

Character Creation:

- 32 point buy system for attributes. No Attribute below 8, none over 18.

Table 1: Ability Score Costs (Point Buy)		
Cost	Score	Modifier
—	6	-2
—	7	-2
0	8	-1
1	9	-1
2	10	0
3	11	0
4	12	+1
5	13	+1
6	14	+2
8	15	+2
10	16	+3
13	17	+3
16	18	+4
—	19	+4
—	20	+5

Also, The Pathfinder Alpha System is basis and is free @ Paizo.com

Part 1: Races

Humans:

Of all the races, humans show the most variety. They have accomplished much in their short time. Human cities dot the landscape and their kingdoms rule much of the world. Yet for all of their power, they can easily recede into barbarism within a generation. While some strive to make the world a better place, others seek to conquer it, drawing up great hosts to march on their civilized neighbors. While their craftsmanship does not equal that of many other races, humans are skilled at nearly every trade imaginable. Not surprisingly, adventuring is a common occupation, as most humans have an innate curiosity about what lies beyond the next horizon or at the bottom of the nearest dungeon.

Human Racial Traits

+2 to one ability score: Human characters get a +2 bonus on one ability score of their choice at creation, to represent their varied nature.

Medium: Humans are Medium creatures, and have no bonuses or penalties due to their size.

Normal Speed: Humans have a base speed of 30 feet.

Bonus Feat: Humans select one extra feat at 1st level.

Skilled: Humans are proficient in one additional skill at 1st level. This bonus skill counts as a class skill, regardless of the human's class.

Weapon Training: Humans are proficient with any one weapon of their choice, in addition to those granted by class proficiencies. This weapon must be chosen at 1st level and cannot be changed.

Languages: Humans begin play speaking Common and Human.

Favored Class: N/A

Human Sub Races:

- Waterborn: +2 Dex, -2 Str ; Swim Speed 6, Land Speed 4 ; +2 to Survival , Perception and Sneak checks in Aquatic environment.

- Plainsmen: +2 Str, -2 Int ; Survival and Knowledge:Nature as class skills ; +2 to Survival, Perception and Sneak checks in Plains environment.

- Mountainfolk : +2 Con, +2 Str, -2 Int, -2 Cha ; Climb Speed 4, land Speed 4, Knowledge:Nature, Survival as class skills ; +2 to Survival, Perception and Sneak in Mountains.

- Duskfolk: +2 Str, +2 Con, -4 Cha ; Low Light vision ; Climb Speed 4, Land Speed 4; Knowledge:Dungeoneering and Survival as class skills; +2 to Survival, Perception and Sneak skills in underground environment.

- HighBorn (City): +2 Int, +2 Cha, -2 Str, -2 Con; All knowledge skills are class skills (each taken separately); ONLY Highborn Humans may be trained as Wizards.

Fey Touched (Elves):

Since the dawn of history, the elves have looked upon the other races from their forest abodes, watching them grow and prosper, struggling through barbarism and war. While most elves live in woodland settings, others dwell in towering elven cities, full of graceful spires that blend in with the surrounding trees. Some elves choose to leave their kin behind and mingle with the other races, dwelling alongside them but never quite belonging. Elves are patient craftsmen, spending years perfecting their art, be it sword smithing, armor crafting, poetry, or song.

Fey Touched Racial Traits

- +2 Dex, -2 Con, +2 Int

Medium: Elves are Medium creatures, and have no bonuses or penalties due to their size.

Normal Speed: Elves have a base speed of 30 feet.

Low-Light Vision: Elves can see twice as far as humans in conditions of poor illumination.

Keen Senses: Elves receive a +2 bonus on sight- and sound-based Perception checks. They can make a Perception check to spot a secret or concealed door if they pass within 10 feet, regardless of whether or not they are actively looking.

Elven Immunities: Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells or effects.

Elven Magic: Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Appraise skill checks made to identify the properties of magic items.

Unnatural Beauty: The attitude of those dealing with elves is improved by one step so long as their starting

attitude is at least “indifferent.” This increase is subject to GM discretion and might not apply to all creatures.

Weapon Familiarity: Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word “elven” in its name as a martial weapon.

Languages: Elves begin play speaking Common and Elven.

Elves with high Intelligence scores can choose any of the following: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

Favored Class: N/A

Dwarves

Often called the “stout folk. Standing about a foot shorter than most humans, they make up for it in overall bulk, for dwarves have wide shoulders and hips. Dwarves have a love for earth and stone, making them fine stonemasons and expert miners. Dwarves are resilient folk, capable of taking a great deal of punishment, both physical and magical. On the whole, they have a lust for treasure, especially precious metals and gems. Dwarves have a relatively dour outlook rooted in grim reality, but when in a good mood with ale in hand, their rumbling laughter can be heard for quite a distance.

Dwarf Racial Traits

+2 Constitution, +2 Wisdom, -2 Charisma: Dwarves are both tough and wise, but also a bit gruff.

Medium: Dwarves are Medium creatures, and have no bonuses or penalties due to their size.

Slow and Steady: Dwarves have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Darkvision 60 feet: Dwarves can see in the dark up to 60 feet.

Stonecunning: Dwarves treat any Profession skill related to stone as a class skill. In addition, they receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Keen Senses: Dwarves receive a +2 bonus on taste- and touch-based Perception skill checks.

Greed: Dwarves can make Appraise skill checks as if trained when attempting to determine the price of nonmagical goods that contain precious metals and gemstones.

Hearty: Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Weapon Familiarity: Dwarves are proficient with battleaxes, handaxes, and warhammers, and treat any weapon with the word “dwarven” in its name as a martial weapon.

Half-Orc:

Basically gigantic (6’6” and more) savage humans. Think Viking conquerors.

Half-Orc Racial Traits

+2 Strength, +2 Wisdom, -2 Intelligence: Half-orcs are physically strong and constantly on the lookout for danger, but their orc stock hinders their intelligence.

Medium: Half-orcs are Medium creatures, and have no bonuses or penalties due to their size.

Normal Speed: Half-orcs have a base speed of 30 feet.

Darkvision 60 feet: Half-orcs can see in the dark up to 60 feet.

Weapon Familiarity: Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word “orc” in its name as a martial weapon.

Orc Ferocity: Once per day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Orc Blood: Half-orcs count as orcs for any effect related to race.

Languages: Half-orcs begin play speaking Common and Orc.

Favored Class: N/A

Kenku: See MMIII for general info.

Kenku Racial Traits:

- Medium Sized

- +2 Dex, -2 Str.

- A kenku’s base land speed is 6 Squares.

- **Great Ally (Ex):** Kenkus work exceptionally well with their allies. When successfully aided on a skill check or attack roll by an ally, or when aiding another, a kenku applies or gains a +3 bonus on its check or attack roll (instead of the normal +2 bonus). Furthermore, a kenku gains a +4 bonus on attack rolls against an opponent flanked by an ally (instead of the normal +2 bonus).

- **Mimicry (Ex):** A kenku can perfectly mimic familiar sounds, voices, and accents. This ability does not enable the kenku to speak languages it can’t normally speak. To duplicate a specific individual’s voice, a kenku makes a Bluff check; a listener familiar with the voice being imitated must succeed on an opposed Perception check to discern that the voice isn’t genuine.

- **Natural Weapons:** 2 claws (1d3).

- +2 racial bonus on Sneak checks.

- Low-light vision.

- **Automatic Languages:** Common and Kenku.

- **Favored Class:** N/A

The Cursed: See Dark Kin entries from PCI products.

Cursed Racial Traits:

- +2 Dex, +2 Con, -2 Wis, -2 Cha

- Medium Sized, Tainted Sub-type

- Base Speed 6 Squares

- **Darkvision 12 sq. Vision of Darkness:** Cursed can see perfectly well in all (even Deeper magical) darkness.

- **Unnatural Aura:** -2 to Ride checks and -5 to Wild Empathy.

- **Automatic Languages:** Common, Human.

- **Immunity to Charm spells:** Immune to any spell with (Charm) descriptor.

- **Favored Class:** N/A

Changelings: See Eberron resources for general info.

Changeling Racial Traits:

- Shapechanger Subtype
- Medium Sized
- Changeling base land speed is 6 Squares.
- +2 racial bonus on saving throws against sleep and charm effects: Changelings have slippery minds.
- +2 racial bonus on Bluff, Intimidate, and Perception checks: Changelings are inherently skilled in deception and intimidation; though they cannot actually detect thoughts as doppelgangers can, they can intuitively read body language and attitude with surprising accuracy.
- Natural Linguist: Changelings add Speak Language to their list of class skills for any class they adopt.
- Minor Change Shape (Su): Changelings have the supernatural ability to alter their appearance as though using a *disguise self* spell that affects their bodies but not their possessions. This ability is not an illusory effect but a minor physical alteration of a changeling's facial features, skin color and texture, and size, within the limits described for the spell. A changeling can use this ability at will, and the alteration lasts until he changes shape again. A changeling reverts to his natural form when killed. A *true seeing* spell reveals his natural form. When using this ability to create a disguise, a changeling receives a +10 circumstance bonus on Disguise checks. Using this ability is a full-round action.
- Automatic Languages: Common and Changeling
- Favored Class: N/A

Shifters: See Eberron resources for general info.

Shifter Racial Traits:

- Shapechanger Subtype
- +2 Dex, -2 Int, -2 Cha
- Medium sized
- Shifter base land speed is 6 Squares.
- Shifting (Su): A shifter can tap into his lycanthropic heritage to gain short bursts of physical power. Once per day, a shifter can enter a state that is superficially similar to a barbarian's rage. Each shifter has one of ten shifter traits—characteristics that manifest themselves when a character is shifting. Shifting is a free action and lasts for a number of rounds equal to 3 + the shifter's Constitution modifier. (If a shifter trait or other effect increases the character's Constitution modifier, use the newly improved modifier.) A shifter can take feats to improve this ability. These shifter feats are described in Chapter 3 of the *EBERRON Campaign Setting*. Every shifter feat a character takes increases the duration of his shifting by 1 round. For every two shifter feats a character takes, the number of times per day he can tap into the ability increases by one. So, a character with two shifter feats can shift two times per day (instead of the usual one), and each use of the ability lasts for a number of rounds equal to 5 (instead of 3) + the shifter's Con modifier. Shifting, though related to and developed from lycanthropy, is neither an affliction nor a curse. It is not passed on by bite or claw attacks, and a shifter can't be cured—shifting is a natural ability for the race.
- Low-Light Vision.
- +2 racial bonus on Balance, Climb, and Jump checks: A shifter's animalistic heritage enhances many of his physical skills.
- Automatic Languages: Common and Shifter.
- Favored Class: N/A

There are NO Gnomes, Halflings, Half-Elves or Warforged in this world. Other races may exist but will require special dispensation from the DM to be allowed as PC races (and no level adjusted races will be allowed).

Part 2: Classes

Barbarian: Unchanged from Pathfinder setting except not illiterate.

Bard: Now a Prestige Class only.

Cleric: Renamed as "Monk", Male members called Brothers and female are Sisters. Otherwise unchanged from Pathfinder setting.

Druid: Unchanged from Pathfinder setting.

Fighter: Unchanged from Pathfinder setting.

Monk: Renamed as "Martial Artist". Otherwise unchanged from PHB.

Paladin: Now a Prestige Class only.

Ranger: Unchanged from PHB. Urban Ranger variant may be used also.

Rogue: Unchanged from Pathfinder setting.

Sorcerer: Unchanged from Pathfinder setting.

Wizard: Available ONLY to Highborn Humans who train in a formal academy in Ne'Arik.
Otherwise, unchanged from Pathfinder Setting.

- ALL Wizards specialize. Spells from prohibited schools may NEVER be learned or cast (even from scrolls or wands).

New Class: The Warcanist

Alignment: Any.

Hit Die: d8.

Class Skills

The sorcerer's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Climb (Str), Craft (Int), Deception (Cha), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int), Use Magic Device (Cha).

Skill points 4+Int

Table: The Warcanist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1 st	+0	+0	+0	+2	Eschew Material Components, Armored Mage (light)	5	3	—	—	—	—	—	—	—	—
2 nd	+1	+0	+0	+3	Metamagic, Energy Weapon	6	4	—	—	—	—	—	—	—	—
3 rd	+2	+1	+1	+3		6	5	—	—	—	—	—	—	—	—
4 th	+3	+1	+1	+4		6	6	3	—	—	—	—	—	—	—
5 th	+3	+1	+1	+4	Metamagic	6	6	4	—	—	—	—	—	—	—
6 th	+4	+2	+2	+5		6	6	5	3	—	—	—	—	—	—
7 th	+5	+2	+2	+5	Armored Mage (medium)	6	6	6	4	—	—	—	—	—	—
8 th	+6/+1	+2	+2	+6	Energy Enhancement	6	6	6	5	3	—	—	—	—	—
9 th	+6/+1	+3	+3	+6		6	6	6	6	4	—	—	—	—	—
10 th	+7/+2	+3	+3	+7	Metamagic, Energy Blast	6	6	6	6	5	3	—	—	—	—
11 th	+8/+3	+3	+3	+7		6	6	6	6	6	4	—	—	—	—
12 th	+9/+4	+4	+4	+8		6	6	6	6	6	5	3	—	—	—
13 th	+9/+4	+4	+4	+8	Armored Mage (heavy)	6	6	6	6	6	6	4	—	—	—
14 th	+10/+5	+4	+4	+9		6	6	6	6	6	6	5	3	—	—
15 th	+11/+6/+1	+5	+5	+9	Metamagic	6	6	6	6	6	6	6	4	—	—
16 th	+12/+7/+2	+5	+5	+10	Energy Enhancement	6	6	6	6	6	6	6	5	3	—
17 th	+12/+7/+2	+5	+5	+10		6	6	6	6	6	6	6	6	4	—
18 th	+13/+8/+3	+6	+6	+11	Energy Vortex	6	6	6	6	6	6	6	6	5	3
19 th	+14/+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	6	4
20 th	+15/+10/+5	+6	+6	+12	Metamagic	6	6	6	6	6	6	6	6	6	6

Table: Warcanist Spells Known

Level	Spells Known									
	0	1st	2nd	3 rd	4th	5th	6th	7th	8th	9th
1 st	4	2	—	—	—	—	—	—	—	—
2 nd	5	2	—	—	—	—	—	—	—	—
3 rd	5	3	—	—	—	—	—	—	—	—
4 th	6	3	1	—	—	—	—	—	—	—
5 th	6	4	2	—	—	—	—	—	—	—
6 th	7	4	2	1	—	—	—	—	—	—
7 th	7	5	3	2	—	—	—	—	—	—
8 th	8	5	3	2	1	—	—	—	—	—
9 th	8	5	4	3	2	—	—	—	—	—
10 th	9	5	4	3	2	1	—	—	—	—
11 th	9	5	5	4	3	2	—	—	—	—
12 th	9	5	5	4	3	2	1	—	—	—
13 th	9	5	5	4	4	3	2	—	—	—
14 th	9	5	5	4	4	3	2	1	—	—
15 th	9	5	5	4	4	4	3	2	—	—
16 th	9	5	5	4	4	4	3	2	1	—
17 th	9	5	5	4	4	4	3	3	2	—
18 th	9	5	5	4	4	4	3	3	2	1
19 th	9	5	5	4	4	4	3	3	3	2

Class Features

All of the following are class features of the sorcerer.

Weapon and Armor Proficiency: Sorcerers are proficient with all simple weapons and their energy weapon. They are proficient with light armor (medium at 7th level, heavy at 13th level. Armor of heavier type interferes with a warcanist's gestures, which can cause his spells with somatic components to fail.

Spells: A sorcerer casts arcane spells which are drawn from their spell list. He can cast any spell he knows without preparing it ahead of time, the way a wizard or a cleric must (see below). To learn or cast a spell, a warcanist must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sorcerer's spell is 10 + the spell level + the sorcerer's Charisma modifier. Like other spellcasters, a warcanist can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Warcanist. In addition, he receives bonus spells per day if he has a high Charisma score. A warcanist's selection of spells is extremely limited. A warcanist begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new warcanist level, he gains one or more new spells, as indicated on Table: Warcanist Spells Known. (Unlike spells per day, the number of spells a warcanist knows is not affected by his Charisma score; the numbers on Table: Warcanist Spells Known are fixed.) These new spells can be common spells chosen from the warcanist spell list. The warcanist can't use this method of spell acquisition to learn spells at a faster rate, however. Upon reaching 4th level, and at every even-numbered sorcerer level after that (6th, 8th, and so on), a warcanist can choose to learn a new spell in place of one he already knows. In effect, the warcanist "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level spell the warcanist can cast. A warcanist may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level. Unlike a wizard or a cleric, a warcanist need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He does not have to decide ahead of time which spells he'll cast.

- **Armored Mage:** At 1st level a warcanist can cast spells with somatic components in light armor with no spell failure chance. At 7th level she can use medium armor. At 13th level she can use heavy armor. The appropriate proficiencies are given at the same times.

- **Energy Weapon:** By expending a spell slot a warcanist can summon a weapon of pure eldritch energy. This weapon can be any type (any personal melee or ranged) of a size appropriate to the character. It carries a magical enhancement bonus equal to spell level used (1st level spell = +1 weapon. 0 level spell gains +1 to hit only) and hits as a magic weapon (=x to hit & damage, magic aligned). This is pure enhancement and cannot be used to grant abilities (eg. Frost, flaming). The weapon lasts for a number of hours equal to spell slot used.

- **Energy Enhancement:** At 8th level a warcanist may add any +1 weapon ability to their energy weapon as part of their total weapon enhancement bonus. At 16th level they may add a +2 ability or (2) +1 abilities.

- **Energy Blast/Vortex:** At 10th level a warcanist can expend a spell slot to send a blast of pure eldritch energy surging from their body. The blast does 1d8+1 per spell level used (a 5th level slot = 5d8+5 damage). The blast is a 20' radius, centered on the warcanist. It is considered a force effect, and there is no save. At 18th level, it can take the form of an energy vortex. Same rules apply, except that it can now be placed anywhere within short range.

- L2,5,10,15,20 Gain 1 MetaMagic Feat at each listed level.

- **Warcanist Spell list:**

L0: Acid Splash, Detect Magic, Disrupt Undead, Electric Jolt, Flare, Prestidigitation, Ray of Frost, Read Magic, Sonic Snap.

L1: Burning Hands, Chill Touch, Color Spray, Ice Dagger, Inflict Light Wounds, Magic Missile, Orbs(Lesser) (all), Ray of Flame, Shocking Grasp, Sonic Blast.

L2: Blast Of Force, Combust, Electric Loop, Fireburst, Flame Dagger, Flaming Sphere, Ice Knife, Inflict Moderate Wounds, Melf's Acid Arrow, Ray Of Ice, Scorch, Scorching Ray, Snowball Swarm, Sound Burst, Wracking Touch.

L3: Acid Breath, Call Lightning, Chain Missile, Fireball, Hailstones, Ice Lance, Inflict Serious Wounds, Lightning Bolt, Rainbow Blast, Resonating Bolt, Scintillating Sphere, Searing Light, Sound Lance, Vampiric Touch.

L4: Blast Of Flame, Blistering Radiance, Burning Blood, Dragon Breath, Explosive Cascade, Fear, Flame Strike, Force Missiles, Ice Storm, Inflict Critical Wounds, Orbs (all), Shout, Thunder Lance, Vortex Of Teeth, Wall Of Fire.

L5: Arc Of Lightning, Ball Lightning, Cacophonous Sphere, Call Lightning Storm, Cloudkill, Cone Of Cold, Firebrand, Fireburst(Greater), Inflict Light Wounds (Mass), Night's Caress, Shard Storm, Slay Living, Sonic Rumble, Telekinesis, Vitriolic Sphere, Wall Of Limbs.

L6: Acid Fog, Chain Lightning, Disintegrate, Harm, Inflict Moderate Wounds (Mass), Undeath To Death, Wall Of Gears.

L7: Delayed Blast Fireball, Destruction, Emerald Flame Fist, Finger Of Death, Glass Strike, Inflict Serious Wounds (Mass), Prismatic Spray, Radiant Assault, Sunbeam.

L8: Blackfire, Earthquake, Field Of Icy Razors, Fire Storm, Flensing, Incendiary Cloud, Inflict Critical Wounds (Mass), Lightning Ring, Lion's Roar, Polar Ray, Prismatic Wall, Shout (Greater), Stormrage, Sunburst.

L9: Implosion, Meteor Swarm, Sphere Of Ultimate Destruction, Storm Of Vengeance, Time Stop, Wail Of The Banshee.

Other Classes:

- The Witch (Green Ronin)

- The Necromancer (Green Ronin)

- The Priest (Players Guide to Arcanis)

- The Patrician (Players Guide to Arcanis)

Other classes may be permitted at DM's discretion.

Part 3: House Rules

- Multiclassing is FREE. There is no experience point cost for learning multiple classes.

- Alignment is important. You may not cast spells that are opposed to your alignment. Neutral characters must choose good or evil leaning at character creation (ie. Inflict or cure spells, etc.). Also, the Necromancy school has the (Evil) descriptor as do all the spells from it.

- **TAINT:** Some places and items are so evil that exposure to them marks, or taints, a character in a very real and difficult-to-cleanse way. Taint is evil. It is a corruption so deep it warps the very plane of reality. A weapon used to slaughter thousands of innocents, a forest grown on land soaked in the blood of an evil

deity, a book bound in the flesh of an archfiend for his own horrible purposes, and the presence of an evil deity are all sources of taint. Then, of course, there are rings. . . .

TAINT AND ALIGNMENT

While characters with a minor amount of taint aren't necessarily evil, they probably are. The more taint they acquire, the more evil they become. The DM should monitor taint carefully and provide a warning when a character disregards its effect, just as he would when a character acts outside his alignment. If you include taint in your campaign, you can add a *detect taint* spell to the cleric's spell list. The *detect taint* spell or spell-like ability is identical to *detect evil*, except that it detects the presence of taint within a creature or object. When determining the power of a tainted aura, refer to the table in the *detect evil* spell description (page 219 of the *Player's Handbook*). Find the creature or object's taint score on the row for "Cleric of an evil deity"; the aura's power corresponds to the column in which the taint score is contained.

BECOMING TAINTED

Initial exposure to a tainted place or tainted object gives a character 1d3 points of taint. For every 24 hours spent in a tainted place, or spent carrying a tainted object, a character must make a Fortitude saving throw. The base DC is 10, +5 for every consecutive 24 hours of exposure. Multiple simultaneous exposures (such as carrying a tainted weapon in a tainted place) increase the DC by +5 per source of exposure every 24 hours. If the character fails his saving throw, his taint score increases by 1. Because of their good Fortitude saves, most barbarians, fighters, martial artists, paladins, and rangers resist taint better than members of other classes. Bards, rogues, sorcerers, and wizards are much more susceptible to taint.

Taint-Absorbing Items

Some natural substances absorb taint and thus protect those who are exposed to carry them. Examples include a pure jade rod the size of a human finger, a sheet of vellum prepared from a year-old lamb, an intricately carved piece of lightning-struck oak, or a silk sash. The DM can create other examples appropriate to the campaign as well. Regardless of the shape or substance of the item, taint-absorbing items cost 100 gp each. As an item absorbs taint, it darkens, softens, and gradually rots away over seven days. During that time, it absorbs all taint to which the carrier is exposed. Possessing multiple taint-absorbing items at the same time can protect a character for longer than seven days, but the benefit does not accumulate indefinitely.

Evil and Taint

Simply having an evil alignment is no defense against taint—it is too profound an effect for personal beliefs or moral codes to ward it off. Only undead and creatures with the evil subtype can ignore taint. Of course, you may choose for evil creatures to become tainted by good. You can create sacred places and objects in your campaign that taint evil characters as well. You could say that creatures with the good subtype are immune to the effects of taint in such sacred places, but those sacred places would rot away creatures of the evil subtype.

CLEANSING TAINT

It is possible to remove taint from characters in several ways, including through the use of spells, the performance of good deeds, and cleansing in a sacred spring. Taint cannot be removed unless the tainted character wants to be cleansed.

Spells

The following spells can reduce taint scores when cast outside tainted areas. No character can have his taint score reduced by any particular spell more than once per day (though different spells can reduce taint if cast on the same character in the same day).

Atonement: This spell can remove taint, but with limits. First, it always requires a quest. Second, the caster decides how much taint to remove when casting *atonement*, up to a maximum equal to the caster's level. This use of *atonement* costs the caster 500 XP. *Atonement* can reduce a taint score to 0.

Heal: This spell reduces a character's taint score by 1 point per three caster levels, but it cannot reduce a taint score below 1.

Miracle, wish: These spells cannot remove taint except by duplicating the effects of other spells mentioned here.

Remove curse, remove disease: These spells reduce a character's taint score by 1 point, but they cannot reduce a taint score below 1.

Restoration: This spell reduces a character's taint score by 1 point per four caster levels, but it cannot reduce a taint score below 1.

Greater restoration: This spell reduces a character's taint score by a number of points equal to the caster level of the cleric casting greater restoration. *Greater restoration* can reduce a taint score to 0.

Good Deeds

Simple good deeds are not enough to remove taint. A character wishing to reduce his taint score through good deeds must undertake a particular ritual under the guidance of one of his deity's clerics. The ritual prepares the character to undertake the deed. Each deity's faith has a list of ritual good deeds that the faithful may perform to prove their dedication to their deity. Adventuring is never part of a good deed, and a character who undertakes an adventure prior to completing his good deed must begin again with the ritual. Deeds must be repeated every day for a week. Upon completion, the character's taint score is reduced by 1 point. The character may continue the deed for another week to continue losing taint, or may return to the temple to undertake the ritual again and begin a different deed.

Alternatively, deeds may be quests undertaken on behalf of the deity. After the quest ends, the character's taint score is reduced by 1 point per week required to complete the quest. Good deeds may reduce a character's taint score to 0.

Sacred Spring

Springs sacred to a particular deity or cause are located in remote regions, requiring long and dangerous travel to reach. For each day a character spends resting and cleansing himself at a sacred spring, his taint score is reduced by 1 point. A character using this method to reduce his taint score can undertake no activities other than resting, eating, sleeping, and normal conversation. Cleansing at a sacred spring may reduce a character's taint score to 0.

Cleansing Places and Objects

Clerics may use *hallow* to remove taint from an area, but it takes time. The spell must remain intact for a year and a day to remove the taint from the area. If, during that time, an opposing character casts *unhallow* on some or all of the area, the effort is lost and must be reinstated by another casting of *hallow*. (The *hallow* spell only affects a 40-foot-radius area, so large areas may require many clerics working simultaneously to completely guard them.) Unintelligent items left in a *hallowed* area for a year and a day lose their taint. Items that have an Intelligence score (and are thus treated as constructs for this purpose) can only be cleansed by using the spells mentioned above.

- SANITY

Characters gain a new attribute called Sanity. This statistic functions like an ability score in some ways, but it has its own unique mechanics that represent the character's descent from a stable and healthy mental state into confusion, dementia, and mental instability. As a character encounters monsters, witnesses horrible acts, masters forbidden knowledge, or casts spells, his Sanity score, and his corresponding ability to function as a normal member of his race, deteriorates. This gradual descent is balanced in part by the powers that characters gain each time they overcome a horrific foe or grow in skill and expertise, but even as those characters grow in power, they know or fear that an even greater peril lies ahead—the threat of becoming permanently insane.

WHAT IS SANITY?

Sanity is the natural mental state of ordinary life. Normal mental balance is endangered when characters confront horrors, entities, or activities that are shocking, unnatural, and bewildering. Such encounters cause a character to lose points from his Sanity score, which in turn risks temporary, indefinite, or permanent insanity. Mental stability and lost Sanity points can be restored, up to a point, but psychological scars may remain. Insanity occurs if too many

Sanity points are lost in too short a time. Insanity does not necessarily occur if Sanity points are low, but a lower Sanity score makes some forms of insanity more likely to occur after a character experiences an emotional shock. The character's Sanity may be regained after a few minutes, recovered after a few months, or lost forever. A character may regain Sanity points, and even increase her Sanity point maximum. However, increasing a character's ranks in the Knowledge (forbidden lore) skill always lowers her maximum Sanity by an equal amount.

SANITY POINTS

Sanity points measure the stability of a character's mind. This attribute provides a way to define the sanity inherent in a character, the most stability a character can ever have, and the current level of sane rationality that a character preserves, even after numerous shocks and horrid revelations. Sanity is measured in three ways: starting Sanity, current Sanity, and maximum Sanity. Starting and current Sanity cannot exceed maximum Sanity.

Starting Sanity

A character's starting Sanity equals his Wisdom score multiplied by 5. This score represents a starting character's current Sanity, as well as the upper limit of Sanity that can be restored by the Heal skill (see The Heal Skill and Mental Treatment, later in this section). After creation, a character's current Sanity often fluctuates considerably and might never again match starting Sanity. A change in a character's Wisdom score changes his starting Sanity in terms of what treatment with the Heal skill can restore. Current Sanity, however, does not change if Wisdom rises or falls.

Current Sanity

A character's current Sanity score fluctuates almost as often as (and sometimes much more often than) his hit points.

Making a Sanity Check: When a character encounters a gruesome, unnatural, or supernatural situation, the DM may require the player to make a Sanity check using percentile dice (d%). The check succeeds if the result is equal to or less than the character's current Sanity. On a successful check, the character either loses no Sanity points or loses only a minimal amount. A character's current Sanity is also at risk when the character reads certain books, learns certain types of spells, and attempts to cast them. These Sanity losses are usually automatic (no Sanity check is allowed); the character who chooses to undertake the activity forfeits the indicated number of Sanity points. In most cases, a new Sanity-shaking confrontation requires a new Sanity check. However, the DM always gets to decide when characters make Sanity checks. Confronting several horribly mangled corpses at one time or in rapid succession may call for just one Sanity check, while the same corpses encountered singly over the course of several game hours may require separate checks.

Going Insane: Losing more than a few Sanity points may cause a character to go insane. If a character's Sanity score drops to 0 or lower, she begins the quick slide into permanent insanity. Each round, the character loses another point of Sanity. Once a character's Sanity score reaches -10, she is hopelessly, incurably insane. The Heal skill can be used to stabilize a character on the threshold of permanent insanity; see The Heal Skill and Mental Treatment, below, for details. A DM's description of a Sanity-shaking situation should always justify the threat to a character's well-being. Thus, a horde of frothing rats is horrifying, while a single ordinary rat usually is not (unless the character has an appropriate phobia, of course).

Maximum Sanity

Ranks in the Knowledge (forbidden lore) skill simulate a character's comprehension of aspects of the dark creatures at the edges of reality. Once gained, this horrible knowledge is never forgotten, and the character consequently surrenders mental equilibrium. A character's Sanity weakens as his comprehension of these hidden truths increases. Such is the way of the universe. A character's current Sanity can never be higher than 99 minus the character's ranks in the Knowledge (forbidden lore) skill. This number (99 minus Knowledge [forbidden lore] ranks) is the character's maximum Sanity.

LOSS OF SANITY

Characters ordinarily lose Sanity in a few types of circumstances: when encountering something unimaginable, when suffering a severe shock, after casting a spell or when learning a new spell, when being affected by a certain type of magic or a particular spell, or when reading a forbidden tome.

Encountering the Unimaginable

When people perceive creatures and entities of unspeakable horror, this experience costs them some portion of their minds, since such creatures are intrinsically discomfiting and repellent. We never lose awareness of their slimy, fetid, alien nature. This instinctive reaction is part and parcel of humans, elves, dwarves, and other humanoid races. In this category, we can include supernatural events or agents not always recognized as specifically devoted to these dark gods, such as hauntings, zombies, vampires, curses, and so on. In addition, certain types of monstrous behavior might force additional Sanity checks. For instance, a mind flayer is an unnerving sight, but watching one consume the brain of your best friend should certainly force another check, with losses appropriate to the situation. In most D&D games, no character should need to make a Sanity check when encountering an elf, dwarf, or other standard humanoid race from the *Player's Handbook*, or for encountering domesticated or otherwise commonplace animals. In some cases, even humanoid races such as orcs and goblins might be so common as to not cause Sanity loss either.

Severe Shocks

A shocking sight of a more mundane nature can also cost Sanity points. Severe shocks include witnessing an untimely or violent death, experiencing personal mutilation, losing social position, being the victim of treachery, or whatever else the Dungeon Master decides is sufficiently extreme.

Casting Spells

Magic relies on the physics of the true universe. By casting spells, characters visualize the unimaginable, warping their minds to follow alien ways of thought. These visualizations wound the mind. Although spellcasters expose themselves to such traumas voluntarily, they are shocks all the same. In this variant, casting a spell drains a certain amount of Sanity. This rule represents the fact that spellcasting forces the mind into strange patterns and thought processes with which it is poorly equipped to deal. In a campaign featuring moderate Sanity loss, spellcasters face a slightly higher risk of insanity than members of other classes, even if they have Sanity resistance. When using this option, players should, for the most part, choose spellcasting levels only as multiclass options.

Table 6-6: Sanity Loss from Spellcasting

Spell Level	Moderate Sanity Loss
1st	2
2nd	4
3rd	6
4th	8
5th	10
6th	12
7th	14
8th	16
9th	18

In addition to the guidelines presented for each campaign option above, the DM is free to impose additional modifiers on the Sanity loss caused by spells of a certain type, a certain school, or even individual spells. Here are some example conditions that a DM could choose to incorporate into a game.

—Abjurations cost 1 less Sanity point to cast.

—Druids suffer only half the Sanity loss from spellcasting (round fractions up).

—Healing spells drain no Sanity when cast.

—The *invisibility* spell, and any variation thereof, costs 1 additional Sanity Point to cast.

—Necromancy spells cost 2 additional Sanity points to cast.

Learning Spells

Learning spells, like casting them, exposes a character to unknowable secrets and can damage and warp the mind. In this variant, whenever a spellcaster learns a new spell, he makes a Will save (DC 20+Spell Level) or loses Sanity points. In most cases, the Sanity loss is equal to the spell's level, but if the spell is included in a tome of forbidden knowledge, the loss can be greater. The rules for Sanity loss for learning spells work fine for wizards, sorcerers, and other arcane spellcasting classes that learn spells one at a time or in small groups, while a cleric, druid, or other divine spellcaster must make the save only when preparing a spell for the first time.

Sanity-Affecting Magic

The following types of magic and specific spells have different or additional effects when the Sanity variant is in use. For the effects of healing spells and magical means of recovering sanity, see Restoring Sanity with Magic, later in this section.

Fear Effects: Whenever a spell, creature, or other factor produces a fear effect that causes its target to become shaken, frightened, or panicked, replace the saving throw to avoid the effect (if applicable) with a Sanity check. On a failed check (and sometimes even on a successful one), the subject loses a number of Sanity points rather than experiencing the normal effect of the magic. The table below provides a summary of the Sanity loss associated with each spell that has the fear descriptor:

Spell	Sanity Loss on Failed Check	Sanity Loss on Successful Check
<i>Bane</i> 1	—	—
<i>Cause fear</i>	1d6	1
<i>Doom</i>	1d6	—
<i>Fear</i>	2d6	1
<i>Phantasmal killer</i> 2	—	—
<i>Scare</i>	1d6	1
<i>Symbol of fear</i>	2d6	—
<i>Weird</i> 2	—	—

1 *Bane* works normally because its effect is less severe than that of the shaken condition.

2 *Phantasmal killer* and *weird* work normally because those spells do not produce a shaken, frightened, or panicked effect. (A Sanity check takes the place of the Fortitude save to avoid dying from fear; in such a case, failing the check results in permanent insanity.)

In this variant, *remove fear* does not automatically suppress an existing fear effect on its subjects, but if it is cast on a creature that lost Sanity because of a fear effect within the last 24 hours, that Sanity loss is halved (to a minimum of 1 point) and the creature's current Sanity is adjusted accordingly.

Illusions: Illusions, when they are believed, cause Sanity loss just as if the real horrific monster or event were present.

Bestow Curse: When using the Sanity variant, this spell can cause a Sanity check rather than a Will save. If the victim fails the Sanity check, he loses 3d6 points of Sanity. Unlike normal Sanity loss, this number is also subtracted from the character's maximum Sanity. Magic that removes the curse (such as *remove curse* or *break enchantment*) can restore the character's normal maximum Sanity, but separate magic or the use of the Heal skill is required to restore the character's current Sanity.

Contact Other Plane: When using the Sanity variant, characters casting this spell risk a loss of Sanity instead of Intelligence and Charisma. Whenever a character casts this spell, she must make a Sanity check. If the check fails, the character loses Sanity depending on the plane that the character was trying to contact, according to the table below. Unlike the Intelligence and Charisma reduction caused by the normal version of this spell, the Sanity loss does not go away after a week—the loss is permanent until restored by another spell or through the use of the Heal skill.

Plane Sanity Loss

Elemental Plane (appropriate) 1

Positive/Negative Energy Plane 1

Astral Plane 2

Outer Plane (demideity) 1d6

Outer Plane (lesser deity) 2d6

Outer Plane (intermediate deity) 3d6

Outer Plane (greater deity) 4d6

Commune: When using the Sanity variant, replace this spell's XP cost with a Sanity check (1d6/3d6), made as a free action immediately after the spell's duration expires.

Insanity: Instead of experiencing this spell's normal effect, characters who fail the saving throw to resist the spell become permanently insane as described in this variant (but suffer no Sanity loss).

Moment of Prescience: In addition to the spell's normal benefits, a character with an active *moment of prescience* effect can make one Sanity check as if his current Sanity equaled his maximum Sanity. The character need not use the effect on the first Sanity check he is required to make, but he must choose whether or not to use this benefit before making any Sanity check during the spell's duration.

Status: In addition to the spell's normal effect, the caster can sense whenever the subject suffers Sanity loss, temporary insanity, indefinite insanity, or permanent insanity during the spell's duration.

Summon Monster: If a character summons a monster that causes Sanity loss by means of a *summon monster*, *summon nature's ally*, *planar binding*, or *planar ally* spell, he suffers the usual Sanity loss for casting the spell and must also make a Sanity check because of the monster's presence.

Symbol of Insanity: Instead of experiencing this spell's normal effect, characters who fail the saving throw to resist the *symbol* become permanently insane as described in this variant (but suffer no Sanity loss).

SANITY RESISTANCE

Each character can be allowed to have Sanity resistance equal to his one half character level plus his Wisdom modifier. This number is the amount of Sanity loss a character can ignore when he encounters a creature that requires a Sanity check.

TYPES OF INSANITY

Character insanity is induced by a swift succession of shocking experiences or ghastly revelations, events usually connected with dark gods, creatures from the Outer Planes, or powerful spellcasting. Horrifying encounters can result in one of three states of mental unbalance: temporary, indefinite, and permanent insanity. The first two, temporary insanity and indefinite insanity, can be cured. The third, permanent insanity, results when a character's Sanity points are reduced to -10 or lower. This condition cannot be cured.

Temporary Insanity

Whenever a character loses Sanity points equal to one-half her Wisdom score from a single episode of Sanity loss, she has experienced enough of a shock that the DM must ask for a Sanity check. If the check fails, the character realizes the full significance of what she saw or experienced and goes temporarily insane. If the check succeeds, the character does not go insane, but she may not clearly remember what she experienced (a trick the mind plays to protect itself). Temporary insanity might last for a few minutes or a few days. Perhaps the character acquires a phobia or fetish befitting the situation, faints, becomes hysterical, or suffers nervous twitches, but she can still respond rationally enough to run away or hide from a threat. A character suffering from temporary insanity remains in this state for either a number of rounds or a number of hours. The DM must describe the effect so that the player can roleplay it accordingly. Ideas for phobias and episodes of insanity are described later in this chapter. Successful application of the Heal skill (see The Heal Skill and Mental Treatment, below) may alleviate or erase temporary insanity. Temporary insanity ends either when the duration rolled has elapsed, or earlier if the DM considers it appropriate to do so. After an episode of temporary insanity ends, traces or even profound evidence of the experience should remain. No reason exists why, for instance, a phobia should depart from someone's mind as quickly as a warrior draws his sword. What remains behind after a brief episode of temporary insanity should exert a pervasive influence on the character. The character may still be a bit batty, but her conscious mind once again runs the show.

Indefinite Insanity

If a character loses 20% (one-fifth) or more of her current Sanity points in the space of 1 hour, she goes indefinitely insane. The DM judges when the impact of events calls for such a measure. An episode of indefinite insanity lasts for 1d6 game months (or as the DM dictates). Symptoms of indefinite insanity may not be immediately apparent (which may give the DM additional time to decide what the effects of such a bout of insanity might be). Many DMs prefer to choose an appropriate way for the insanity to manifest, based on the circumstances that provoked it. It's also a good idea to consult with the player of the afflicted character to see what sort of mental malady the player wishes to roleplay. The state of indefinite insanity is encompassing and incapacitating. For instance, a schizophrenic may be able to walk the streets while babbling and gesticulating, find rudimentary shelter, and beg for enough food to survive, but most of the business of the mind has departed into itself: She cannot fully interact with friends, family, and acquaintances. Conversation, cooperation, and all sense of personal regard have vanished from her psyche. It is possible for characters with indefinite insanity to continue to be played as active characters, depending on the form their madness takes. The character may still attempt to stumble madly through the rest of an adventure. However, with her weakened grasp on reality, she is most likely a danger to herself and others. As a general rule, a character suffering from indefinite insanity should be removed from active play until she recovers. At the DM's discretion, the player of the character might be allowed to use a temporary character until the end of the story. Whether this "stand-in" character is an incidental NPC in the adventure, a character of the same level as the rest of the group, one or two levels below the rest of the characters, or even a 1st-level character, is up to the DM. Different DMs have different ways of handling this transition. If a character goes indefinitely insane near the end of an adventure, the DM may decide to set the next adventure to begin after the insane character has recovered. Characters suffering from indefinite insanity are in limbo, unable to help themselves or others. The Heal skill can be used to restore Sanity points during this period, but the underlying insanity remains. After recovery, a victim retains definite traces of madness. For example, even though a character knows he is no longer insane, she might be deathly afraid of going to sleep if her insanity manifested itself in the form of terrifying nightmares. The character is in control of her actions, but the experience of insanity has changed her, perhaps forever.

Permanent Insanity

A character whose Sanity score falls to -10 goes permanently insane. The character becomes an NPC under the control of the Dungeon Master. In any event, the eventual fate of a permanently insane character is a matter for individual Dungeon Masters and players to decide.

GAINING OR RECOVERING SANITY

A character's Sanity score can increase during the events of a campaign. Although a character's Sanity score can never exceed 99 minus her Knowledge (forbidden lore) ranks, her maximum Sanity and current Sanity can exceed her starting Sanity.

Level Advancement: A character's current Sanity can become higher than her starting Sanity as a result of gained levels: Whenever a character gains a new level, she rolls 1d6 and adds the result to her current Sanity.

Story Awards: The DM may decide to award increases in character's current Sanity if they foil a great horror, a demonic plan, or some other nefarious enterprise.

Mental Therapy

To give useful mental therapy, a therapist must have the Heal skill. Intensive treatment can return Sanity points to a troubled character. However, Sanity points restored in this manner can never cause the patient's Sanity score to exceed

her starting Sanity or maximum Sanity, whichever is lower. A character can have only one healer at a time. Such treatment can also be used to help a character snap out of an episode of temporary insanity (for example, from an acute panic attack). It does not speed recovery from indefinite insanity, but it can strengthen a character by increasing her Sanity points. Recovery from indefinite insanity only comes with time (typically, 1d6 months). It is not dependent upon the character's Sanity points and is not connected to them. A character can be sane with 24 Sanity points and insane while possessing 77 Sanity points.

Restoring Sanity with Magic

The way that Sanity loss and magic healing interact can greatly affect the feel of your game.

Atonement: Although this spell does not usually restore Sanity, it can be used in those rare cases when a character's own actions inadvertently lead to an evil act that causes the character to lose Sanity points. If a *quest* or *geas* is combined with the *atonement* spell, Sanity points are not restored until the task is completed. A successful use of the *atonement* spell can restore all Sanity lost through the direct result of the evil acts for which the character atones.

Calm Emotions: This spell cannot restore Sanity directly, but it can temporarily mitigate the effects of temporary or permanent insanity. While the spell is in effect, the targets act calmly and ignore behavior changes caused by Sanity loss.

Heal: In addition to its normal effects, *heal* restores 10 Sanity points and removes all forms of temporary insanity.

Mind Blank: While the spell is in effect, the subject is immune to Sanity loss.

Miracle: This spell can restore a character to maximum Sanity even if his current Sanity has dropped to -10. *Miracle* even heals permanent insanity.

Restoration: If the caster chooses, *restoration* can restore 1d6 Sanity points per two levels to the target creature (max 5d6) instead of having its normal effect.

Restoration, Greater: If the caster chooses, *greater restoration* can restore the target creature to its maximum Sanity instead of having its normal effect.

Restoration, Lesser: If the caster chooses, *lesser restoration* can restore 1d4 Sanity points to the subject instead of having its normal effect.

Wish: This spell can restore a character to maximum Sanity even if his current Sanity has dropped to -10. *Wish* even heals permanent insanity.

Wish, Limited: This spell can restore a character to maximum Sanity even if his current Sanity has dropped to -10. *Limited wish* does not heal permanent insanity.

- Magic items (except for Potions, and Scrolls) are not freely crafted and as such the Feats are unavailable. That being said, mundane items may be created with the appropriate Craft skill and there may be ways to enchant these items. Magic items are not readily available, even for the rich and powerful.

Part 4: The World (A Very Brief History)

-? In the ages before the Day of Rending the world prospered. Huge cities fuelled by magic and technology flourished. Nobody knows what set the events of the final day in action, though it seems that the ancients created a terrible weapon. In their hubris they decided they were wise enough never to use it. They were wrong.

- Day of Rending. The world shook and the skies burned. The seas overthrew the land and the mountains themselves ringed the seas. The moon, our constant companion, fled into the new night. Eventually the quakes settled and the world was bathed in a perpetual twilight. The land had changed and there were now mountains, seemingly around the world. They were named the Endworld mountains. No one has ever crossed them. The ancient cities were left in ruins and some of the new cities were built in their carcasses. But most of the folk went out into the world to find a simpler way. The races of legend returned from the hidden places of the world. The fey folk, the monsters, the Angels and the Demons. Some who ventured out into the wilderness of jungles, forests and deserts came home with tales of horrors beyond imagining, beauty beyond belief, and other places where their kith and kin were unknown even to them. The rich and scholarly of the cities and enclaves have been hiring teams to go out and find ancient artifacts in the hope of returning the world to it's rightful path. There is no king. The lords of the cities and towns and regions give each other grudging room as long as tribute is made.

- This has been the way of the world for 1000 years. Can a difference truly be made?