs, oozes, outsiders, intelligent monstrous plants). The effect doesn’t allow him to gain information about a city (population of at least 5,000 inhabitants) in which nature has been replaced by settlements and artificial constructions.

A roll of 00 renders the megalist temporarily stunned and isn’t of sound mind for a period of 24 hours, because of the excess of received information has completely weakened him; once he returns to normal he will have forgotten all the information thus obtained.

**Nature’s Transport:** the megalist is able to merge with the magical flow of a line of force and transport himself to another place along that line of force. This means that based on his position, he can move in one of the line’s two directions (whose axis is determined by the DM on the basis of the major and intermediate cardinal points) up to a maximum distance of 2 miles per level, instantly passing through any terrain and appearing at the given distance on the same line of force (in practice he is absorbed by the land and emerges out of it at the destination point). If instead the power is invoked in the presence of a node, given that several line depart from these he can move in any direction, or can quickly materialise in another node known to him on the same planet, with no limit on distance.

A roll of 00 means that the megalist emerges in a place randomly determined by the DM (never where he originally intended, but often in the opposite direction) within the power’s range.

**Fourth Circle**

**Control Weather:** with this power the megalist can invoke one of the following effects: *control temperature* (3rd lvl druid spell), and *control weather* (7th lvl arcane spell). The duration and the other variables are identical to the homonymous spells, but affects the surrounding area within a radius of ½ mile per magnitude of the node used.

A roll of 00 triggers a tremendous storm appropriate to the current season (blizzards of snow in winter, storms in spring or autumn, a tornado in summer) in the area that lasts for a day.

**Power of the Nodes:** the megalist taps the immense power of the node to empower his spells in one of the three ways listed below.

* Empower Range: the megalist can cast his spells augmenting their range (except for those spells with zero, personal, or touch range) thanks to his use of the lines of force, up to a maximum of ½ mile per magnitude of the node used (as long as he is able to see where it manifests or has a nominal idea).
* Empower Duration: the megalist can extend the duration of any type of spell that he casts based on the magnitude of the node (from ×2 to ×10, see the preceding table).
* Empower Area of Effect: the megalist can amplify the area of effect of spells that don’t affect a single target based on the magnitude of the node (from ×2 to ×10, see the preceding table).

The empowerment capacity lasts for a period of 1 round per magnitude of the node and affects all the spells cast by the megalist in that period of time.

A roll of 00 provokes a magical counterstrike from the node that draws off the megalist’s magical, preventing him from casting spells for one turn.

**Awaken:** the megalist is able to use the power of the node to imbue a plant or animal with human intelligence, awakening its soul and consciousness. The animal or plant must be no further than 30 feet from the node and still be alive: it cannot oppose the effect, and at the end of the ritual (which lasts one turn), the node renders the plant or animal intelligent and gives it its own will (roll 3d6 to establish its Intelligence, Wisdom and Charisma scores, and its alignment is randomly determined). The awakened creature is always initially friendly towards the megalist who it considers its parent, but isn’t obliged to serve him or obey his orders (its new alignment affects its reactions)

An animal also acquires the facility to walk on two legs, and its fore legs also acquire a prehensile digit that grants it the same manipulative ability as a human. It retains its ability to speak with other animals of its species and gains the oral comprehension of the megalist’s mother tongue. It keeps its original HD (for animals with less than 1 HD, it gains sufficient hp to bring it to 1 HD), as well as its Armour Class and original movement ability, and any natural attack form.

A plant instead can acquire one of the two following forms (chosen by the megalist): humanoid plant or intelligent plant. In the former case it transforms into a humanoid with rough skin similar to bark or greenery and with the consistency of foliage, with green hair made of leaves and flowers, which needs water and sunlight to live (like any plant) and can understand the language of plants and the megalist’s native tongue. The humanoid plant has 1 HD, AC 7 and any other characteristic similar to those of a human (including the possibility of advancing in any class). An intelligent plant instead keeps its natural appearance but acquires the chance of conversing with any species (intelligent or animal) and can uproot itself and move about on its roots at a speed of 30 feet per round (cannot run). An intelligent plant has different HD based on size (½ for Diminutive or Tiny plants, 1 HD for Small plants, 4 HD for Medium plants, 8 HD for Large plants, 16 HD for Huge or Gargantuan plants), AC varies from 7 to 5 (based on the thickness of the bark) and ST appropriate to a Fighter of a level equal to their Hit Dice.

A roll of 00 causes an awful alteration in the plants or animals in question, which become brutal, savage monsters whose only aim is to kill any living being it encounters and devour any palatable being. The animals usually become beings similar to a nekrozon (catoblepas), while the plants transform into shambling mounds or evil, brutal treants.

**Fifth Circle**

**Shape the Land:** with this power the megalist can literally shape the form of the surrounding territory within a 1-mile radius per magnitude of the node, selecting one of the following effects with each invoking of this power:

* affect the flora (see *plant growth\** and *fertility\**, so that flowers, plants and fruits bloom or rot);
* affect the fauna (make hostile or docile or force into hibernation animals of a certain species or all the animals of the territory);
* affect the weather (see *control temperature* and *control weather*);
* modify the terrain (create crevasses or heights with rises equal to 33 feet per level of the megalist and of a maximum diameter of 33 feet per level).

The temporary changes (affecting the fauna, flora or weather) last for a maximum period of 1 week per magnitude of the node, while the changes to the terrain are permanent. If the megalist wants to, he can sacrifice part of his lifeforce to make even the temporary changes permanent (at least until a new use of this or another similar power): in this case he permanently loses 1 hp per magnitude of the node used.

A roll of 00 creates a natural disaster (earthquake, typhoon, flood, etc.) which affects a ½ mile diameter area and inevitably destroys the node. All the megalists are immediately aware of the event and try everything to discover those responsible and punish them.

**The Secret of the Radiance**

***(taken from Gazetteer 3: The Principalities of Glantri)***

Note: *given that the secrets revealed in this section are known to so few individuals and that its knowledge can seriously affect the life of any PC, it is advised to reserve the reading of the following section to only the DM.*

**The Nature of the Radiance**

*“The light in the night is called Radiance, the source and substance of our power. It emanates from deep below our capital city, and comes from a magical device, a gift from the Masters of Energy. We believe that it was left there millennia ago, to aid mankind in discovering the secrets of universal life. We, the members of the Brotherhood of the Radiance, are its chosen ones: this secret is too important to be shared with those who aren’t honest, loyal and powerful mages.”*

Following the Great Rain of Fire, the catastrophic event that brought about the total destruction of the Empire of Blackmoor and the cataclysmic movement of the planet Mystara’s axis in 3,000 BC, where the remains of the spaceship F.S.S. Beagle (a spaceship of alien origin from a far-off galaxy and was shipwrecked on Mystara centuries before) were irredeemably altered by the Rain of Fire. To prevent the nucleus collapsing further, the Immortals of Energy modified it, stabilising the flow and transforming the reactor into an immense source of energy, able to facilitate the comprehension and spread of the magical arts in the world, in the hope of aiding their own Sphere and gain great power and prestige.

It was exactly this that attracted so many mages into the territory of the Highlands over the centuries, and it is surely why the Principalities of Glantri rose above the cavern in which the Nucleus of the Spheres is kept, or the remains of the Beagle. Etienne d’Ambreville was the first to uncover the final secret of the Nucleus and discover the *transcend life force* spell, achieving immortality in the Sphere of Energy without having had a patron. From that moment, Etienne (now known as Rad) protects and studies the nature of the Radiance, the power that emanates from the Nucleus of the Spheres, and has instituted a secret sect of initiates (the Brotherhood of the Radiance) to keep control of all the acquired information, and to instruct new potential allies, putting them on the path to immortality.

**The Range of the Radiance**

*“The power radiates from beneath the capital, and it weakens step by step as it progresses towards the nation’s borders. As you rise among the ranks of nobility you obtain a fief ever closer to the source of the Radiance, and increase your power as befits your noble title.”*

Glantri’s entire nobility system has been conceived based on the Radiance. Although many nobles don’t know of the existence of the Radiance, others spend their lives trying to discover the secret. Once a loyal noble of Glantri has discovered its power, he becomes a member of the Brotherhood. To use the Radiance requires a receptacle of large size which must remain within its owner’s dominion.

Based on the distance of his dominion from the capital, a noble acquires more or less power. The greater his nobility rank, the nearer his dominion is to the capital and the power received from the Radiance (see the description of the *Summon Radiance* spell for further details). Attempting to move a receptacle closer to the capital than his noble title allows is a serious crime, which can be punished with permanent insanity or death, if it is discovered by the Brotherhood.

**The Use of the Radiance**

*“The Radiance can be used in many ways, but first for each you need to know the proper procedure to control it! Each power is invoked through an appropriate formula that everyone must research and discover alone. There are many mysterious formulae that require the rarest and most dangerous ingredients. And to discover these formulae a life, at times, is not enough.”*

A mage can learn the spells connected to the Radiance by finding old scrolls and books on it. Also *contact outer planes* and *wish* can help in this research (at the DM’s discretion). These spells cannot be acquired, or stolen. The ingredients and information needed to create them must only be found as prizes for undertaking adventures.

The spells connected with the Radiance that are possible to create are described in this section. All these spells require the use of a receptacle: to create it, it is necessary to enchant a single crystal object weighing at least 4,000 cn (400 lbs.); items of smaller size are shattered the first time it is used to collect the power of the Radiance. The item will be made magical according to the method shown for a permanent spell of sixth level (see the rules given in Volume 3).

**The Dangers of the Radiance**

*“The Radiance is extremely potent, but because of this it can be a source of corruption for the weak. Its power should only be used when necessary; otherwise, it causes a disease that devours the flesh and causes the body to wither away, rendering mad the wretch who abused it. The power of the Radiance can corrupt both the body and the mind, causing those corrupted to become slaves in a limbo in which they are neither alive, nor dead.”*

Each time that a member of the Brotherhood of the Radiance uses a spell related to the Radiance, there is 1% chance that this corrupts part of his body. This gives him a devastating disease that mortals aren’t able to cure. The body part affected is chosen from the following: a hand, an arm, a leg, the torso, the spine, a part of the head or face. The mage can no longer use the affected part (if it is the head or face that is affected the effects could include the loss of Charisma, partial blindness, deafness, or limitations in speaking and casting spells). When his entire body is affected by the disease, the mage becomes a lich (if of 21st level or higher) or a lightning zombie[[5]](#footnote-5) (with HD equal to his level).

Moreover, based on the number of active members of the Brotherhood (i.e. those that use the energy of the Nucleus), each year a part of the magic of Mystara is drained (this collateral effect was unforeseen by the Immortals of Energy, and is known to very few Immortals). If the number of people who use the Radiance grows too high, the magic will be completely drained in just a few decades: so Rad insists on keeping the circle of initiates able to comprehend and use this power extremely restricted. To understand what could be the consequences of this collateral effect, you can use the following table, which examines the magical force (expressed in Rad Points) consumed each year based on the number of members of the Brotherhood of the Radiance:

**Table 3.5 – Rad Points drained by the Brotherhood**

|  |  |
| --- | --- |
| *No of Brotherhood members* | *Rad Points drained per year* |
| 1-5 | 1 |
| 6-10 | 2 |
| 11-20 | 3 |
| 21-30 | 4 |
| 31-50 | 5 |
| 51+ | 6 |

Below are the worldly effects of the magic drain, based on the total of drained Rad Points (up to 1,000 AC the number of drained Rad Points was 120):

***100 Rad Points:*** each year, for an entire randomly determined day, magic and the use of arcane and divine spell (except for Immortal magic) doesn’t function.

***500 Rad Points:*** each year, for an entire randomly determined week, magic is ineffective. This includes not only spells, but any magical or supernatural effect of any kind (including the special powers of monsters and the permanent magic of items, but excluding that of Immortal nature).

***1,000 Rad Points:*** each year, for an entire randomly determined week, magic is ineffective. This includes not only spells, but any magical or supernatural effect of any kind (including the special powers of monsters and the permanent magic of items, but excluding that of Immortal nature). Moreover, from this moment very few individuals are able to understand and use arcane energy, it is therefore necessary to have an Intelligence of at least 18 to understand spells above 3rd level; anyone with a lower score cannot learn 4th level and higher spells.

***2,000 Rad Points:*** magic becomes rare. All magical beings (i.e. those with magical or supernatural abilities, like dragons, fey, undead, medusae, etc.) are extinct and are by now the subjects of myths and legends. Even the demihumans (elves, dwarves, gnomes and halflings) are reduced to living in small, hidden communities, jealously guarding their magical treasures, the final existing ones in the world. Only individuals gifted with great Intelligence (18 or higher) are able to learn and cast spells, and the same occurs with divine magic (requiring a Wisdom of at least 18 to cast divine spells). The old schools of magic are mostly run by charlatans, as the true mages prefer to stay in the shadows, and the commonest magic items are becoming true relics, virtually impossible to find, while artefacts by now are legends; even the Immortals have difficulty manifesting in the world.

***3,000 Rad Points:*** The Nucleus of the Spheres explodes, causing a terrible nuclear catastrophe. The entire Glantrian school is blown away by the explosion, and on it falls a nuclear inferno that lasts for several centuries, transforming the Glantrian territories into new Broken Lands.

**Spells of the Radiance**

All the spells connected with the Radiance are new arcane spells, exclusively reserved for the mages of Glantri. For research concerns, they cost double normal, while the chance of success is halved (see the rules in Volume 3).

**Call Upon Radiance**

**Level:** 5th

**School:** Transmutation

**Range:** Within 30 ft. of the receptacle

**Area of Effect:** A spell

**Duration:** 1 round per level

**Effect:** Augment the effect of a spell

This spell allows the augmentation of one spell for one round per level. It requires the use of the receptacle. When using the Radiance, a Baron casts spells as if he was one level higher than his normal level, a Viscount as if he were two levels higher, a Count as if he were three, a Marquis four, a Duke five, an Archduke six and a Prince seven.

If the augmentation of the level doesn’t change the spell’s effects in a substantial way, the mage can choose to augment one of the following factors:

*Range*: (excluding spells with range 0)

*Area of effect*: (except spells that only affect one person or target)

*Duration:* (excluding spells with permanent or instantaneous effects)

The augmentation factor is 10% per noble rank of the mage (i.e. +10% for Barons, +20% per Viscounts…, +70% per Princes).

**Example:** a 36th level mage prince can cast a *fireball* 360 feet instead of 240, or produce an explosion in an area of 60 feet instead of 40 (damage isn’t augmented, given that, according to the rules, a spell can never do more than 20d6 hp).

**Summon Radiance**

**Level:** 6th

**School:** Evocation

**Range:** 24 miles per noble rank

**Area of Effect:** Only the spellcaster

**Duration:** 1 round per level

**Effect:** Allows the use of the Radiance at a great distance from the receptacle

Through this spell, a mage can benefit from the Radiance without having to close to the receptacle. A Baron can use the Radiance within 24 miles of his receptacle or the capital, Viscount within 48 miles, a Count within 72 miles, a Marquis within 96 miles, a Duke within 120 miles, an Archduke within 144 miles and a Prince within 168 miles. The Radiance only has effect on the Prime Plane.

**Retain Power**

**Level:** 7th

**School:** Transmutation

**Range:** 0

**Area of Effect:** Only the spellcaster

**Duration:** Permanent until it is used

**Effect:** Accumulate Radiance energy

This spell allows the accumulation of Radiance energy. The mage’s body becomes the temporary receptacle for part of this force, whose intensity is measures in Radiance Points, or rads. Each casting of this spell allows him to draw 1d20 rads, which can be used for the spells *control destiny* or *discharge*.

A mage can accumulate a number of rads up to his own level without risk. Beyond this limit, the mage has a 1% chance of suffering 2 points of damage for every excess rad (cumulative), and that a part of his body is struck by the devastating disease caused by the Radiance. The damage is inflicted the moment the spell is cast. When a mage has accumulated at least 12 rads, he is surrounded by a blue aura that is similar to the *continual light* spell. This aura cannot be dispelled, but disappears when the number of accumulated rads drops below 12.

**Control Destiny**

**Level:** 7th

**School:** Transmutation

**Range:** 0

**Area of Effect:** Only the spellcaster

**Duration:** Permanent until it is used

**Effect:** Influence the destiny

This spell allows the result of a dice roll that affected the character to be modified. This is only possible is the spell has been cast previously and the mage has accumulated a reserve of rads (see *retain power*). The character must state, before the event takes place, if its outcome is to be affected by the spell. If the related roll has a negative outcome, the mage can modify it, spending one of the accumulated rads for every point added to or subtracted from the dice roll. For example, if the mage fails a Saving Throw by 7 points, he can spend 7 rads to make the roll.

The use of this spell requires in every case, even if the roll’s outcome is favourable, the cost of 5 rads. In the above example, if the mage had failed the roll by only one point (or even if he had made it), he would still however have to spend 5 rads.

This spell can solely affect *one* dice roll. However, the mage can preventively cast even more *control destiny* spells and accumulate them; in this case however, each of them must be cast within 30 feet of the receptacle.

If the mage hasn’t accumulated enough rads to modify a roll, the spell is still considered used. The dice rolls that can be modified are Attack Rolls, Saving Throws, the damage rolls of weapons and spells and skill checks. The mage cannot spend rads to augment the roll beyond its maximum possible value.

**Saturation**

**Level:** 8th

**School:** Transmutation

**Range:** Touch

**Area of Effect:** 10 ft. radius per level

**Duration:** 1 hour per level

**Effect:** Imbue an area with Radiance energy

To use this spell, the mage must have a reserve of at least 20 rads (see *retain power*). The mage begins the ritual, which lasts one turn, in the presence of his receptacle or by using the *Summon the Radiance* spell, and finally touch a plant or immobile structure (like a floor or wall), which serves as a focus for the energy of the Radiance. At this point, the energy spills from the mage’s body and flows all around, saturating the area around the focus. From that moment the following effects take place in the area of effect:

* any Saving Throw to resist an arcane spell or the effects of an arcane item receives a –2 penalty;
* the magic resistance of any being or item drops by 20%, whilst an anti-magic barrier is dispelled and an anti-magic ray has a 50% chance of working each round;
* any invoked arcane spell can exploit one of the effects of Using the Radiance at the caster’s discretion (or the alteration is randomly determined by the DM, if none was chosen);
* any charged item consumes 1 charge every 2 applications;
* arcane spellcasters have a +1 bonus to Initiative Rolls when using arcane magic;
* magically animated, controlled or summoned beings (like golems, undead, elementals, etc.) gain an additional Hit Dice as long as they remain in the area

Any mage that enters the area is instinctively aware of the presence of the immense magical power that permeates it, and its effects should be very clear once he casts his first spell. It isn’t possible to dispel the magic in any way: its effects only cease at the natural end of its duration.

**Discharge**

**Level:** 8th

**School:** Evocation

**Range:** 60 ft. per level

**Area of Effect:** 20 ft. radius explosion, poisonous cloud of 300 ft. radius per rad used

**Duration:** Instantaneous

**Effect:** Explosion of poisonous energy

To use this spell, the mage must have a reserve of rads (see *retain power*). The spell allows him to discharge all or some of the rads in an explosion of destructive and incendiary energy. This spell can only be used in the open and takes an entire turn to cast.

The produced explosion is like that of a *fireball* of 1d6 per rad spent (Maximum 20d6, minimum 10d6), which causes double damage to hard materials (stone or metal), normal damage to less rigid items and half damage to living creatures. This explosion produces a flash, a loud noise and a great cloud of smoke.

The cloud of smoke grows to a radius of 300 feet per rad spent (growing at 600 feet per round, up to its maximum size). All those that remain within the area for an entire day must successfully make a ST vs. Poison or be contaminated by the radiation caused by the Radiance (contracting the disease that devastates living tissue). The following modifiers are applied to the Saving Throw: +1 if he remains in an enclosed locale, +5 if it is a fortress (the Saving Through automatically succeeds if he is within a cavern or crypt). The cloud isn’t dispersed by the wind, but diffuses after a day.

**Sever the Tie**

**Level:** 9th

**School:** Transmutation

**Range:** 100 ft.

**Area of Effect:** A being or item with magic powers

**Duration:** Special

**Effect:** Dispel all the target’s arcane powers

This potent spell requires the presence of a receptacle of the Radiance within 30 feet, and is truly a curse for any arcane spellcaster, as it exploits the energy of the Radiance to inhibit any magic powers of arcane origin in the chosen victim. The victim is allowed a ST vs. Spells with a –4 penalty: if successful, his arcane powers are dispelled for 1d6 rounds, but if he fails he can no longer cast arcane spells while he lives, and any natural magical power is forever suppressed (including magical defences), with the exception of the powers of items that he carries, which continue to function. The spell creates in all effect a mystical barrier on the target that prevents any contact with arcane magical energy. So as well as the annulling of his magical powers, the victim also receives a +4 bonus to resist any arcane spell cast on him (including those that don’t allow a ST), with no chance to stop it (even if the subject doesn’t want to oppose a spell, the ST is automatically executed, as the barrier acts automatically).

If the spell is cast against an item created by an arcane spellcaster and it fails an ST vs. Destruction with a –4 penalty, the item becomes to all effect completely normal and loses forever its arcane powers (artefacts and items created by clerics are immune); if the ST succeeds, the magic is dispelled for just 1d6 rounds.

If, finally, the spell is invoked against a construct or another being animated through arcane magic (like an undead or a summoned being), if it fails its ST vs. Spells the being is completely destroyed (if it was animated) or returns home (if summoned); if the ST succeeds, the animated being is rendered inert for 1d6 rounds, while summoned beings are returned home and the summoning ended.

The effect of *sever the tie* lasts until the victim dies or the item is destroyed, or until the receptacle the effect was invoked is destroyed, or until the duration of the *summon radiance* spell has ended (if used in place of a receptacle) or until the mage who cast the curse ends its devastating effects. Any attempt to dispel the magic on a character has no effect, nor do *remove curse* or similar spells: the only thing capable of countering this power is a well formulated *wish*.

**Transcend Life Force**

**Level:** 9th

**School:** None

**Range:** 0

**Area of Effect:** Only the spellcaster

**Duration:** 2d12 hours

**Effect:** Attempt to achieve immortality

This spell allows the mage to attempt the climb to immortality. The DM should be aware that this spell should constitute the pinnacle of a character’s entire campaign. To acquire this spell, a Glantrian mage must have reached a sufficiently high level, be an Archduke or Prince of Glantri, be a member of the Brotherhood of the Radiance and have acquired the ingredients necessary for the spell: a lich’s skull, the tongue of a nightwing, 10 ounces of ashes of a greater phoenix, a pint of gremlin blood, two mandragoras, a fang of the Star Dragon, two malfera eyes and 12 archon feathers.

A PC cannot discover this spell if an Immortal in the Sphere of Energy is against the fact. If an Immortal is sympathetic to a PC, it can send him dreams about the power of the spell and its effects. Only at this point can a PC begin his magical research to create the spell. Those that want this spell must follow the philosophy of the Sphere of Energy have achieved control of the Radiance over the course of the demanding research.

The spell requires the use of 50 rads (see *retain power*) and the knowledge of all the spells connected to the Radiance. This spell cannot be used more than 40 miles distance from the capital.

When casting the spell, the mage enters a dreamlike state in which a dark corridor appears, at the end of which shines a golden door. At this point, he has a 5% chance per level above 20th of reaching and passing beyond the door. If he fails, he awakes at the end of the spell’s duration, wracked in pain. The pain lasts for 2d4 days, and for all this period every spell has a 30% failure chance. Moreover, he cannot use the Radiance for a number of days equal to the difference between the rolled result and what was needed. Moreover, if he fails a ST vs. Death Ray, he permanently loses a point of Constitution.

If the percentile roll is instead successful, the mage crosses the gate and enters the realm of the Immortals, where he encounters an Empyreal of the Sphere of Energy, presumably Rad (Etienne d’Ambreville). This being explains the significance of what is happening: in fact, by reaching this point, the mage has taken the first steps to become an Immortal of Initiate rank, but to complete the transition he must defeat a creature of this outer plane as a final test. If he wins, he acquires the rank of Immortal Initiate, but if he loses, his lifeforce is imprisoned in the artefact that produces the Radiance (the Nucleus of the Spheres).

If the candidate tries to flee, attack the Empyreal or use deceit, the Sphere of Entropy takes his soul and he becomes a red imp under the DM’s control.

1. The so-called Week Without Magic was a direct consequence of the events described in the *Wrath of the Immortals* module, which brought about a conflict among the Immortals and the sinking of Alphatia. [↑](#footnote-ref-1)
2. There are seven Secret Arts known in Glantri: Alchemy, Cryptomancy, Dracology, Oneiromancy, Elementalism, Necromancy and Witchcraft. These orders are only active within the Great School of Magic and any student with sufficient curiosity and spirit of observation can easily learn of them. Each order aims to influence important people to aid its cause and obtain funds, either from its members or allies. This money is spent on sustaining the order’s magical research: in fact, the more research undertaken, the greater the chance of discovering new extraordinary powers and acquiring influence.

   Additionally, the Grand Master of each order hopes to use his power the become Grand Master of the School of Magic, one of the most sought-after offices in the Principalities. [↑](#footnote-ref-2)
3. In GAZ3 this school is called Illusionism and its master is the Illusionist. However, due to its peculiar characteristics, the name has been changed to Dreaming. [↑](#footnote-ref-3)
4. Originally the planet Mystara was a megalith called Urt. With the creation of the Hollow World however, Mystara lost its nucleus (where a megalith’s heart and consciousness reside).

   The problem can be resolved assuming that Urt’s consciousness resides not in the nucleus but in the mantel, i.e. the planet’s crust. However, given that the crust is divided in two by the World Shield (an anti-magic barrier that isolates the Hollow World from the outer world), we must suppose that the Nodes and Lines of Force exist only on the outer surface of the planet and that the Hollow World has none. [↑](#footnote-ref-4)
5. See *Wrath of the Immortals – Adventure Book*, for further details on this creature. [↑](#footnote-ref-5)