



Peter Seckler and Clinton R. Nixon

# Nutcracker Prince

*"Look kid, I've been piloting ships like the Poignard for just about- I guess half my years now- and I've seen a lot strangeness. And what I mean to say is this world of Primordia ain't no place for a fellow who wants to stay home. I'll tell you something- there's so much promise here, so many possibilities. Everytime you meet the horizon it's like your'e the first one to see it, maybe your'e responsible for it. I dunno. I just like the looking, I guess. Take a ship high enough, pierce the sky, you end up in Dreamland- or out on the Cinder. Cinder's no place for a kid like you of course.. but Dreamland- thats worth the journey. Home of the Nutcracker Prince, and not a bad place for a nice rest. But I guess I like this place the best. Primordia. Aye, like I said; it's a whole new world out there, full of such sights and wonders as you've never seen."*

-Cap'n Stiltskin of the Fightin' Poignard

## **A note to gamemasters**

Nutcracker Prince is a Fantasy Triptych. There are actually three linked worlds- Primordia, it's moon Cinder and the strange sleepy netherworld of Dreamland, high above the clouds, waiting for players to explore. The main themes of this setting are romance, exploration, discovery (sometimes self-discovery), courage, loyalty, danger and hope. You're free to play it however you like of course. It could be described as 'Strange Fantasy', I guess...but try not to pigeonhole it right away. It's meant to be run using somewhat modified Dungeons and Dragons rules (what is being called the D20 system right now). The Official D20 rules have not yet been released, but we're presenting the modifications and house rules to D&D that we're using in our existing Nutcracker Campaign.

## **Technology**

This is not a medieval setting! Or rather, it's not a *strictly* medieval setting. There are a lot of Fairy Tale elements and parts of places that *seem* Medieval, just as some places seem like Colonial/Musketeer-era or have a distinct Viking/Barbarian vibe going on. Steam power and crude mechanical engines are in use in certain kingdoms.

Technology levels will seem to vary by locale. An Ogress Viking may carry a crude axe and wear remnant chainmail... while a Dwarven Airship Captain in the same party may disdain armor completely and wear a musket-pistol and a rapier tucked into the sash of his immaculate uniform.

It is very likely that some technology will be at somewhat of an unfamiliar level to most D&D gamers. Really, it's not. In the event of any anachronism or inconsistency, simply remind yourself (or your players) that this particular setting is not a historical simulation. Primordia itself was created from the Dreams and unconscious desires of it's first visitors, so anachronisms abound. These aren't severe anachronisms, though. Imagine colonial explorers interacting with American Indians; obviously there's a difference in technology, but it isn't so severe it's unbelievable.

There are a few questions that players are going to want to know about though, so here they are.

## ***Travel Between the Realms***

Travel is possible between any of the three realms by Skyship (such as Cap'n Stiltskin's Fightin' Poignard), Hot-air Balloon, Dirigible, Wing-drawn Carriage, Dreamship or by traversing magical gates that exist on each of the three worlds. Dwarven steam power exists in certain places, as well as strange clockwork devices and spring-coil-driven engines from Dreamland.

### ***Are there Guns?***

Yes, but they're one-shot black-powder affairs, extremely inaccurate, and best used for dueling and arresting people. Use the D&D rules for the Snaplock Belt Pistol, Horse-Pistol and Arquebus for these. In any case, Guns are rare, (They're treated as 'exotic weapons' and you'll have to pay an extra feat to get one) and about as reliable or dangerous as a well-handled crossbow or a short bow (maybe a little less reliable, actually). They are present in this setting primarily to preserve a swashbuckling pirate/Baron Munchausen "feel". They aren't meant to cause any more damage than a well-aimed crossbow bolt or the brunt of a sword-blow. The Hobgoblins (detailed hereafter) have invented the art of gunsmithing and cannoncraft, and do not like to share their secrets with other races.

### ***Does everyone wear armor in this setting or what?***

Well, this is up to the individual player whether he or she wants to wear armor. When I draw and I write and I visualize things for *Nutcracker Prince* I tend to think of people out of their armor, but armor is definitely worn, especially by warriors.

### ***What kinds of characters can I be?***

Nutcracker Prince demands characters have a hook- whether that hook is their personality, or their background or some other identifying feature is up to the player. Try and delve for some kind of motivation, some kind of feature that will set your character in motion. Have a personal goal. Have a rival or a lost love or a blood enemy. Be hunted by demons, or haunted by ghosts, or pursued by faery tricksters, or on the run from the law.. Maybe you've been accused of a crime you didn't commit! Cliches and common fantasy archetypes are absolutely ok. Don't feel restricted upon too much, or reject anything out of hand. GMs should allow just about anything.

**Examples:** *gentle giant, celestial trickster, in love with a person of another nonhuman race, manipulative schemer, stoic philosopher, homely poet, grim chaplain, deposed pharaoh, selfish opportunist, amnesiac princess, orphaned kid, penniless peasant, clueless farmboy, flamboyant baron*

# Preface to the System

This system is a combination of what is known about the "d20 system" that will be used by Wizards of the Coast in their upcoming D&D 3rd edition and subsequent games, and our own house rules we have used in AD&D 2nd edition running *The Nutcracker Prince*. These rules may not reflect the final d20 system, and may not address every situation that could come up in your game.

These rules rely heavily on the AD&D 2<sup>nd</sup> Edition rules, and the *Player's Handbook* and *Tome of Magic* are required to use these rules. Because of the difference in the two rule sets, situations may arise that are not clear cut. In this case, a word of advice:

Make something up--it's about fun, not about rules.

Thanks to David Hatfield and Eric Noah—this guesswork at the d20 system is derived from Noah's web site <http://www.rpgplanet/dnd3e/> and Hatfield's "Speculative 3<sup>rd</sup> Edition Player's Handbook."

# Chapter I: Character Creation

To create a character for play in The Nutcracker Prince, follow the following steps:

**Step 1.** Pick a name and idea for your character.

This is the most important part. By itself, your character is just a bunch of numbers, and not too much fun, really. With a name, an idea, and a motivation, your character can be a hero, above and beyond normal men.

**Step 2.** Determine ability scores.

The scores are the standard D&D scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. There are many methods in use today to determine these scores.

We recommend rolling 4d6 for each score and dropping the lowest die. Use whatever method fits your game the best--initial scores should fall between the numbers 3 and 18.

After you determine ability scores, record the bonuses for these scores beside them.

Score	Bonus
3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7

**Step 3.** Pick a race.

There are many races available in The Nutcracker Prince. Choose one carefully and record all bonuses and special abilities. These are covered in depth in The Nutcracker Prince setting. Here is a short list of ability score changes by race, however:

Human no change

Dwarf +2 Constitution, -2 Dexterity

Goblin +2 Dexterity, -1 Wisdom, -1 Charisma

Hobgoblin +1 Dexterity, +1 Intelligence, -1 Wisdom, -1 Charisma

Bugbears

Buglurz-kin +2 Strength, -2 Intelligence

Krak-kin +2 Strength, +1 Constitution, -2 Intelligence, -2 Charisma

Ogres +2 Strength, -2 Intelligence

Clockwork variable (see Clockwork race in The Nutcracker Prince setting)

**Step 4.** Pick a class.

Pick a class for your character from the following: Fighter, Barbarian, Ranger, Rogue, Bard, Maker (Inventor/Gadgeteer), Wizard, and Cleric.

Record all applicable information. Initial Hit Points for Fighters, Barbarians and Rangers are 12. Initial Hit Points for all other classes are 8. Consult your class description for beginning feats and skills, and the Combat chapter for initial saving throws.

**Step 5.** Choose skills and initial Feat.

You will have a certain number of points for skills based by class per level.

Rogue	8 + Int bonus
Bard	8 + Int bonus
Maker	8 + Int bonus
Fighter	4 + Int bonus
Ranger	4 + Int bonus
Wizard	4 + Int bonus
Cleric	4 + Int bonus
Barbarian	2 + Int bonus

At first level, multiply this number by four to determine initial skill points.

You also can choose one Feat for your character.

**Step 6.** Equip your character.

Your GM will be able to help you determine appropriate equipment for your campaign.

**Step 7.** Finish up.

Now that you know your character even better, write a background story. Draw a picture. Imagine his or her childhood. Do whatever it is that you need to do to really get in this character's head.

# Chapter II: Ability Scores

**Strength** is the brute power of your character, and is rather self-explanatory. This determines how much you can lift, how much damage you can do, and is part of how physically fit you are.

Your Strength bonus is adding to your damage. In addition, you would add your Strength bonus to a D20 roll to determine, for example, if you could open a stuck door. (The target number would be decided by the GM based off of how stuck the door was.)

**Dexterity** is how quick and nimble your character is, as well as how good he is with his hands. Your Dexterity bonus is added to your To Hit Bonus, your Armor Class, and your Reflex saving throw.

*Note:* This is an incredible deviation from 2<sup>nd</sup> Edition AD&D, and we do not believe that the D20 system will use Dexterity as your chance to hit. Traditionally, Strength added to your chance to hit in melee combat, and Dexterity added to your chance in missile combat. In the world of *The Nutcracker Prince*, combat is more a matter of finesse and skill than anything else, and so we believe Dexterity is a better fit. However, this is left up to individual GM's decision.

**Constitution** is a measure of your character's hardiness, health and physical fitness. Your Constitution bonus should be added to your Hit Points whenever you gain a level, and is added to your Fortitude saving throw as well.

**Intelligence** is, much like Strength, self-explanatory. Your Intelligence bonus is added to the number of skill points you get per level, and is used in many skills.

**Wisdom** is a matter of your character's common sense and willpower. Your Wisdom bonus is added to your Will saving throw.

**Charisma** is a measure of how well other people see your character, whether that is due to a good (or bad) personality, physical appearance, or any other reason. Your Charisma bonus is added to any Reaction rolls that might be made when talking to an NPC.

# Chapter III: Races

These are the major races of the Nutcracker Prince.

The standard races of Nutcracker Prince are as follows:

<b>Ogre</b>	Proud Savages of the North	+2 STR, -2 INT
<b>Human</b>	Infinitely adaptive	No Adjustments
<b>Bugbear</b>		
Buglurz-kin	Shaggy, friendly giants	+2 STR, -2 INT
Krak-kin	Vicious Devourers	+2 STR, +1 CON, -2 INT, -2 CHA
<b>Dwarf</b>	The male offspring of Elementals	+2 CON, -2 DEX
<b>Clockwork</b>	Mechanical masterworks	(Various bonuses. See text.)
<b>Hobgoblin</b>	Swashbuckling Sophisticates of Dueling and Magic.	+ 1 DEX , +1 INT, -2 CON
<b>Goblin</b>	Small yet Creative/Gifted	+2 DEX, -1 WIS, -1 CHA

## Ogres

**Note:** These are not typical D&D Ogres, and they aren't inherently evil or anything like that. Think of them as a race of human vikings that evolved to about 8 feet tall.

Ogres are a warrior-race of seemingly primitive pre-humans, who usually arrange themselves in barbaric Viking clans, tribes or feudal kingdoms. They are typically huge in stature (8' tall!), powerfully muscled, emotional, driven by passion and their love to raid and hunt. Their hair is typically blond, red or auburn (and very rarely, jet black). Hands, feet and head are all disproportionately large. Their eyes are small, usually blue or dark brown in color, and an Ogre's ears are often oversized and fleshy.

Females: (A female Ogre is known as an Ogress) are just as likely to take part in clan leadership and warfare as male Ogres are. In fact, it is well known that an agitated or enraged Ogress will often exceed her male counterparts in sheer ferocity on the battlefield. The chief goddess of the Ogres is Arva, the Huntress, and most Ogre priests are female as well.





Ogres are neither slow nor slow-witted, but a formal education is not prized amongst their people. Ogres suffer a -2 to their starting Intelligence. In addition, it is highly likely that an Ogre begins the game illiterate, unless he is a priest or a loremaster. They typically value strong leaders, clear rules, courage, hospitality and loyalty. These qualities are instilled in all Ogres at a very young age, and one who doesn't exhibit them publicly risks losing status within his tribe.

On Primordia, most Ogres inhabit the Frozen North. Ogre tribes can be found throughout Primordia though, usually in scattered caves and wilderness areas.

When rolling for stats (or simply setting them) keep in mind that Ogres should add 2 points to Strength and suffer a penalty of 2 points in Intelligence.

**Preferred Classes:** Fighter, Barbarian, Cleric (Arva)

**Bloodscent.** An Ogre is able to smell out prey by its blood, and receives +2 to all tracking rolls on wounded prey.

**Thickskin.** OGREhide is pretty tough (it has to be, to survive the harsh wintery conditions of the Frozen North), and Ogres receive a free +2 to their armor class due to thick leathery skin.

**Underbite.** Most Ogres have a nasty set of jutting lower tusks that can be used to bite opponents in very close combat. A bite attack typically does 1d4.

**Smash!** Ogres may use their bare fists in combat to deal 1d6 (+ Strength bonus, if any) in damage.

**Weapon Bonus:** All Ogres are automatically proficient with the Battle Axe.

## Bugbears

There are actually two separate species of Bugbears; Buglurz-kin and Krak-kin. These are all descendants of the first two Bugbears ever to reach Primordia. Here is the tale of how Buglurz created the race of Buglurz-kin and turned down godhood in the process.

From **Stories About My Friends** by Buglurz (known as The Lost Father)

*"It scare me bad when all the war finally happen. Buglurz has never liked war--it's scary, and bloody, and makes my head hurt fierce. But, Buglurz knew it had to come. Demons and devils, and Dark Lorien was always*

*on our tail (but I taught that Ashmelek good, hah!) It scare me awful bad standing on those dark streets, rain and lightning pourin down for the first time ever, and Krak there in that awful armor-body.*

*But Krak never defeat Buglurz, cause Buglurz is filled with light and love and taught Krak that before. Krak and friends made the world go away, but Buglurz's friends still live, and make new world from their hands. Lorien and Arva and Snyder and even lil Zik and Jocasta (dear Jocasta, I miss you) all live and all make the happiest world ever.*

*And Buglurz, he saw Little Brother. Little Brother's legbone round my neck fell to the ground while I was fightin Krak, and I think I lose it forever. Everyone was happy in this new world, and it was pretty, but I cry and cry in the dark, missing Little Brother--he was always with me. And in the dark one night, I walk through the green forest, and standing there was Little Brother!*

*He say, "Buglurz, I love you." He love Buglurz! He know that I fight for him, I remember him always. And he say, "Buglurz, it's time to grow up and save this world, too. Krak and his bad friends may have lost, but they weren't defeated. There's nowhere that little people will be safe unless you learn to save them."*

*"But, Little Brother," I say, "Buglurz is big, and strong, and save Lorien, and Jocasta, and Arva, and Zik, and even you. Even you, Little Brother!" I yell, hugging him to me.*

*"But big isn't enough. You've got to learn to move in the dark and be here and everywhere. You've got to be smart like them, learn to read and write, and explore everywhere."*

*"But how, Little Brother? Buglurz not smart, he stupid. That's why he lose Jocasta, and why people laugh at him."*

*Little Brother, he slap Buglurz! He slap me so hard I still feel it when dew is on the ground. He say, "Buglurz, you've always been smart, and always will be. You fooled people, fooled them so well you fooled yourself. Look at you--you escaped the caves, you thwarted Krak--that goblin you saved ended up to live a long life, and was a great magician in his tribe, but he always remembered you. You found Lorien, and joined her group, and became part of a group of friends that saved the multiverse. And you think you're not smart? You saved me, Buglurz, even me. Your head is thick, but your heart is smart. Now shut up, and learn something."*

*Little Brother taught me all sorts of secrets that night--how to read and write, so I could write down my stories, how to find the good things to eat deep in the soil, how to climb great mountains, and find my way in the littlest caves.*

*And in the morning, Little Brother say he have to go. Buglurz start to be sad--it's always okay to be sad, Buglurz not ashamed--but Little Brother stop me and say, "Buglurz, I have to go--I have to spread your love throughout the world. This is what I mean when I say you have to be everywhere."*

*I say, "Ok, my head still hurt, but it good just to see you one more time. I want to see you all the time, to have the times we could've had, to be brothers. Will I see you more?"*

*"Buglurz, I'll always be with you. Now, you--you yourself--need to be everywhere. Everywhere little people are hurt, you need to be there. You need to find the dark and sad places in this world and fix them. Now go!"*

*I start to go away, sad deep inside. I turn around, and no Little Brother! And more sad I was, but on the ground, guess what Buglurz find! I find a legbone.*

*Me and Char-end never stop saving world, I think."*

## ***Buglurz-kin***

Buglurz-kin are the descendants of Little Brother, the first bugbear on Primordia (besides Buglurz, of course). Little Brother and the bugbear race were created unconsciously by Buglurz from the legbone of his original little brother, who was slain and eaten at birth.

Buglurz-kin are large (7 to 9 feet tall) creatures, covered in brownish-green fur, except for their pink noses. They have large pointed ears that start on the back part of the top of their head, much like most dogs. They have large hands and feet, yet are extremely quiet for their size.

Buglurz-kin are generally peaceful, good creatures (unless angered), and tend to follow six strictures written by Buglurz and passed down orally:

*"Always help out people smaller than you.*

*Be honest. Sometimes you don't tell everybody everything, but don't lie.*

*Never hide your emotions. When you keep something inside, it just gets all twisted up and hurts more. Be happy out loud, and never be afraid to be sad.*

*Never forget you are a bugbear. People make great friends, but people things like metal armor and swords and such are best left to people. You are a creature of the forest and dark earth. Playing with people things can lead to trouble.*

*Never turn down a chance to see something new. Get on a boat, get on a dreamship, walk in a new forest and make new friends. Explore.*

*And most importantly, always, always listen to those smarter than you. Bugbears are big and strong, and can protect little people. But, a lot of little people know more than you. Listen to them."*

Buglurz-kin start with the following abilities:

**Preferred Class:** Fighter, Ranger, Cleric (Little Brother)

**Stat bonuses.** +2 to Strength, -2 to Intelligence

**Bugbear Stealth:** +5 for all move silently checks.

**Smash!** You can hit with your fists in combat for 1d4 damage (+ strength bonus if any).

**Mask of stupidity.** Bugbears appear much stupider than they really are. When attempting to talk their way out of a situation, use this skill - starting at +5.

Example: *"Uh, I dint know dis was king's stable. I just hungry-like and somethin smell good in here. Gunga so sorry, Gunga leave now".*

(Giggle as Gunga turns away)

## **Krak-Kin, The Dark Ones**

*"Da time has come! Bugbears strong, bugbears big! Bugbears rend with claws of bone, and eat! Eat humies, eat dwarves, eat goblins, even eat metal-men!*

*"Buglurz think he always win, but Krak is lord of teeth. Krak teach us how to gnaw through bones, through rocks, through the dirt and trees! Go, bugbears, go into the forest and tear with mouth! Tear the lil animals, and lil children! All we eat makes us stronger!"*

--Uruk, shaman of the Krak-kin Black Fang tribe, about 5 minutes before he cut his own head off to show his faith in Krak

*"Ack..."*

--Uruk, 5 minutes later

### ***Krak-kin***

Krak-kin are the warped bugbear descendants of Krak, Buglurz's oldest and strongest enemy. Krak was an evil bugbear who preyed on young goblinoids, using them to meet his vile needs, or eating them. Buglurz managed to sever Krak's head from his body, but both still lived on. Krak eventually ascended to be the evil god of his people.

Krak-kin are as large as their good brethren, but hairless, save for a ring of long, coarse hair around their neck. They have large ears, and very large, sharp teeth and claws. Their skin is mottled, usually with a mix of grey, green and brown.

Krak-kin are as evil as their maker, and live to eat, especially flesh, but anything they can get their hands on. They have their own twisted version of the six strictures, as follows:

*"Never appear weak. Showing weakness is for Buglurz's kind.*

*Eat what you can, when you can. You can never be too full.*

*Never be afraid to pick up something new and sharp. Use any weapon or tool of war that makes you stronger. Don't be afraid to still something from an inferior race and use it against them.*

*Intelligence is nothing in the face of instinct. Never believe that other races are superior--you have the nerves of a hunter.*

*Guard your young well, but cast out spawn that are not of good stock. Even better, eat 'em.*

*And lastly, but most important, destroy the fruit of Buglurz. They are a blight on the history and reputation of our race."*

Krak-kin start with the following abilities:

**Preferred Class:** Fighter

**Stat bonuses.** +2 to Strength, +1 to Constitution, -2 to Intelligence, -2 to Charisma

**Tooth and Nail.** A Krak-kin can attack with claws for 1d6 damage (+strength bonus if any). A Krak-Kin may bite for 1d4 damage.

**Bugbear Stealth.** +5 to all Move Silently checks.

**Devour.** Krak-kin can eat bone, rock, dirt, trees, iron bars or anything else they feel like eating. This also grants a +2 on all saves versus poisons. It takes a very long time (a few years) for a Krak-kin to eat his way out of a prison or an avalanche or gnaw through an iron bar or something, but yes, it can be done.

# Humans

Humans were the first visitors to Primordia and are now native to all three realms; Primordia, Cinder and Dreamland. They are definitely the most common race in the Nutcracker Prince, and certainly the most organized and the least insular of all the races. Humans often display a tremendous sense of acceptance, welcoming members of the other sentient races into their cities and communities. They are accomplished adators and learners, and have an uncanny ability to copy the achievements of other races. Sometimes they even improve upon them!

Humans stand between 5' and just over 6 feet tall with skin tones that range from bone-white (the Necromancers of Cinder) to delicate peach tones to tan to a dark ebony (such as the Royal Tourmalines of Dreamland). Their eyes range in color from black to brown to light greens, blues and violet. Some humans are beefy and muscular, while others tend towards frailty or corpulence. Unlike Goblinoids, their ears are rounded. This rounding of the ears leads scholars to theorize that Ogres and even the strange elemental Dwarves may be somehow related to humans.

Furthermore, humans are diverse and ultra-adaptable. The Clockwork Philosopher Pushrod once argued that "humans have no culture of their own.." because of their propensity to mimic the customs of native peoples who live nearby. Humans in the Frozen North often live as barbarians and vikings, almost indistinguishable from their Ogre counterparts. In the Hydran Republic humans live much like the Hobgoblins, dressing in waistcoats and breeches. The Hydrans even effect a Hobgoblin accent and prefer sabres and pistols to the swords and crossbows seen in human-dominated lands such as Rookland. On the moon of Cinder humans go about masked so as to blend in better with the indigineous goblins.

Humans gain XP at a slightly faster rate than non-human races. Additionally, they can choose any class or combination of classes within alignment restrictions without incurring an XP penalty.

**Preferred Classes.** Any

**Class Combination.** Humans can choose any class or combination of classes within alignment restrictions without incurring an XP penalty.

**Experience Point Bonus.** Humans gain a 10% bonus to all earned experience.

**Learning Aptitude.** Humans gain one additional Feat during character creation.

**Good Fortune.** To reflect their perseverance as a race, once per day, a human may re-roll any one die roll, taking the result (for good or ill) of the new roll.

# Dwarves

*When the First Dwarf Snyder Ironbelly came to Primordia, he had no mate, and had no desire to seek a Dwarven woman if such a creature even existed. His true love had been the Clockwork Goddess, Jocasta. Because Jocasta had long since gone her own way, Snyder felt lonely on this new world.*

*After an eternity spent exploring the distant borders of Primordia, questing for the **Elements of Creation**, Snyder decided to fashion a mate for himself. He took a pinch of elemental ice to bring his first paramour to life.*

*Her form was sculpted from the living ice of the Frozen North; she was as breathtakingly beautiful and delicate as any woman ever created.*

*"She is just as beautiful as Jocasta, and she belongs to me." thought Snyder, smugly- and he carried her back to his home in the Draenn Mountains.*

*However, on the way back, she melted, and formed the Yoru river. Snyder wept by the river bank and his tears mingled with the water. The riverbank turned to mud, and from the mud sprang the first ruddy mud-colored Dwarves. These became the First Dwarves.*

*Snyder looked on the Dwarves with curiosity and then disappointment- all of them were male. Each carried traces of Elemental Clay in his beard.*

*Finally he realized there was nothing that could be done about his lost creation except keep trying. Snyder shrugged and set the First Dwarves to work digging out deep caves in the Draenn Mountains. "Find me a vein of precious silver, so that I can forge a new Jocasta.." he said. And the First Dwarves went to work digging and hammering and mining. To this day, Dwarves retain this instinct from their creator.*



**Arthur Rackham**

*And so Snyder went on to create a Silver Girl to be his bride. Unfortunately she was too vain and cold to accept him and she wandered off to find a mirror. Next he shaped a lovely Wooden Girl with delicate white-birchbark skin as his mate. Although she rivaled Jocasta's beauty, she was too shy and ran away. Another attempt- a mate made from the Living Water of the Yoru turned out to be too capricious, and abandoned Snyder to cavort with the Dolphin-Spirits almost before she was completed. Snyder tried creating a girl of living flame who came with a vicious temper, a woman of living magma who was too dangerous to touch, a girl of viscous black oil who slipped out of his grasp...Each time he was foiled, and his delightful female creations danced off to the four corners of the world. They became the clouds in the sky, the storm winds, the precious stones deep in the earth. With each new creation his supply of treasured elements dwindled and scattered.*

*In his final attempt, he tried to create a girl that would never see the sun, and never want to leave him. He made her blind, and imbued her with qualities of gentleness and beauty and infinite patience. He took away fiery passions and capricious whim and apprehensive timorousness. He made her as mild and sweet and as close to flesh as he could. He made her from the flesh of a mushroom.*

*When he completed her, he rested.*

*Later, when he awoke, it was only to find that this last creation, the blind Mushroom Queen, had abandoned him to become a foster mother to the Dwarves of Clay. "I'm sorry, Creator," smiled the blind Mushroom girl, "But I must take care of all these Dwarves who dwell beneath these mountains. They have no families after all, and you treat them like slaves. Each is imbued with the last remnants of the Elements of Creation. Surely they deserve better than this."*

*Snyder could not argue. Nor could he continue with his pursuits, because he had used the last of his Elements on this final handiwork.*

"I dunno why." he grumbled. "But Dwarves never get the girl."

- From **Tales of the Creation**

Dwarves in the world of the Nutcracker Prince RPG are actually the mortal, male offspring of two female elementals. They are rare, and by the nature of their elemental heritage, all Dwarves are somewhat supernatural.

Because Dwarves are born not knowing their true parents, they consider all other Dwarves as their possible brothers. Furthermore, Dwarves are not necessarily born into Dwarven communities or raised by Dwarves. Often a newborn Dwarven Changeling will be left on the doorstep of the nearest people likely to take care of it, regardless of their race. Often a Dwarf will spend his entire life as part of a Hobgoblin or Human or even a Bugbear community. The ways of Elementals are mysterious and strange, and only the Blind Elemental Mushroom Queen - a living Goddess who still dwells deep in the Draenn caves- makes any effort to look after the unfortunate abandoned progeny of her Elemental sisters and nieces.

A Dwarf stands between 4' and 4' 8" tall, with large hands and feet as well as a prominent oversized head. Ears are often pointed (although in some cases they are rounded) and noses are generally long and lumpish. What figures most conspicuously on a Dwarf though, is his Elemental Beard.

A dwarf carries the only clue to his parenthood in the form of his beard. Clay Dwarves (also known as First Dwarves) have beards that are the color and consistency of wet clay, either dull red or an earthy yellow or brown in color. Flame Dwarves have beards of flaming red tinged with streaks of yellow and sometimes even a fringe of bright blue- that tend to burst into actual flame when the Dwarf is angered! The wispy sky-blue Beard of a Wind Dwarf seems to flutter constantly around the dwarves face as if he were standing in a strong breeze. A Rock Dwarf's beard is made of pure stone- and may even have streaks of precious minerals running through it!

All dwarves receive a bonus of +2 to their Constitution and a penalty of -2 to their starting dexterity.

Each elemental dwarf has a power or special ability based on this lineage. Unless otherwise noted, the Dwarf can call upon his Elemental heritage a number of times per day equal to his level.

### **Clay Dwarf**

A Clay Dwarf receives 1d6 extra hit points per level as long he remains standing on the ground or when underground.

### **Rock Dwarf**

A Rock Dwarf receives a bonus of +2 to his Armor Class. In addition, each month a Rock Dwarf may check (against difficulty 18) to see if a random gemstone has grown in his beard.

### **Wind Dwarf**

A Wind Dwarf may *Levitate* as the spell, as many times per day as his level. He can only use this ability on himself, however. At 6th Level the Dwarf may choose to *Fly* ( as the spell) instead of *Levitate*.

### **Cloud Dwarf**

A Cloud Dwarf can breath out either a *Fog Cloud* or a *Wall of Fog* (as the spell) as many times per day as his level. Upon reaching 6th level a Cloud Dwarf may cast a lightning bolt a number of times per day equal to his level.

### **Ice Dwarf**

An Ice Dwarf can use *Chill Touch* (as the spell) as many times per day as his level. In addition, Ice Dwarves act as if they are always under the influence of the spell *Resist Cold*. At 6th Level the Ice dwarf gains the ability to breathe a *Cone of Cold* (as the spell) a number of times per day equal his level.

**Sea Dwarf**

Sea Dwarves can breathe underwater, naturally. While in the water, a Sea Dwarf acts as if he were wearing a Ring of Free Action and swims at the speed of a dolphin.

### **Flame Dwarf**

A Flame Dwarf has the ability to cast *Burning Hands* as many times per day as his level. In addition, a flame dwarf may ignite a small flame (about the size of a lighter) with the snap of their fingers (the flame will appear on his thumb). Flame Dwarves act as if they are always under the influence of a *Resist Fire* spell.

### **Magma Dwarf**

A Magma Dwarf may shape one arm into a *Flame Blade* (as the 2nd level Priest Spell) a number of times per day equal to his level. In addition a Magma Dwarf may harden his skin to a glowing rocklike consistency that confers the ability of *Resist Fire* a number of times per day equal to his level.

### **Oil Dwarf**

Oil Dwarves have the ability to cast a *Grease* spell a number of times per day equal to their level. In addition an Oil Dwarf has a natural ability (+6) to move silently. Small amounts of oil (enough to oil hinges or coat a torch) are constantly available. A flask of oil can be wrung out of an Oil Dwarf's beard once per day.

### **Steam Dwarf**

Steam Dwarves can breath out a cloud of steam a number of times per day equal to his level that can range in temperature from comfortably relaxing to searing (1d4 damage multiplied by the level of the dwarf). In any case, the steam cloud is just as obscuring as a wall of fog, but only lasts 1 round per level before it disperses.

### **Metal Dwarf**

Metal Dwarves are often mistaken for Clockworks or golems because of their metallic form. Although they may never wear armor (it provides no benefit, in any case) their starting (unarmored) Armor Class is AC 16. Dexterity bonuses may improve this further.

### **Wood Dwarf**

Treat a Wood Dwarf as if he were permanently under the influence of a *Barkskin* spell. In addition a Dwarf gains the ability to *Speak with Plants* a number of times per day equal to his level.

### **Smoke Dwarf**

Smoke Dwarves are able to exhale either a *Wall of Fog* or a *Fog Cloud* a number of times per day equal to his level. Beginning at 6th Level a Smoke Dwarf can exhale a *Stinking Cloud* as the spell. At 12th level he can exhale a *Cloudkill* (as the spell) once per day.

### **Ash Dwarf**

Ash Dwarves are extremely resistant to heat and act as if they were always under the influence of a *Resist Flame* spell. In addition the Dwarf can use the ability of *Affect Normal Fires* (as the spell) or *Burning Hands* a number of times per day equal to his level.

### **Mushroom Dwarf**

The final known race of Elemental Dwarves are the Mushroom folk. They have red beards with white spots, pasty white skin and they are always blind. However they display an uncanny sense of their surroundings even in complete darkness. Mushroom Dwarves have a natural ability to cure wounds (a number of dice per day equal to the Dwarves level).

Dwarves in the Nutcracker Prince have no preferred class.

# Clockworks

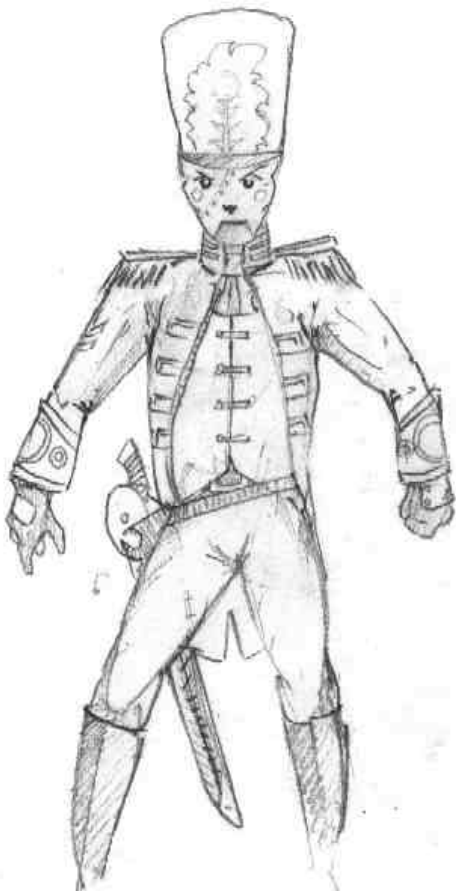
Clockworks are the curious progeny of Jocasta, created from her dismantled body, her mechanical gears and delicate rotors. Each Clockwork is completely sentient, completely unique, and displays the full range of human emotions- because each Clockwork shares a common heritage- a piece of the Divine Spark.

This tale is told by Electrum, who is considered to be the oldest Story-engineer of Merryland.

*"When Jocasta (the first Clockwork, now considered our goddess of invention) first arrived in this world with the other gods and goddesses, she had already been through many trials in the worlds beyond. Jocasta discovered that because she was not a living, breathing meat-creature, she had no ability to create a race of followers like the other gods did. She was only able to create a single thing from the wreckage of their Airship- the Nutcracker Prince himself. She imbued him with a small piece of her heart, and he sprung to life.*

*"These two lovers went on many adventures and eventually discovered the vast cloudy infinity of Dreamland, where they established a palace. Jocasta and the Nutcracker Prince never stopped trying to create new inventions, and foremost on their minds was the perfection of Clockwork Technology that they would need to create living beings. Jocasta was obsessed with this task.*

*"After many decades Jocasta finally learned that the only way she could create would be to sacrifice herself. She allowed the Dwarven god Snyder and the Nutcracker Prince to himself dismantle her, and from her head they created the great Amusement factory. From her body they formed the gates of Merryland, and from her hands and arms they formed the first tin soldiers. Insider her ribcage they discovered the sacred Principles of Ratchetwheel and Sprocket, which today hang in the great Makers Academy today. From her mechanical heart they took the sacred Spark of Life- and this spark was divided into the bodies of the first Clockworks. Makers and Clockworks still carry this divine heritage of divine Jocasta today. "*



Clockworks are not born so much as they are created- in this case by a Master Maker. Most Clockworks are native to Dreamland, especially Merryland, where Clockwork Soldiers form the Imperial Tin Guard. Despite their magical mechanical heritage they are *not* robots. They have normal human feelings, emotions, concerns and thoughts (well, pretty normal).

Clockworks roll for all their attributes as normal, receiving no bonuses. However, due to their mechanical nature, Clockworks may choose up to a total of 4 abilities from the categories of **Body**, **Brains** and **Heart**. In addition, Clockworks begin with an AC of 14. However, Clockworks also have several drawbacks.

1) They heal at half the rate of other races, and they cannot be healed by cure-spells, potions or priestly

magic.

2) They have no preferred classes. They cannot cast spells unless a certain **Brains** Enhancement is taken.

3) They can never wear armor, and in most cases they cannot use certain magical items.

4) They are subject to extra damage from lightning, water based attacks, and rust. At the whim of plot consideration the GM may rule that a Clockwork has become unwound, or a steam boiler may boil dry or the Clockwork may develop other malfunctions. In this case the GM should have a special adventure or plot prepared to "fix" the damaged Clockwork.

5) In certain situations the Clockwork can even be dismembered, and if this happens- the Clockwork cannot be repaired in this case except by a Maker. Dismemberment does not kill the Clockwork, however.

6) A Clockwork's heart is mechanical and contains its Spark of Life. This heart is operated by a windup key. As long as the Clockwork maintains his or her own key, the clockwork will remain emotionally stable. If this key is lost or stolen, however- the Clockwork is likely to become emotionally disturbed. This is mainly included as a plot consideration for mature GM's to use.

Choose up to a total of four abilities from the following categories.

### **Body**

+3 to STR Attribute (may be selected up to a maximum of two times)

+3 to DEX Attribute (may be selected up to a maximum of two times)

Internal/Integrated/Retractable weaponry (usually sabre blades or dagger-blades or hammerlike fists.)

Living Siege Engine (The Clockwork is actually powerful enough to damage walls and buildings)

+2 to Armor Class (this may be selected up to a maximum of 3 times)

Piledriver Punch (The Clockwork's punch delivers 1d10 damage)

Steam Breather (The Clockwork may exhale a cloud of steam up to a number of times a day equal to his level. This cloud acts as a 'Fog Cloud' and obscures vision.)

Heat Breather (The Clockwork can breathe out a blast of superheated steam up to a number of times per day equal to his level that causes 1d12 +Level damage.)

### **Brains**

+3 to INT Attribute (may be selected up to 2 times)

+3 to WIS Attribute (may be selected up to 2 times)

Heat Vision (The Clockwork may sense heat patterns up to 60 feet away)

Night Vision (The Clockwork may see at night as if on a cloudy day).

Internal Library (The Clockwork may add his INT score to his starting Skill points.)

Spellcasting Ability (Normally Clockworks cannot cast spells. However, this enhancement will allow a Clockwork to overcome certain metaphysical hurdles and become a spellcaster.)

### **Heart**

+3 to CON Attribute (may be selected up to a maximum of two times)

+3 to CHA Attribute (may be selected up to a maximum of two times)

Resist Fire (The Clockwork is Permanently under the influence of a Resist Fire spell)

Resist Cold (The Clockwork is permanently under the influence of a Resist Cold spell)

Resist Magic (The Clockwork adds +2 to all saving throws vs magically based attacks)

Resist Fear (The Clockwork adds +2 to all saving throws against fear)

Iron Will (The Clockwork may remain fighting until it has reached -10 hit points, at which point it collapses, destroyed.)

# Hobgoblins

The first Hobgoblin immigrants to Primordia appeared only three centuries ago, arriving aboard gigantic whale-shaped flying airships. Their arrival heralded the beginning of true diplomacy amongst the nations of Primordia, because Hobgoblin representatives almost immediately appeared in all the major courts of every major nation in Primordia (primarily Rookland, Quarrelgard, Drayenne, and the Hydrans). These nations followed suit and dispatched representatives back to the Hobgoblins, and to each other- and for the first time a system of formal address and dialog between nations was established. Hobgoblins were truly a more sophisticated and advanced race than had ever been seen before in Primordia.

Hobgoblins are a nautical folk, with a flair for diplomacy and a natural affinity for wind and sea that has driven them to eventually dominate the shipping lanes of Primordia. Cartography, Navigation, Etiquette and Appraisal are all taught to Hobgoblins at an early age- and schooling in the favored Hobgoblin weapons; rapier, main-gauche, stiletto, pistols, and the use of a dueling cape, is sure to follow for any Hobgoblin who plans on exploring or joining a Hobgoblin Merchant crew. They are infamous pirates, notorious swashbucklers and flamboyant favorites at courts from Dreamland to Cinder to the darkest halls of the Hydran Republic.



By now the Hobgoblins have settled along the Southern tip of the Vancian Peninsula and the nearby Mox Archipelago, also known as the Island Kingdoms. Scattered throughout Primordia (and on isolated outposts of Cinder) there are also a few small communities of Hobgoblin expatriates, explorers, exiles and independent pioneers living amongst other folk- primarily humans and Goblins- but outside the Island Kingdoms no exclusively Hobgoblin settlements known to exist. In general they discourage outsiders from living in their own communities ( in larger cities, there are walled-off wards and areas where non-Hobgoblins are allowed to live) but many individual Hobgoblins are socially rebellious and do not hesitate to integrate themselves into non-Hobgoblin-dominated communities if given the chance.

Hobgoblins stand between 5'4 and just over 6 feet tall- comparable to humans. They have skin tones that range from sea-green to sallow yellow to light pink. Their bodies and heads are normally hairless (even the females) except that very old male hobgoblins will sometimes grow a sparse beard on their chins. Hobgoblin ears are prominent and pointed, often sticking straight up 6 or 7 inches. Their heads are knobby- and the numbers and patterns of these knobs often denotes a family lineage. In addition to these knobs, a patina of light brown or green spots usually appears at the temples and continues around the back of a Hobgoblins head and disappears down the back, continuing down the spine. Finally, all Hobgoblins are blessed with prehensile arrow-tipped tails. Their tails are not dextrous enough to manipulate items with, and they aren't that muscular- but they are strong tough enough to hang from. Hobgoblin Rogues and Corsairs often use their tails to help them climb, or to hang upside down from. Sophisticated Hobgoblin nobles, especially ladies- enjoy arming their tails with ornate

jewelled 'tail-daggers'- that are wound with silver-wire around the tail-tip. However, few Hobgoblins have the skill or the coordination to actually use their tails in combat.

**Stat Bonuses.** Hobgoblins receive a bonus of + 1 DEX , +1 INT, -2 CON.

**Preferred Classes.** Fighter, Bard, Wizard

**Prehensile Tail.** Hobgoblins have a prehensile tail. As mentioned above, it isn't agile or dextrous enough to be used for fine manipulation, and it isn't very strong- but the Hobgoblin may use it to help in climbing, to secure a Hobgoblin to a rope or on the deck of a lurching ship, or even to hang from. The tail generally reaches from the base of the spine to the back of the calf, however tall the Hobgoblin may be. In addition this Tail gives a +3 to the climbing skill.

**Bonus Skills.** All Hobgoblins (male and female) learn over the age of 16 brought up in a Hobgoblin society (or even brought up by Hobgoblin parents in another society) will have learned the following skills:

Read/Write/Speak Hobgoblin	+4
Read/Write/Speak Common	+4
Cartography	+2
Navigation	+4
Etiquette	+3
Appraisal	+2

**Bonus Weaponry.** Hobgoblins may use "exotic" black-powder weapons such as snaplock pistols and arquebusses without spending a feat, regardless of class.

Hobgoblins receive a bonus of +1 when using a Rapier, Sabre, Main-Gauche, Stiletto or Dueling Cape.

**Dueling Bonus.** Dueling is a Hobgoblin legacy, and practice duels are the favored method of teaching honor and proficiency amongst Hobgoblins. In any combat where the fight is one-on-one where nobody else interferes, the Hobgoblin has a +1 to hit and a +1 to damage (if applicable). If there is any interference, even so much as cheering on either of the combatants, the Hobgoblin loses this bonus, although the fight will likely continue. (He or she is also likely to become very annoyed that the sanctity of the duel was broken).

Formal Duels may be conducted with any weaponry, unarmed, with magic, or even non-lethally, according to the desires of the one who was challenged\*\*.

\*\* A tale is told of the famous court-sage Ponciarch who was challenged to a duel by the fiery Hobgoblin explorer Elance. Ponciarch agreed, to the surprise of the court, and over the protests of Drayenne's King Lawsin. Elance was known to be an expert swordsman, and Ponciarch was an aging dwarf, devoted to his



*studies. Everyone was sure that Ponciarch would be killed by the hot-tempered Hobgoblin.*

*On the morning of the duel, Ponciarch appeared at court with a pair of sausages. Elance, confused, demanded to know how the sage planned on conducting the duel.*

*"Where are your weapons?" he demanded.*

*"Here," said Ponciarch, offering Elance a look at the two sausages.*

*"What? We're going to eat them?" snarled Elance sniffing at them suspiciously.*

*"Yes," said Ponciarch. "One of these sausages is poisoned with an extract of the Candron Nautilid. It is the most virulent poison in all of Primordia, and will kill anyone foolish enough to imbibe it after several weeks of painful suffering. You did hint that this should be a duel to the death, yes?"*

*"ehm. .. er. Yes. I did say... something to that effect." mumbled Elance.*

*"now, as the one challenged, I get first pick of the sausages. Just as a swordsman must know his weaponry, I happen to have conducted an extensive study on this poison, and I believe I might be able to identify it by smell. However, it isn't a certainty, so I assure you, my superior skill will still allow you a chance at surviving this duel."*

*"eh. Yes. I see."*

*"Shall we begin? I choose this one."*

*"Look- I withdraw the challenge. "*

*"are you sure? You're going to withdraw the challenge? I'm ready to go. I'll even eat my sausage first. After all, neither of us will actually die from it for weeks from now."*

*"ehm...Is there an antidote?"*

*"Not known, although I've been researching..."*

*"Yes, I withdraw the challenge. My apologies."*

*"As you wish. Can you say it loud enough so that the rest of the court can hear you?"*

*Ponciarch and Elance eventually became great friends, and Elance never again challenged anyone to a duel who was far beneath his fighting abilities.*

## Goblins

Goblins are considered by most sages to be related to Hobgoblins somehow- though few can agree on exactly how they are related. Standing 3 and a half to 4 feet tall, with skin-tones ranging from dark green to the palest shades of sea-green to a dull yellow in tone, Goblin existence in Primordia is known to predate all of the other races except for humans. In addition to their unusual skin color and short stature, Goblins have long pointed ears, sharp, feral teeth, and an oversized head, hands and feet.

Goblin society can best be described as crude; especially when Goblins are dealing with other Goblins. Amongst other races, they display a surprising aptitude for flattery, especially if it means gaining a comfortable position or apprenticeship.

What is certain is that Goblins are a quick, urban, witty folk with an uncanny knack for chaos. Although there are such things as exclusively Goblin cities (usually found high in mountain terrain and deep in caves) Goblins are quick to accept outsiders into their own communities and just as quick to demand that they be accepted by other races. Nearly every major urbanized center in Primordia and Cinder has a sizable community of Goblins, and in most cases these communities are tolerated if not outright appreciated.



Goblins are neither especially evil nor are they known to be remarkably violent, however they are known for a high regard for the values of selfishness, power, chaos knowledge and wealth. "Me-First" is considered the first thing a Goblin child should learn, and goblins who do not develop this selfishness are considered radicals and non-conformists. This often drives them to become adventurers.

**Preferred Class.** Rogue, Wizard, Cleric (Zik)

**Stat Bonuses.** Goblins receive a bonus of +2 DEX , -1 WIS, -1 CHA.

**Dark Vision.** Goblins can see in the dark at distances up to 60 feet.

**Pick-pocketry.** Goblins begin with a pick-pocket skill of +4, regardless of what class they are.

**Contacts.** Depending on the GM's ruling, a Goblin PC may have a Goblin contact ( a distant relative, a friend of a friend, a former neighbor) in any major urbanized city.

**Flattery.** In situations where a Goblin is dealing with a more powerful entity (to include major demons, arch-wizards, godlings and Elementals) the Goblin receives a +3 reaction Charisma adjustment when using flattery.

## Other Races

Other races may certainly be chosen for player characters. The races detailed above simply represent the most prominent races of the Nutcracker Prince worlds. In general the guideline used in the original Nutcracker Campaign was that if the race had a language and the character could get along with everyone else, and the player had come up with a good background story, then it should be allowed.

# Chapter IV: Classes

A character's class is their profession or career. This actually has a lot of leeway--a character may be a Fighter and be a castle guard, or a bar's bouncer, or even wash the dishes in the back of a tavern. Still, he follows the path of a class. Each class has different special abilities, but they all share the same XP table. Any race may choose any class or combination of classes, but choosing a non-preferred class results in a 10% XP penalty.

## Multiclassing

Characters can acquire a new class at any time with the proper training. Whenever your character gains a level, you may choose which class to advance; however, if the difference in levels between any of your classes exceeds one, a 10% XP penalty is imposed.

Unlike 2<sup>nd</sup> edition, your character's level is the sum of his or her levels in each class. All bonuses to hit, saving throws, hit points, and other bonuses of any sort are added together. For example, a 3<sup>rd</sup> level Warrior/6<sup>th</sup> level Rogue has a +7 to hit: +3 from 3<sup>rd</sup> level Warrior, and +4 from 6<sup>th</sup> level Rogue. This character also has 3d10 + 6d6 hit points.

However, whenever a class-based ability mentions class in it (for example, Fireball, which does d6 damage per level of the caster), this refers to the level in that class. (In the example, a 5<sup>th</sup> level Mage/5<sup>th</sup> level Wizard does 5d6 damage with a Fireball, not 10d6, even though the character is effectively 10<sup>th</sup> level.)

## Fighter

Fighters are masters of arms--they can wear any armor and use any weapon. They can be found anywhere, as mercenaries, as guards, as travelers. They are usually capable of astounding martial Feats.

Fighters gain these abilities:

**Hit Dice.** Fighters use a d10 for Hit Dice.

**Feats.** Fighters begin play with the Feat Weapon Focus. Fighters also gain an extra feat on each even-numbered level from the following list:

Dodge, Quickness, Weapon Focus, Weapon Specialization, Whirlwind Attack, Alertness, Toughness, Exotic Weapon Proficiency, Mobility and Spring Attack.

**Weapons and Armor.** All simple and martial weapons; all light, medium, and heavy armors and shields. If they choose the Feat Fighting Style: Two Weapons, they gain the benefits as if they had chosen it twice.

## Barbarian

Born and raised far from city life, Barbarians are fierce warriors and masters of their domain. These fierce brutes intimidate most men with their steely gaze and weather-ridden features, and their legendary rage drives fear into the heart of the bravest man. Barbarians disdain armor; it impedes their movement in the wild.

Barbarians gain these abilities:

**Hit Dice.** Barbarians use a d12 for Hit Dice.

**Weapon Focus.** Barbarians automatically receive the Feat Weapon Focus for Great Axe.

**Barbarian Rage.** When he needs to, the barbarian can enter a blood fury. In a rage, the barbarian gains immense strength and toughness as the adrenaline drives through his veins. He temporarily gains +4 Strength, +4 Constitution, and +2 to all Will saves, but suffers a -2 penalty to Armor Class as he doesn't even attempt to dodge blows. The duration of the rage is 3+(Con bonus) rounds.

**Improved Movement.** In the wilderness, Barbarians can move an additional 10' per round in combat (40' instead of 30').

**Weapons and Armor.** All simple and martial weapons; light, medium, and heavy armor. If the barbarian chooses to wear armor, he loses the Barbarian Rage and Increased Movement abilities, and all wilderness-related skill checks have their difficulty increased by +5.

## Ranger

Skilled woodsmen and hunters, Rangers are also proficient in the weapon arts. When wearing light armor, a Ranger can fight with two weapons if he has selected the Feats Ambidexterity and Two-Weapon Fighting. Each Ranger has a hated enemy and gains combat bonuses when fighting this enemy.

Rangers receive the following abilities:

**Hit Dice.** Rangers use a d10 for Hit Dice.

**Divine Magic.** At 8th level, a ranger can learn and cast divine magic as a priest of 7 levels lower. The ranger casts from the Animal and Plant domains.

**Feats.** Rangers automatically receive the Feats Empathy with Animals and Tracking.

**Favored Enemy.** Rangers focus their efforts on one exceedingly bothersome type of creature. A ranger must choose his favored enemy before reaching 2nd level. The ranger gains a +4 to attack this sort of creature.

**Weapons and Armor.** A ranger is proficient with all simple and martial weapons; light armor and medium armor. When wearing light armor, a ranger can fight with two weapons if she has the Feats Ambidexterity and Two-Weapon Fighting.

## Rogue

Rogues share little in common with each other. Some are stealthy thieves, some are manipulative tricksters, some are scouts, some are spies, and some are common thugs. All of them, however, are adaptable and resourceful. Generally, a rogue is skilled at getting at what others do not wish him to.

Rogues receive the following abilities:

**Hit Dice.** Rogues use a d6 for Hit Dice.

**Sneak Attack.** If the rogue strikes an unsuspecting target, he gains +4 on the attack roll and inflicts additional damage. Any attack that would deny the target an AC bonus from Dexterity or any flanking attack can be a sneak attack. Sneak attacks deliver an additional d6 of damage per odd level the rogue possesses; i.e., 1d6 at 1st level, 2d6 at 3rd, etc. If using a sap or an fist, the rogue can deal subdual damage with a sneak attack.

**Detecting and Disabling Traps.** While anyone can have the Search and Disable Device skills, a rogue can use them to locate and disable magical and mechanical traps.

**Evasion.** Starting at 2nd level, rogues who successfully make a Reflex save for half damage suffer no damage instead.

**Uncanny Dodge.** Starting at 3rd level, the rogue gains a sort of danger sense that lets the character keep her AC bonus for Dexterity even when caught flat-footed or attacked by an invisible foe. Starting at 6th level, the rogue cannot normally be flanked; and at 11th level the rogue gains a bonus to avoid traps.

**Rogue Abilities.** Starting at 10th level, and every 3rd level after that, the Rogue can choose one more special ability from a group of six such abilities unique to the Rogue.

- *Classify Traps.* Rogues with this Feat have made an exhaustive study of traps. For them, a successful Detect Traps Skill roll will reveal a trap's exact workings and the effects of triggering it. The rogue can make two Disable Traps rolls, taking only the best result.
- *Fall/Jump.* A rogue with this ability can safely fall or jump from amazing heights and not suffer the slightest injury. The maximum distance for a safe fall with no damage is 10' per level of the rogue. If the fall is longer than the safe distance allowed for level, subtract the safe distance from the total distance before determining damage from the fall.
- *Featherfoot.* A rogue who makes a successful Move Silently roll can move up to 120' over a surface without exerting any appreciable weight on it in complete silence and leaving no tracks. The character's weight does not press down upon the surface at all, nor does she set off any alarm or trap triggered by weight, magical or otherwise. The rogue can move across mud, sand, snow, quicksand, or even watery surfaces where normal characters would sink immediately.
- *Missile Sneak Attack.* A rogue who has chosen Missile Sneak Attack may apply the +4 to hit when using a missile weapon against an opponent who is within 30'.
- *Nondetection.* The rogue can shield himself from many types of magical divination, as the wizard spell of the same name. When subjected to a spell such as ESP, Clairaudience, or Detect Invisibility, or to a magical item such as a crystal ball, a successful Reflex save defeats the spell or device. Even if the roll fails, the character is still entitled to any applicable saving throws. This Feat is also effective against skill Intuit Danger, the Detect Deception Feat, and the ability of intelligent or powerful creatures to detect invisible opponents. When subjected to one of these powers, the character can attempt an opposed roll to remain undetected. This ability is not effective against the spells know alignment, true seeing, commune, or contact other plane, nor is it effective against the detection abilities of legendary monsters, wyrm and great wyrm dragons, and deities.
- *Shadow Travel.* This ability allows a rogue to move rapidly and from one shadowy area to another, moving as a blur of motion from shadow to shadow. The rogue must first successfully Hide. After entering the area of shadow, the character can move into other shadows at increased speeds. The actual distance between shadows depends on the amount of shadow available, according to the table below. The rogue must make a successful Hide roll for each movement. If successful, he remains hidden and rouses no suspicion. If he fails his roll, he makes an opposed roll of Dexterity/Wisdom against any who may have noticed his movement. If he fails the

opposed roll, those who may have noticed his movement will move to investigate. If the character leaves the shadows to attack, he can enter them again and resume accelerated movement on any round when the character does not attack and there are shadows available.

**Weapons and Armor.** All simple weapons plus broad sword and long sword; light armor.

## Bard

Bards are lore-masters, minstrels, and storytellers. The jack-of-all trades and the master of none, they can fight with any weapon, but are restricted to wearing chainmail armor and cannot use shields. Bards can cast magical spells, but gain them at a slower rate than Wizards. Also, Bards gain additional spells for high Charisma. And as Bards are rogues at heart, they also have some of the skills of a thief.

Bard receive these abilities:

**Hit Dice.** Bards use a d6 for Hit Dice.

**Inspire Courage.** A bard with 3 or more ranks in Perform can use song or poetics to inspire courage in his allies, bolstering them against fear and improving their combat abilities. To be affected, an ally must hear the bard sing for a full round. The effect lasts as long as the bard sings and for 5 rounds after the bard stops singing (or 5 rounds after the ally can no longer hear the bard). Affected allies receive a +2 morale bonus to saving throws versus charm and fear effects and a +1 morale bonus to attack and weapon damage rolls.

**Arcane Magic.** The bard is a dabbler in magic, studying it in a rather disorganized fashion. He cannot favor a school of magic. He casts spells as a wizard of half his level, rounded down. (See the Magic chapter for more information on a bard's spell-casting. Bards do begin with cantrips—1 per every four levels of experience, plus his Charisma bonus.)

**Armored Casting.** Bards automatically receive the feat Armored Casting twice.

**Lore.** Bards automatically receive the Feat Lore.

**Alter Moods.** By performing, a bard can altar an audience's mood. Everyone hearing the bard perform must save vs. Will or be subject to a suggestion as per the arcane spell. The audience's save is reduced by 1 for each rank the bard has in Perform.

**Sound Resistance.** While the bard is singing, his allies gain a saving throw bonus equal to the bard's Performance rank against sound and singing-based attacks.

**Weapons and Armor.** All simple weapons plus broad sword and long sword; bards may wear light and medium armor .

## Wizards

Wizards study arcane knowledge and are adept at casting powerful spells. Unable to wear armor and restricted in the use of weapons, Wizards try to avoid melee combat. Wizards who choose to favor one of the eight major schools of magic gain bonuses in their school, but are unable to cast spells from their school of opposition.

Wizards gain cantrips and spells through diligent study and daily memorization. Those with high Intelligence are able to memorize additional cantrips and spells.

Wizards gain these abilities:

**Hit Dice.** Wizards use a d4 for Hit Dice.

**Cantrips.** Wizards may cast one 0-level cantrip for every four levels of experience, plus their Intelligence bonus.

**Feats.** Wizards automatically gain the Feat Scribe Scroll and one Meta-Magic Feat.

**Spell Criticals.** Spells that are delivered by touch or by means of a "ray" require an attack roll; the drawback of course is that there's a chance the wizard could miss, but the benefit is that critical hits can be achieved by these kinds of spells.

**Summon Familiar.** Wizards gain the ability to summon familiars to aid in their arcane journeys. Some familiars grant the wizard extra abilities.

### **Wizard's Familiars**

<i>Familiar</i>	<i>Special Abilities</i>
Bat	None
Cat	Wizard gains +2 to Move Silently checks
Hawk	None
Owl	Wizard gains +2 to Move Silently checks; Familiar has night vision
Rat	Wizard gains +2 on Fortitude saving throws
Raven	Familiar speaks one language
Tiny Snake	Familiar has poisonous bite
Toad	Wizard gains +2 Constitution
Weasel	Wizard gains +2 on Reflex saving throws

A wizard and her familiar enjoy a special bond. When the familiar is summoned, it automatically gains full hit points. Each time the wizard gains a level, the familiar automatically gains one additional hit point, one additional point of intelligence, and improves its Armor Class by one. When the wizard is accompanying the familiar, the familiar suffers no damage from area attacks (such as breath weapons and fireballs) if the wizard successfully saves against the attack. If the wizard fails the saving throw but survives the attack, the familiar saves for half or no damage, using the wizard's saving throw number. The familiar also gains the wizard's saving throw against effects targeted directly at it (such as disintegrate and the cold ray form of Otiluke's freezing sphere). Attacks such as power word spells must be potent enough to overcome the wizard to have any effect, although they affect only the familiar if that is where they are targeted. If the familiar is alone, or the wizard does not survive the attack, the familiar must use its own saving throw number, and it suffers the normal effects from the attack. Additionally, familiars gain the power to control others animals of their species.

A wizard can communicate with her familiar through speech. The familiar can understand and can obey simple words, phrases, and commands that can increase in complexity as the familiar gains intelligence. The wizard also has an empathic link with her familiar. A wizard is able to lapse into an empathic reverie and communicate with her familiar up to 1 mile away. When in the empathic reverie, the wizard can see and hear through her familiar, and can issue it mental commands. When in the empathic reverie, however, the wizard becomes totally oblivious to her own immediate surroundings. That is why wizards often pre-determine an amount of time in which to remain in a reverie before snapping out of it. Even wounding will sometimes not bring a wizard of her empathic reverie with her familiar. If a wizard wishes to end the reverie before the allotted time, she must make a successful Mental saving throw, adding her Wisdom bonus to the roll (plus any amount of wounding damage

she may have sustained while in the reverie). If the wizard's familiar is injured while the wizard is joined in an empathic link, the wizard suffers double the amount of damage suffered by her familiar.

**Favored School of Magic.** Some wizards may choose to favor one school of magic, gaining the following benefits:

- Memorizes one extra spell of each level, as long as it is taken from the favored school. If the wizard so chooses, he may regain that extra spell for the next day without memorization. If he chooses to change his bonus spell for the day, he must memorize it as usual.
- Gains +2 bonus when saving against spells from his favored school.
- Inflicts a -2 penalty to his opponents' saves when casting spells from his favored school.
- Gains a +3 bonus when learning a spell of his favored school.
- Aside from the benefits of choosing a favored school, disadvantages also weigh in to a wizard's decision to favor a school. The wizard must also select another school or schools to sacrifice from which he can never learn or cast spells (even from scrolls or magical devices). Additionally, he suffers -2 to rolls when saving against spells from this school. The wizard may choose which school to sacrifice, but the school to sacrifice must be an equally weighted school. Below are the schools and their typical counterparts.

<i>Favored School</i>	<i>Opposition School(s)</i>
Abjuration	Alteration and Illusion
Conjuration/Summoning	Divination and Invocation
Divination	Conjuration and Summoning
Enchantment/Charm	Invocation/Evocation & Necromancy
Illusion	Necromancy, or Invocation/Evocation, or Abjuration
Invocation/Evocation	Enchantment/Charm, or Conjuration/Summoning
Necromancy	Illusion & Enchantment/Charm
Alteration	Abjuration & Necromancy

**Weapons and Armor.** All simple weapons.

## Cleric

Clerics are priests dedicated to a particular god. They have spells granted to them by their deity after daily prayer and those with high Wisdom are granted additional spells. Clerics may wear armor and use weapons appropriate with their faith.

Clerics gain these abilities:

**Hit Dice.** Clerics use a d8 for Hit Dice.

**Orisons.** Clerics may cast one 0-level orison for every four levels of experience, plus their Wisdom bonus per day.

**Domains.** Clerics gain access to three Domains and Granted Powers associated with their deities. Domain spells are carried as one bonus spell per spell level by the cleric. (See the list of Domains in the Magic chapter.)

**Spontaneous Casting.** Good-aligned clerics may exchange a spell they have memorized for a healing spell. The spell heals 1d8 of damage per level of spell exchanged. For example, a cleric may exchange any 3rd level spell he has memorized for a spell that heals 3d8 of damage. Evil or neutral clerics may exchange a spell for an inflict spell, that causes 1d8 damage. Note that inflict is a touch attack, and the evil cleric would suffer an attack of opportunity that may disrupt the spell. Only good-aligned clerics may swap spells for healing spells.

**Weapons and Armor.** All simple weapons plus those granted by their deities; all light, medium, and heavy armors and shields.

## Maker

Makers are the inventors and gadgeteers of their world. Makers are responsible for building everything from balloons to Dreamships to steam-driven vehicles to the incredible Clockworks. The Makers can repair or augment about anything given to them, and create an incredible device (or a deathtrap) from two pieces of wire, a broken dagger, and chewing gum.

Makers gain these abilities:

**Hit Dice.** Makers use a d6 for Hit Dice.

**Feats.** Makers automatically gain the Feat Jury Rig.

**Detecting and Disabling Traps.** While anyone can have the Search and Disable Device skills, a Maker can also use them to locate and disable magical and mechanical traps.

**Weapons and Armor.** All simple weapons, plus crossbows and firearms; all light, medium, and heavy armors and shields.

# Chapter V: Feats

With the concept of Feats, the d20 system offers a way to add excitement, versatility, and individuality to the characters you create. In just a few minutes, you can craft a character to your own tastes that can be modeled after your favorite fantasy heroes or your own individuality. Feats present you with the chance to play the kind of hero you want. Now, no two characters need ever be alike. To get the most enjoyment from the Feats, try to imagine role playing your character, then ask yourself what Feats would best fit with your concept of the character.

At character creation, you may choose one Feat for your character with which to begin play. Most Feats are available to all classes, while only characters of particular professions can choose others. Your character may also begin play with a certain number of class-related Feats--those central to the character class that help define that class and set it apart from the others. Then, every time your character reaches a level that is divisible by three, you may choose one additional Feat.

## List of Feats

**Attack on the Run:** This Feat allows a character to move her maximum combat movement, attack, and then move her maximum combat movement again. For instance, a fighter with movement 30 could move 30', attack, and then move another 30' within a single round.

**Alertness:** These characters are blessed with a combination of peripheral vision, good hearing, and mental stamina that makes them resistant to surprise. Such characters receive a +3 bonus when the alert characters and their party must roll for surprise.

**Ambidexterity:** This character is equally skilled with the use of either hand. This PC can use weapons, bear a shield, and perform acts of strength equally well with the right or left hand. This Feat also reduces the penalties for fighting with two weapons to -6/-6 (instead of -8/-10; see Combat: Fighting with Two Weapons).

**Armored Casting:** The spellcaster can wear light armor and cast spells. If this Feat is chosen twice, the caster can wear medium armor, and if this Feat is chosen three times the caster can wear heavy armor.

**Blind Fighting.** This Feat allows a character to fight while blinded with only a -1 penalty to hit.

**Bravery:** Characters with this Feat can harness their own strength of will to resist any fear effect. When subjected to any form of unnatural fear, a character can make a Will saving throw (even when none are normally allowed). If the save succeeds, the fear effect is negated. If the save fails, the character still gets a saving throw if one is normally allowed.

**Breach Immunity:** A character using any weapon--including his bare hands--can harm creatures that are normally hit only by magical weapons, at a rate of +1 for every four experience levels. The character does not actually get an attack or damage bonus.

**Brew Potion:** This Feat allows characters to brew magic potions if they have the appropriate ingredients, pay a cost in experience points. Refer to the 2<sup>nd</sup> Edition AD&D (2E) potions table to determine at what minimum level the character may brew a potion and the potions cost in experience points. Minimum level to brew a potion equals one per 100xp points, plus 3. So, a potion that is worth 300 2E xp requires a minimum character level of 6th. Use a straight conversion for xp cost (a 300 2E xp potion costs the 3E character 300 xp to brew).

**Cleave:** This Feat increases the damage done by a critical hit. Instead of merely rolling another die of damage, the extra die of damage is doubled.

**Combat Casting:** The spell caster gains +4 to Concentration checks involving spell casting during combat.

**Complete Strategist:** An excellent strategist, the character provides her party with a +3 bonus to their initiative rolls.

**Death Blow (PR: Cleave and Power Attack):** This Feat allows characters to strike a deadly blow once per day that can fell an opponent in a single stroke. A death blow must be announced before the attack. The character makes a single attack against any adjacent opponent. If the attack hits, the character rolls 1d6 for each of her experience levels. If the total is more than the current Hit Points of the opponent, the opponent is killed instantly.

**Defense Bonus:** Characters gain +4 to AC when unarmored and unencumbered.

**Dodge:** This Feat grants a +1 bonus to AC against a single attacker.

**Exotic Weapon Proficiency:** This Feat gives the character proficiency with an exotic weapon of their choice.

**Fast Healer:** This highly useful Feat allows a character to recover at twice the normal rate of recovery from wounds.

**Frighten/Challenge:** Characters with this Feat can turn their personal energies outward, producing an aura of fright that forces fairly weak creatures to flee or allows characters to issue challenges to draw powerful creatures into personal combat. To create an aura of fright, the character must shout and charge a group of creatures of 4 Hit Dice/levels or less. The creatures must be able to see and hear the character to be affected. The character makes a Mental saving throw, and, if it succeeds, the creatures scatter, fleeing for as long as the character pursues them and for 1d10 additional rounds after pursuit ends. Undead, conjured or summoned creatures under the control of a spellcaster are unaffected. To issue a challenge, the character must be able to speak to a target creature of greater than 4 Hit Dice/levels. The creature must be close enough to see the character (about 100 yards if the light and visibility are good) and be able to understand what the character says. The check is an opposed Charisma roll. If the character wins the opposed roll, the affected creature must immediately advance and engage the character in physical combat unless restrained by another creature (restraint breaks the compulsion to attack, but keeps the creatures involved occupied for a full round).

**Hardiness:** Characters with this Feat can use their inner strength to temporarily delay the harmful effects of special attacks, but not physical damage. If given sufficient time to rest, this skill allows characters to recover from such attacks without additional aid. When subjected to a harmful special effect from a spell, creature, or magical item, a character can roll a Fortitude saving throw. If the roll succeeds, the effect is delayed for the period of time shown on the table below. If the check fails, the character suffers the effect normally. If the effect allows a saving throw, the character rolls the save before checking this skill.

**Character Level Delay**

1-4	5 Rounds
5-9	10 Rounds
10-14	15 Rounds
15+	20 Rounds

If the hardiness Fortitude save succeeds, the character suffers no harm from the effect until the delay ends, but he is aware of what the effect is. If the character receives the appropriate cure before the delay ends, there is no harm to the character. If the harmful effect's duration is shorter than the delay there also is no effect.

If the harmful effect has not expired or been cured when the delay ends, the character must either suffer the full force of the effect or lapse into unconsciousness while the character's body struggles to resist. The length of time the character remains unconsciousness depends on the extent of the injury, as noted on the table below.

Injury	Recovery Time
Minor	1 Day
Severe	1 Week
Extreme	1 Month

- Minor: These effects impair (but do not incapacitate) the character, such as blindness, deafness, and ability score reductions. Spells such as antipathy/sympathy (antipathy effect), cause blindness/deafness, color spray (most of the time), contagion, and holy word are examples of minor effects.

- **Severe:** Includes effects that incapacitate or completely transform the character, such as petrification, polymorphing, and death. Severe spell effects include hold person, phantasmal killer, polymorph other, power word kill, and power word stun.
- **Extreme:** Includes effects that wrench the character's very being, such as energy drains (per level drained) and magical aging (per year aged). Two notable examples include the 9th-level wizard spell energy drain and the 6th-level priest spell age creature from the Tome of Magic.

At the end of the recovery time, the character attempts a system shock roll. If the roll succeeds, the character awakens—fully healed—and the effects of the delayed magic are nullified. If the roll fails, the character awakens, but suffers the full force of the effect. Thus, it is possible for a character to rest for months and then wake up only to die from the effects of the delayed magic.

**Improved Critical:** This Feat allows characters to score a critical on a natural roll of 19 or 20.

**Improved Initiative:** This Feat increases a character's initiative roll by +4.

**Inner Focus:** Once per day, characters with this Feat can marshal their personal energies to provide a temporary bonus to their Attribute scores. By concentrating for one, the character can improve one of the three eligible ability scores to the value listed on the table below. The improvement lasts one minute per character level. Because the majority of the character's energy is directed to the improved ability score, other ability scores are reduced by two for the same duration. The character can end the boost—and restore the values of the other score—at any time. The scores that are affected by this Feat are dependent upon the character's class.

Class	Affected Attributes
Fighter, Ranger, Barbarian	STR, DEX/CON
Rogue	DEX, INT/CON
Bard	CHA, DEX/INT
Cleric	WIS, STR/CHA
Wizard	INT, WIS/DEX
Maker	INT, CHA/CON

Character Level	Improved Score
1–4	18
5–9	20
10–14	22
15–19	24
20+	26

**Iron Will:** Characters with iron will have the ability to keep fighting even after being reduced to negative hit points. The character may remain conscious for a number of minutes equal to one-half his Constitution score. As long as the character remains conscious, his condition does not worsen (he doesn't begin to lose 1 hit point per round).

**Jury Rig:** Anyone can learn the skills Repair Guns and Repair Machines, but this Feat allows the character, with a successful roll versus difficulty 20, to enhance the item in some way for its next d20 uses. This is left up to the GM, but sample enhancements would be to raise the damage die to the next highest for a gun (d6 to d8, for example), to increase the range to 150% of normal, or increase accuracy by +1. A machine could have its productivity increased by 150% for d10 rounds or uses—a mechanical cow milker, for example. A Maker with this Feat can perform this task on clockworks, as well.

**Lightning Reflexes:** The Feat allows the character to double her Dexterity bonus for defense, initiative, and saving throw purposes. It does not allow a bonus to Skill checks. Note that the character is still subject to armor Dexterity bonuses and penalties.

**Luck:** This character may re-roll any one die roll once per day, taking the result of the new roll for good or ill.

**Machine Empathy (Maker only):** A Maker can make a general determination/diagnose problems/possibly make friends with seemingly broken or non-intelligent machines simply by running his hand over their surface, listening to them with a stethoscope or pressing his ear to the machine, and talking to the machine. Non-intelligent machines are automatically affected. Intelligent machines are affected as if the Maker's Charisma was 2d4 higher.

**Martial Weaponry:** This Feat grants characters proficiency with one martial weapon of their choice.

**Metamagic:** Spellcasters with this Feat have learned to alter spells' statistics through tricks of memorization. Spellcasters may alter a spell by spending more spell points on it than normal. For example, a Maximum Spell *Fireball* would cost 5 spell points rather than 3 and inflict maximum damage. *Note that each option below must be chosen as a separate Feat.*

- *Fast Spell Feat:* Cast the spell at the beginning of the round regardless of turn in the initiative cycle. (+2 spell points)
- *Empower Spell:* Double the spell' s normal duration and normal range if the normal range is beyond touch or 0. (+2 spell points)
- *Quickened Spell Feat:* Cast the spell and perform another action in the same round, even casting a second spell (+2 spell points)
- *Maximum Spell Feat:* Achieve maximum results (+2 spell points)
- *Simple Spell Feat:* No material component (+2 spell points)
- *Still Spell Feat:* No somatic component (+1 spell points)
- *Silent Spell Feat:* No verbal component (+1 spell points)

**Missile Fighting Feat:** A character who chooses this Feat gains a significant bonus. He can move his normal movement rate and still make all of his allowed missile attacks during a round. Additionally, the character gains a +2 bonus to his AC when attacked, but only if the character is also using a missile weapon and attacking on that round.

**Mobility:** A character with this Feat can move an additional 10' per round of combat.

**One-Handed Weapon:** A character who chooses this Feat gains an AC bonus of +2 when she fights with a weapon in one hand, and no shield or weapon in her other hand. By choosing this Feat twice, the character can improve her AC bonus to a maximum of +4.

**Power Attack:** Characters with this Feat have learned to launch a powerful single attack that allows them to attack at +4 To Hit and to add their level to the amount of damage they inflict. Usable once per day. Power Attack must be announced before the action is attempted.

**Quickness (PR: Weapon Focus):** If using his weapon of choice, the character can draw upon his skill and determination to gain the first melee attack sequence in a combat round without taking a Focus move (see Combat: Initiative).

**Scribe Scroll:** This feat allows spellcasters of any level to create a scroll that contains any spell they are capable of casting. The cost of the scroll' s creation is 500 experience points per level of the spell, plus a monetary cost of 500 gp per level of the spell to reflect materials, etc.

**Signature Companion:** A character with this Feat forms a special bond with a companion. When they are together, the companion gains considerable protection from attacks that might otherwise kill it. A signature companion cannot have more than 10 Hit Dice and must have at least four hit points per Hit Die. For example, a heavy war horse has 5+5 hit dice; it cannot become a signature companion unless it has at least 25 hit points. The companion must be tamed and recognize the character as its master. If the creature has an Intelligence score of 5 or more, it need not be trained if it willingly serves the character. The character must name the companion and provide it with something that makes it recognizable. This can be as simple as a golden chain with a canine companion' s name etched on it or as elaborate as an engraved saddle. When the link is established, the companion immediately gains one hit point per level of the character plus an additional hit point each time the character gains a level. When the master is accompanying the companion, the companion suffers no damage from area attacks (such as breath weapons and fireballs) if the master successfully saves against the attack. If the master fails the saving throw but survives the attack, the companion saves for half or no damage, using the master' s saving throw number. The companion also gains the master' s saving throw against effects targeted directly at it (such as disintegrate and the cold ray form of Otiluke' s freezing sphere) as long as the master is within 90' of the companion. Attacks such as power word spells must be potent enough to overcome the master to have any effect, although they affect only the companion if that is where they are targeted. If the companion is alone, or the master does not survive the attack, the companion must use its own saving throw number, and it suffers the normal effects from the attack.

If a signature companion is ever killed, the character can acquire a new one of the same type and

hit points. Each day, the character can attempt a roll vs. difficulty 20 to receive a vision of the new companion. If the roll succeeds, the character sees the companion in its current surroundings and knows the approximate direction and distance to the location. If the companion is magically hidden, the character learns this fact, along with the companion's general location. It is up to the character to seek out the replacement companion, but the companion willingly serves the character if the character obtains it. Each signature companion requires the selection of an additional Feat.

**Signature Item:** A character with this Feat chooses an item from the character's collection of equipment as a personal trademark that is specially protected from twists of fate. The character designates a signature item by giving it a name and noting something distinctive about it. If the item has no distinctive Features, the character must hire an artisan with the appropriate skill--such as a weaponsmith for a sword--to add one. The alteration could be as simple as engraving the item's name somewhere upon its surface or as elaborate as the character desires (and can afford). As soon as the item is designated, described, and named, the character forms an empathic link with it. It is possible to have more than one signature item, but the character must choose an additional Feat for each item. A signature item must be something the character has owned for an extended period of time and uses regularly. If a signature item is ever required to roll an item saving throw, it automatically succeeds so long as the owner is carrying the item and survives the event. If the character does not survive the event that caused the item saving throw, the item must make the roll normally. If the item survives the incident and the character is restored to life, the link is automatically reestablished. If the item is destroyed in the same event that killed the character, the link is broken.

If a signature item is ever lost or stolen, the link with the item allows the character to attempt a roll vs. difficulty 15 (WIS) once a day to receive a vision of the item's location. If successful, the character receives a visual image of the item's current surroundings and has a vague idea of the location's distance and direction. If the item lies on another plane, the character receives a vision of the plane, but can discern no other information unless he actually travels to the plane. If the item is magically hidden, the character learns this fact, along with the item's general location.

**Spark of Life (Maker only):** With this Feat, a Maker can imbue a clockwork with free will. By placing a gem heart inside the clockwork and spending a point of Constitution, 3 hit points, and permanently giving up one memory, the clockwork receives free will, and an Intelligence equal to the Maker's level. Note to the GM, the nature of the discarded memory will often play a part on the clockwork's personality. Also, the clockwork does have completely free will. While it will often feel empathy towards its creator, it doesn't have to.

**Thrown Weapon Fighting Feat:** A character who chooses this Feat gains a significant bonus. He can over his normal movement rate and still make all of his allowed missile attacks during a round. Additionally, the character gains a +2 bonus to his AC when attacked, but only if the character is also using a thrown weapon and attacking on that round.

**Toughness:** This Feat grants the character an immediate gain of a base +3 hit points.

**Tracking:** While any character can track a target creature under Simple conditions, this Feat allows tracking under less than favorable circumstances. The character must make a DC roll versus a difficulty determined by his DM, modified by his rank in the Wilderness Lore skill.

**Two-handed Weapon:** A character who chooses this Feat receives an AC bonus of +2 and improves damage by +1 when using a two-handed weapon. If the character is using a one-handed weapon with two hands, he gains only the +1 bonus to damage.

**Two-Weapon Fighting:** If a character has the Two-Weapon Fighting feat, the character can make a first attack in a round with both a primary and the secondary weapon, each using the class-derived bonus for first attack. Essentially, this Feat gives the character one extra attack with his secondary weapon at his highest bonus, per round. The sequence for attacks is Primary/Secondary weapon treated as the first attack; then the primary weapon as the second attack; then the primary weapon as the third and fourth attacks (if available). Normal penalties for using two weapons still apply. See the Combat chapter for an explanation of multiple attacks and bonuses. The secondary weapon must be one size smaller than the primary weapon--unless the primary weapon is size S. If a character chooses this Feat twice, however, he can learn to use two weapons of equal size, so long as each of the weapons can be wielded in one hand.

**Weapon and Shield:** A character who chooses this Feat can gain a +1 benefit to his AC (in addition to his regular shield effects) or a +1 on his attack roll during any melee round when he holds a shield and wields a weapon.

**Weapon Focus:** Characters with this Feat choose one weapon as their weapon of choice. The character gains +1 To Hit with this weapon. This can be taken more than once.

**Weapon Specialization (Fighter only, PR: Weapon Focus in Weapon):** Fighters with this Feat gain +2 to hit with their weapon of choice. This can be taken more than once.

**Whirlwind Attack (PR: Weapon Focus, Dodge, and Mobility; base +4 to Hit, 13+ Dex):** Characters with this Feat can make a melee attack versus all people or animals within 5'. The character must roll to fit the highest Armor Class of all the attackers within range—if successful, roll damage against all people within 5'.

# Chapter VI: Skills

## Skill Resolution

All skills are resolved with the formula:

D20 + skill rank + appropriate statistic bonus vs. difficulty.

All skills listed below have a default appropriate ability, but this is up to GM ruling in any situation. For example, Disable Devices is normally based off Dexterity. But, if a rogue has to hold down a large metal lever while moving a pin with his other hand, and the lever is spring-loaded or something, Strength might be more appropriate here.

Difficulty numbers can be determined from the following chart:

Difficulty	Number
Simple	10
Average	15
Difficult	20
Unlikely	25
Near Impossible	30

These can be changed according to situational modifiers. If I tried to list all possible situational modifiers here, it'd take up pages. The GM can derive these modifiers based off what his players do

A 1 is not an automatic failure, nor is a 20 an automatic success.

### Opposed rolls

Often, a player's skill will oppose another's. For example, a rogue attempted to hide would use Hide In Shadows vs. the guard's Spot. In this case, the GM determines who goes 'first,' and that person makes their check. The result of this check is the difficulty for the second player or NPC.

### Allocating skill points

Skills within your class, or available to all classes cost 1 point per rank. Skills outside your class cost two points per rank. The highest any one skill inside your class restrictions can be is your level (in the class) + 3. The highest a skill outside your class may be is half of this amount rounded down.

### Note on skills

This is not nearly a comprehensive list of all skills available in the world of *The Nutcracker Prince*. It is meant more as a suggested list. We recommend allowing other skills with GM adjudication.

## Skills by class

### *All*

Agriculture	INT
Boat Piloting	INT
Brewing	INT
Cooking	INT
Fire-building	WIS
Language (see language section)	INT
Leather working	DEX
Navigation	INT
Orienteering	WIS
Rope Use	DEX
Spot	INT
Swimming	CON
Tailoring	DEX
Weaving	INT

### *Fighter*

Armorer	STR
Bowyer/fletcher	DEX
Mountaineering	CON
Running	CON
Survival	WIS
Weaponsmithing	DEX

### *Barbarian*

Alertness	WIS
Animal Lore	INT
Direction Sense	WIS
Danger Sense	CHA
Jumping	STR
Move Silently (Rural)	DEX
Wilderness Lore	WIS

### *Ranger*

Animal Lore	INT
Animal Training	CHA
Animal Medicine	INT
Herbalism	INT
Hide in Shadows	DEX
Move Silently (Rural)	DEX
Remove Snares	DEX
Wilderness Lore	WIS

### *Rogue*

Alertness	WIS
Appraising	INT
Balance	DEX
Bluff	CHA
Climb	STR
Cryptography	INT
Diplomacy	CHA
Disable Device	DEX
Disguise	CHA
Escape Artist	DEX
Forgery	DEX
Gem Cutting	DEX
Hide	DEX
Juggling	DEX

Jump	STR
Listen	DEX
Move Silently (Rural)	DEX
Move Silently (Urban)	DEX
Open Locks	DEX
Read Lips	INT
Search	INT
Tumble	DEX
Ventriloquism	CHA

### *Bard*

Balance	DEX
Bluff	CHA
Climb	STR
Dancing	CHA
Diplomacy	CHA
Escape Artist	DEX
Juggling	DEX
Listen	DEX
Musical Instrument	CHA
Sing	CHA
Tumble	DEX
Ventriloquism	CHA

### *Maker*

Metalworking	CON
Woodworking	DEX
Stoneworking	CON
Clockwork Creation/Repair	INT
Gun Crafting/Repair	INT
Airship Design/Repair	INT

### *Wizard*

Alchemy	INT
Arcane Knowledge	INT
Astrology/Astronomy	INT
Concentration	WIS
Cryptography	INT
Gem Cutting	DEX
Reading/Writing	INT
Spellcraft	INT

### *Cleric*

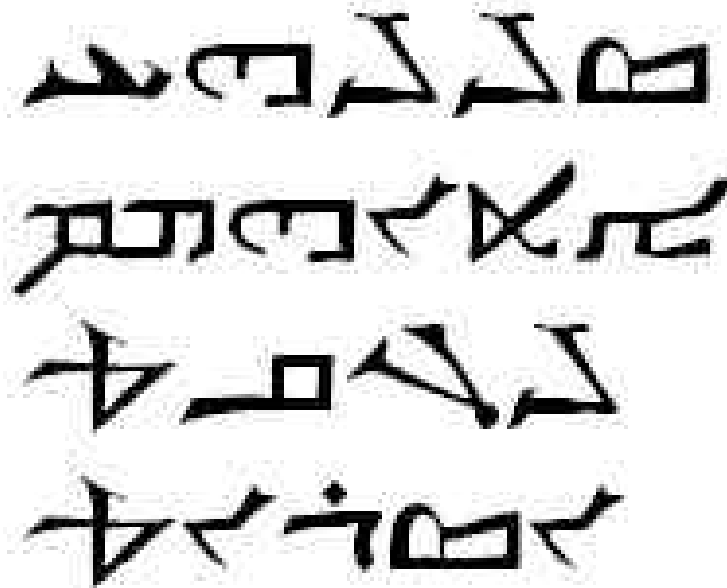
Astrology/Astronomy	INT
Concentration	WIS
Healing	WIS
Herbalism	INT
Reading/writing	INT
Religion	INT
Spellcraft	INT

## Languages

Primordia has several spoken and written languages that are prevalent. As skills, each of these are learned separately, although all characters begin with a score equal to their Intelligence in their native language(s). Characters do not begin knowing how to read or write any languages.

The languages of Primordia are:

- **Lingua Primordae:** This is the common human tongue. Any non-human characters that are exposed to humans regularly would also begin with this language. This language shares an alphabet with Lingua Hydrae and Lingua Obscura.
- **Lingua Hydrae:** This foreign human tongue is spoken by the denizens of the Hydran Continent, which will be further detailed later.
- **Lingua Obscurae:** This ancient human tongue is used mainly in poetry and reciting ancient epics. It also is used in cryptography, and is commonly found on very old Clockwork diagrams.
- **Gobbish:** This is the tongue of Goblins and Hobgoblins. Gobbish uses a pictographic writing system, much like our Chinese. It requires double skill points to learn how to read and write it, unless it is a native language.
- **Ogric:** This language is spoken in the northlands of Primordia, mainly by barbarian tribes, Ogres, and Bugbears. Ogric is not used in writing for books or long pieces, but has a runic system made of concepts that are used on saga-stones, memorials and often on weapon-markings.
- **Lingua Arcanae:** This is the language of magic. It is spoken only by magic-users (who must learn it separately—it is not a native language.) Lingua Arcanae also uses a runic writing system, although it contains runes both for alphabetic characters and concepts (like 'demon' or 'eldritch power'.)



# Chapter VII: Combat

## Initiative

The "d20 System" combat is fast and exciting. You may perform one action each turn, which lasts approximately six seconds. Initiative is rolled on a d20, modified by your Dexterity bonus, and high roll goes first. After rolling for the first round, each character then acts in that same order for the remainder of combat, with the following exceptions:

- Players may choose to "Delay" their actions until the end of the round,
- Or, players may give up an action to "Focus," gaining first initiative in all subsequent rounds.

Casting times for spells are eliminated, as well as weapon speeds.

## Movement

The movement rate in combat is 30'.

## Spellcasting

Spellcasters who have been injured in the round, but prior to their initiative, may have their spells disrupted. In order to cast the spell, they must make a successful Concentration check (difficulty = 10 + HP of damage taken + level of spell). Spellcasters with the Concentration skill may add their skill level to this roll.

Opponents have two other methods of disrupting a spell.

- *Counterspell*. This is an action where one spellcaster attempts to thwart the spell of another by casting the same spell at the same time. The thwarting spellcaster must have higher initiative than the other, and a successful Spellcraft check must be made in order to recognize the spell being cast.
- *Disrupt*. This is a specialized use of the spell "Dispel Magic." If cast at the same time as the opponent's spell, it will disrupt the spell.

3E combat also includes a concept called an "Attack of Opportunity." This allows opponents within melee range a free attack when you do something that would drop your guard (such as spellcasting). So when a spellcaster begins a spell, opponents within melee range get free attacks (assuming that they are capable of doing so within certain restrictions on levels and abilities). This could have the dual negative effects of causing the caster to take damage *and* lose the spell being cast.

## Attacking with Two Weapons

A character attacking with two weapons suffers -8 to first attacks and -10 to subsequent attacks. If a character is capable of multiple attacks in a round, this sequence is followed: Primary weapon as the first attack, Secondary weapon as the second attack; then Primary weapon as the third attack (if available); and then Primary weapon as a fourth attack (if available). The Secondary weapon must be one size smaller than the Primary weapon—unless the Primary weapon is size S.

## Critical Hits

In the case that a character rolls a natural 20 on an attack roll, a critical hit occurs. Roll to hit again; if successful, roll damage twice and add together. If the second roll fails, roll damage normally. If the second roll is also a natural 20, keep rolling until you stop rolling natural 20's.

## Saving Throws

There are three categories for saving throws: Reflex (dodge, area effect spells), Will/Mental (mind-influence, charms), and Fortitude (poison, etc.). See the Saving Throw tables at the end of this chapter to see saving throw bonuses by class and level. In addition, your statistics' bonuses will add to your saving throw bonus—Dexterity will affect Reflex saves; Wisdom will affect Will saves; and Constitution will affect Fortitude saves.

To determine the target number that must be rolled to save, see the difficulty chart for skills in Chapter V: Skills.

*Example: Brak the 3<sup>rd</sup> level Thief with 17 Dexterity has to make a Reflex saving throw to avoid the pit trap that has just opened in front of him. Since he was not directly on top of the trap, the DM rules that it will have an average(15) difficulty. Brak has +2 to his roll because of his class, and +3 from his Dexterity bonus. He rolls an 11 on a d20, and the sum is 16. He barely avoids the trap.*

To determine the difficulty to resist a spell, the formula is 10 + the level of the spell + the Int (in case of wizard), Wis (in case of cleric), or Cha (in case of bard) bonus of the caster.

## Character Death

When a character is reduced to 0 or fewer hit points, she immediately falls to the ground, unconscious. If the character sustains any additional damage while at 0 hit points or below, that character is slain. Thereafter, she automatically loses one hit point each round. Her survival from this point on depends on the quick thinking of her companions. If they reach the character before her hit points fall below her negative constitution score and spend at least one round tending to her wounds--stanching the flow of blood, etc.--the character does not die immediately.

If the only action is to bind her wounds, the injured character no longer loses one hit point each round, but neither does she gain any. She remains unconscious and vulnerable to damage from further attacks.

If a level 1-3 *cure* spell of some type is cast upon her, the character is restored to 1 hit point—no more. Further *cures* do the character no good until she has had at least 18 hours of rest. Until such time, she is weak and feeble, unable to fight and barely able to move. She must stop and rest often, can't cast spells, and is generally weak and feverish. She is able to move and can hold somewhat disjointed conversations.

If a cure spell of level 4 or greater is cast on the character, her hit points are restored as per the spell, and she has full vitality and wits. Any spells she may have known are wiped from memory, however. A character who has been reduced to 0 or fewer hit points is unable to make a Quick Recovery (see below).

## Quick Recovery (optional rule)

A character's hit points reflect more than the amount of wounding damage he is able to sustain. In addition, hit points represent a character's strength, endurance, and stamina. Damage sustained in combat is, therefore, not only an accumulation of wounds, but also cumulative wear and tear. Immediately following a combat in which a character has sustained a loss of hit points, he is able to make a Quick Recovery of those hit points. The character must rest for an uninterrupted period of four hours. At the end of that time, the character rolls one hit die appropriate to his character class for each level of his experience, and to that die total he adds his constitution bonus. The character then recovers this many hit points. It is possible for a character to recover all

hit points lost during the previous combat in this manner. If the four hour rest period immediately following the combat is interrupted, the opportunity to make a Quick Recovery is lost. A character cannot recover a number of hit points greater than the loss sustained in the most previous combat, nor can the character recover more hit points than his total number.

*Tor the Mad, a 3rd level fighter with 22 hit points, tumbles down a mountainside and sustains 6 points of damage, leaving him with 16 hit points. Adding to his plight, he has stumbled upon an orog at the end of his slide. He is injured in combat for 14 points of damage, leaving him with just 2 hit points. Immediately after dispatching his foe, Tor is lucky enough to spot a small cave where he can rest safely. At the end of four hours, he rolls three d10, which total 13. Tor has a Constitution of 16, so he adds his +2 bonus for a total of 15. Tor makes a Quick Recovery of the 14 hit points he lost in the previous combat. He is able to continue his adventure with 16 hit points.*

## **Natural Healing and Rest**

Characters heal naturally at the rate of 1 hit point per level per day of rest. Rest is defined as low activity—nothing more strenuous than riding a horse or traveling from one place to another. Fighting, running in fear, lifting a heavy boulder, forcing a door, or any other strenuous activity prevents resting, since it strains old wounds and may even reopen them.

If a character has complete bed-rest (doing nothing for an entire day), he can add any Constitution bonus he might have to the points he regained that day.

## Combat Actions

### **Parry**

Sometimes the best thing to do is take cover and avoid being struck for damage. Parrying is a no-move action that is in effect for the entire combat round. If a character parries, he cannot move, attack, or cast spells. To parry, a character makes an opposed roll on a d20 with his opponent, adjusted by their respective To Hit modifiers (including STR, weapon bonus, etc.). If the defender's roll is higher than his opponent's, he has successfully parried the attack and takes no damage. A character may parry as many attacks as he has attacks per round.

### **Called Shots**

A called shot can cause a target to drop items or react in some other, more subtle, way. It can penetrate weak points in armor, it can be used in attempts to knock an object out of a hand, shatter a flask, or otherwise damage items. Called shots can be very useful in activating the trigger of a known trap (if this can be done with a weapon) or in impressing the locals in an archery contest. When a player describes his or her major action for the round, the attempt at a called shot must be specified and the intended result described in detail. If the DM agrees that this is reasonable, the player can make an attack roll at  $-4$  to hit. If the attack succeeds, the called shot has the intended effect. Note that the effect cannot cause extra damage by hitting enemies in the head or maiming them. Called shots inflict only the normal damage of the weapon.

### **Disarm**

To disarm an opponent, a player must announce his intention and give up all other actions that round. The character attacks at  $-4$ . If the attack is successful, the target suffers no damage but must make a Reflex saving throw. If the saving throw is successful, the disarm is ineffective and action continues. If the saving throw fails, the target is disarmed and the weapon flies 2d6 feet away in a random direction. If the character makes another successful attack, he can send the weapon flying in the direction of his choice.

## Charging

Characters next to an opponent can always make a melee attack, but just swinging at the foe lacks panache. Players love to catapult their characters into combat with a bloodcurdling battlecry. In game terms, this is called charging. Any character can charge into hand-to-hand combat, as long as he or she is less than 60 feet away from the target and not already engaged with another foe. The psychological rush of charging a hated enemy gives the PC +2 to hit that round. However, rushing straight towards an opponent is not exactly subtle, so the character also suffers a -2 reduction to Armor Class.

## Nonlethal Combat

Combatants aren't always looking to kill each other. Sometimes opponents want to test their skill without doing permanent damage, render a foe unconscious for later questioning, or save prey for a quick snack later. If a Called Shot (see above) to the head strikes for damage that is greater than one-half the target's current hit points, the target is rendered unconscious.

## Opposed Rolls

Sometimes a character must pit his own skills against those of his opponents'. Parry is an example: the character pits his combat skill against his opponent's in an attempt to thwart the attack. Other examples include grappling, overbearing, wrestling, etc. To determine the winner in such situations, the competitors both roll d20, add any relevant modifiers, and the higher total wins.

***Example of Overbearing/Grappling:** Thog the Bugbear is having a bad time at defeating the human Ranger Oriana, so Thog decides to wrestle Oriana to the ground. If Oriana is wielding a melee weapon, she first makes an attack of opportunity against Thog. If that attack is successful, Thog's overbear attempt is thwarted. If it is unsuccessful, Thog rolls To Hit vs. AC 10, modified by Oriana's DEX and any magical AC bonuses she has. If Thog hits, the two make opposed Strength rolls: both roll d20, add their respective STR bonuses, and the higher roll wins. If Thog wins the opposed roll, he has overborne Oriana. If Oriana wins, she has slipped Thog's grasp.*

## Weapon Classifications

Weapon proficiencies are no longer required for every weapon in *The Nutcracker Prince*. All characters receive proficiency with weapons according to their class. In addition, characters can buy the Feats *Martial Weapon Proficiency* and *Exotic Weapon Proficiency* to obtain the ability to use these other weapons. The classifications of weapons are as follows:

**Simple Weapons** (usable by anyone): Knife, dagger, short sword, club, mace, spear, hand axe, sling, staff sling

**Martial Weapons:** broad sword, long sword, bastard sword, two-handed sword, scimitars, fencing weapons (rapier, sabre, and epee), long spear, battle axe, great axe, great club, flail, pick, halberd, morning star, trident, javelin, all bows and crossbows

**Exotic Weapons:** all those not listed above, including gunpowder weapons, whips, blowguns, etc.

# Combat Tables

## Armor Class Table

ARMOR TYPE	AC	MAX DEX BONUS	DEX SKILL CHECK PENALTY
No armor	10	-	-
Leather Armor	12	+4	-
Studded Leather	13	+4	-1
<i>Scale Mail</i>	<i>14</i>	<i>+3</i>	<i>-2</i>
<i>Chain Mail</i>	<i>15</i>	<i>+2</i>	<i>-3</i>
<b>Splint</b>	<b>17</b>	<b>+0</b>	<b>-7</b>
<b>Half Plate</b>	<b>18</b>	<b>+0</b>	<b>-7</b>
<b>Full Plate</b>	<b>19</b>	<b>+1</b>	<b>-6</b>
Shield	+1 to AC	-	-

*Italics=Medium Armor, Bold=Heavy Armor*

## To Hit Bonus Table

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Fighter/Barbarian	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15	+16
						+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11
											+1	+2	+3	+4	+5	+6
																+1
Ranger	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
							+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
												+1	+2	+3	+4	+5
Rogue/Bard/Maker/Cleric	+0	+1	+2	+3	+3	+4	+5	+6	+6	+7	+8	+9	+9	+10	+11	+12
								+1	+1	+2	+3	+4	+4	+5	+6	+7
															+1	+2
Wizard	+0	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
												+1	+1	+2	+2	+3

## Saving Throw Table

*Note: Barbarians and Rangers use Fighter saving throws; Bards use Rogue saving throws; and Makers use Cleric saving throws.*

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
<i>Reflex (Dex)</i>																	
Fighter	0	0	0	2	2	2	4	4	4	6	6	6	8	8	8	10	10
Rogue	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Cleric	0	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8
Wizard	0	0	0	1	1	1	2	2	2	3	3	3	4	4	4	5	5
<i>Will (Wis)</i>																	
Fighter	0	0	0	1	1	1	2	2	2	3	3	3	4	4	4	5	5
Rogue	0	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8
Cleric	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Wizard	0	0	0	2	2	2	4	4	4	6	6	6	8	8	8	10	10
<i>Fortitude (Con)</i>																	
Fighter	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Rogue	0	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8
Cleric	0	0	0	2	2	2	4	4	4	6	6	6	8	8	8	10	10
Wizard	0	0	0	1	1	1	2	2	2	3	3	3	4	4	4	5	5

# Chapter VIII: Magic

## Spell Progression

*The Nutcracker Prince* uses a different spell progression scheme than standard D&D. First, there is a marked difference in spells memorized. In the standard D&D rules, when a spell is cast, it is lost from memory.

In *The Nutcracker Prince*, spells are memorized in order to provide the wizard, cleric or bard with a repertoire of spells that can be cast later. These spells are not forgotten once cast. The spellcaster has spell points which are used to power the spells.

### Wizards

Wizards can memorize a number of spells equal to (their Intelligence / 3) (rounded down) + their level in the Wizard class. These spells can be of any level.

Wizards can cast a number of *levels of spells* equal to (their Wisdom / 3) (rounded down) + their level in the Wizard class. This pool can be referred to as spell points.

The maximum level of spell a wizard can cast is determined much like standard D&D: that is, at 1<sup>st</sup> level, a wizard can cast 1<sup>st</sup> level spells, and gains the ability to cast the next level of spells at every odd level—1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>, etc.

*Example: Joseph, a level 4 wizard with an Intelligence of 16 and a Wisdom of 13, can cast level 1 and 2 spells. He can memorize up to 9 spells to cast at any time, and can cast 8 levels of spells a day. A second level spell costs him two spell levels, or two spell points.*

### Clerics

Clerics can memorize a number of spells equal to (their Wisdom / 3) (rounded down) + their level in the Cleric class. These spells can be of any level.

Wizards can cast a number of *levels of spells* equal to (their Wisdom / 3) (rounded down) + their level in the Cleric class. This pool can be referred to as spell points.

The maximum level of spell a cleric can cast is determined much like standard D&D: that is, at 1<sup>st</sup> level, a cleric can cast 1<sup>st</sup> level spells, and gains the ability to cast the next level of spells at every odd level—1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>, etc.

## The Incredibly Complex, yet Simple, Third Edition, and Nutcracker, Spell System

### Changes from 2<sup>nd</sup> Edition AD&D

Clerics now have 9 levels of spells, much like wizards. In addition, many 1<sup>st</sup>-level spells have been relegated to a list of 0-level cantrips and orisons. These are acquired in accordance with the guidelines under the Wizard and Cleric classes. In addition, they can be cast using one spell level, and do not need to be memorized if ever known by the wizard or cleric.

### **List of Wizard cantrips**

Resistance (subject gets +1 to next save)  
Ray of Frost (d3 cold damage, Range: 10 yards)  
Detect Poison (on one creature or object)  
Light (as the 1<sup>st</sup> level spell)  
Flare (one creature -1 to attack due to dazzling, Range: 10 yards)  
Dancing Lights (as the 1<sup>st</sup> level spell)  
Ghost Sounds (figment sounds, Range: 20 yards)  
Disrupt Undead (d6 damage to undead, Range: 10 yards)  
Mage Hand (5 lb telekinesis, Range: 10 yards)  
Mending (makes minor repair on an object)  
Open/Close (opens or closes small light things)  
Detect Magic (as the 1<sup>st</sup> level spell)  
Prestidigitation (performs minor tricks, much like the 2<sup>nd</sup> edition *Cantrip* spell)  
Read Magic (as the 1<sup>st</sup> level spell)  
Wizard Mark (as the 1<sup>st</sup> level spell)

### **List of Bard cantrips**

Resistance (subject gets +1 to next save)  
Light (as the 1<sup>st</sup> level spell)  
Flare (one creature -1 to attack due to dazzling, Range: 10 yards)  
Dancing Lights (as the 1<sup>st</sup> level spell)  
Ghost Sounds (figment sounds, Range: 20 yards)  
Mage Hand (5 lb telekinesis, Range: 10 yards)  
Mending (makes minor repair on an object)  
Open/Close (opens or closes small light things)  
Detect Magic (as the 1<sup>st</sup> level spell)  
Prestidigitation (performs minor tricks, much like the 2<sup>nd</sup> edition *Cantrip* spell)  
Read Magic (as the 1<sup>st</sup> level spell)

### **List of Cleric orisons**

Create Water (2 gallons / level)  
Cure Minor Wounds (cures 1 HP, Range: touch)  
Inflict Minor Wounds (damage, 1 HP, Range: touch)  
Guidance (+1 on next roll of any type)  
Detect Magic (as the 1<sup>st</sup> level spell)  
Light (as the 1<sup>st</sup> level spell)  
Detect poison (as the 1<sup>st</sup> level spell)  
Mending (makes minor repair on an object)  
Read Magic (as the 1<sup>st</sup> level spell)  
Virtue (subject temporarily gains 1 hp for 1 hour)  
Purify Food and Drink (purifies 1 cubic foot / level of food or water)

### **Wizard and Bard spells**

Wizards and bards use the same spell lists from 2<sup>nd</sup> Edition AD&D. Casting times are eliminated.

### **Cleric spells**

Clerics' spell lists (and innate abilities) are granted by their gods. The spell lists and gods follow. Many gods have more than three different Domains available to them—in this case, the Cleric chooses three Domains to have access to, in accordance with their class description.

## Gods

### **Lorien**

Lorien is the goddess of protection and harvest, and all things good. She is actually a trinity, composed of the aspects of the Child Lorien, the Maiden Warrior Lorien, and the Mother Lorien.

*Domains:* Protection, War, Sun, Plant, Good

*Weapons:* Broad sword, long sword.

### **Arva**

Arva is the Troll goddess of wolves, war, and winter, and is worshipped not only by trolls, but many barbarians and warriors, as well.

*Domains:* Animal, War, Strength, Protection

*Weapons:* All martial weapons.

### **Zik**

Zik is the Goblin god of magic and trickery. He is also the master of Fire, and the patron of magicians and many rogues.

*Domains:* Chaos, Magic, Fire, Trickery

*Weapons:* Meat cleaver

### **Little Brother**

Little Brother is the patron of all Bugbears. He embodies the causes of protecting smaller people and creatures, and is in tune with the forests of Primordia. He is worshipped by many Rangers as well.

*Domains:* Strength, War, Plant, Animal, Protection

*Weapons:* Club, great club, goblin stick

### **Krak**

Krak is the evil god and father of the Krak-kin, the evil Bugbears. He is known as the Devourer, and is known to swallow handfuls of men alive. He also has human and Goblin followers.

*Domains:* Death, Destruction, Chaos, War

*Weapons:* All martial weapons.

### **Tempus Fugit**

Tempus Fugit is the dark demon prince of Entropy and Chronomancy. He is the Lord of all Demons, and the Master of Conspiracies. He has many Hobgoblin followers.

*Domains:* Time, Magic, Destruction, Chaos, Trickery

*Weapons:* Broad sword and long sword, rapier

## **Snyper**

Snyper is the Dwarven god of crafts, and the patron of Makers, collectors and tinkers. He is Master of the Elements and has many followers of different races.

*Domains:* Earth, Air, Water, Travel, Weather

*Weapons:* All gunpowder weapons, hammer

## **Typhus**

Typhus is the god of death and the underworld. He is worshipped by all denizens of Cinder's necropolis, and is rumored to have live in undead guise there. He is also worshipped by assassins.

*Domains:* Death, Magic, Destruction, Protection

*Weapons:* Crossbow, scythe

## Domains

<b>All Domain</b>		
<i>All clerics can cast these spells.</i>		
<ol style="list-style-type: none"> <li>1. Bless; Purify Food and Drink</li> <li>5. Atonement</li> </ol>		
<b>Air Domain</b>	<b>Animal Domain</b>	<b>Chaos Domain</b>
<p><i>Granted power:</i> Turn earth creatures, command air creatures.</p> <ol style="list-style-type: none"> <li>1. Wall of Fog (L1 Wiz); Feather Fall (L1 Wiz)</li> <li>2. Dust Devil</li> <li>3. Gust of Wind (L3 Wiz); Wind Wall (L3 Wiz)</li> <li>4. Air Walk (L5 Cleric)</li> <li>5. Conjure (Air) Elemental (L5 Wiz); Death Fog (L6 Wiz)</li> <li>6. Chain Lightning (L6 Wiz); Invisible Stalker (L6 Wiz)</li> <li>7. Control Weather; Wind Walk</li> <li>8. Airboat (L8 Wiz ToM)</li> <li>9. Elemental Aura (Air) (L9 Wiz ToM)</li> </ol>	<p><i>Granted power:</i> Cast <i>Animal Friendship</i> once/day. Animal Lore and Animal Training are Class skills.</p> <ol style="list-style-type: none"> <li>1. Animal Friendship; Invisibility to Animals</li> <li>2. Charm Animal (like Charm Person or Mammal); Messenger; Speak with Animals</li> <li>3. Hold Animal; Summon Insects</li> <li>4. Animal Summoning I; Repel Insects</li> <li>5. Animal Growth; Animal Summoning II; Insect Plague</li> <li>6. Animal Summoning III; Commune with Nature (L5 Cleric)</li> <li>7. Reincarnate</li> <li>8. Creeping Doom (L7 Cleric)</li> <li>9. Shapechange (L9 Wiz); Wolf Spirits (ToM Quest Spell)</li> </ol>	<p><i>Granted power:</i> Cast <i>Nahal's Reckless Dweomer</i> (1<sup>st</sup> level Wizard spell from <b>Tome of Magic</b>) 1/day. If <b>ToM</b> is not owned, create random magical effect 1/day. (See Random Magic Table on CD or at <a href="http://goblinfire.dreamhost.com/">http://goblinfire.dreamhost.com/</a>)</p> <ol style="list-style-type: none"> <li>1. Protection from Law, Mistaken Missive (ToM)</li> <li>2. Nahal's Nonsensical Nullifer (L2 Wiz ToM); Dissension's Feast (ToM)</li> <li>3. Miscast Magic (ToM); Random Causality (ToM)</li> <li>4. Chaotic Combat (ToM); Chaotic Sleep (ToM); Inverted Ethics (ToM)</li> <li>5. Unluck (L4 Wiz ToM); Chaotic Commands (ToM)</li> <li>6. Vortex (L5 Wiz ToM)</li> <li>7. Uncontrolled Weather (ToM); Wildshield (L6 Wiz ToM)</li> <li>8. Spell Shape (L7 Wiz ToM)</li> <li>9. Wildfire (L9 Wiz ToM); Spiral of Degeneration (ToM Quest Spell)</li> </ol>

<p><b>Death Domain</b></p> <p><i>Granted power:</i> Death gaze 1/day. Initiate eye contact with a living creature; roll 1d6 per cleric level. If this equals at least the current hit points of the creature, it dies.</p> <p><i>Granted power:</i> Command undead.</p> <ol style="list-style-type: none"> <li>1. Cause Fear; Invisibility to Undead</li> <li>2. Death Knell (New spell)</li> <li>3. Animate Dead; Feign Death</li> <li>4. Negative Plane Protection (L3 Cleric); Hold Undead (L3 Wiz)</li> <li>5. Slay Living (Reverse of Raise Dead); Bloodstone's Spectral Steed (L6 Wiz ToM)</li> <li>6. Death Spell (L6 Wiz); Control Undead (L7 Wiz)</li> <li>7. Finger of Death (L7 Wiz); Bloodstone's Frightful Joining (L7 Wiz ToM)</li> <li>8. Clone (L8 Wiz)</li> <li>9. Raise Dead (L5 Cleric); Wail of the Banshee (L9 Wiz ToM); Destruction (L7 Cleric Rev)</li> </ol>	<p><b>Destruction Domain</b></p> <p><i>Granted power:</i> Smite: make one attack per day with a +4 attack bonus, and a damage bonus equal to your cleric level. This must be declared before attacking.</p> <ol style="list-style-type: none"> <li>1. Shatter (L2 Wiz)</li> <li>2. Strength (L2 Wiz)</li> <li>3. Cause Disease; Cause Blindness or Deafness</li> <li>4. Cloak of Fear; Contagion (L4 Wiz)</li> <li>5. Inflict Wound (Touch; 4d8 + level damage)</li> <li>6. Harm; Disintegrate (L6 Wiz)</li> <li>7. Holy Word/Unholy Word</li> <li>8. Earthquake (L7 Cleric)</li> <li>9. Destruction (L7 Cleric Rev)</li> </ol>	<p><b>Earth Domain</b></p> <p><i>Granted power:</i> Turn air creatures, command earth creatures.</p> <ol style="list-style-type: none"> <li>1. Detect Snares and Pits; Magical Stone</li> <li>2. Meld into Stone (L3 Cleric)</li> <li>3. Stone Shape</li> <li>4. Transmute Rock to Mud (L5 Cleric); Spike Stones (L5 Cleric)</li> <li>5. Conjure (Earth) Elemental (L5 Wiz); Wall of Stone (L5 Wiz)</li> <li>6. Stoneskin (L4 Wiz); Stone Tell</li> <li>7. Animate Rock</li> <li>8. Earthquake (L7 Cleric)</li> <li>9. Elemental Aura (Earth) (L9 Wiz ToM)</li> </ol>
<p><b>Fire Domain</b></p> <p><i>Granted power:</i> Turn water creatures, command fire creatures.</p> <ol style="list-style-type: none"> <li>1. Affect Normal Fires (L1 Wiz); Flame Blade (L2 Cleric)</li> <li>2. Heat Metal; Produce Flame; Fire Trap</li> <li>3. Flame Walk; Protection from Fire</li> <li>4. Fireball (L3 Wiz); Wall of Fire (L5 Cleric)</li> <li>5. Conjure (Fire) Elemental (L5 Wiz); Flame Strike</li> <li>6. Fire Seeds; Fire Shield (L4 Wiz)</li> <li>7. Chariot of Sustarre; Fire Storm</li> <li>8. Incendiary Cloud (L8 Wiz)</li> <li>9. Elemental Aura (Fire) (L9 Wiz ToM)</li> </ol>	<p><b>Good Domain</b></p> <p><i>Granted power:</i> Cast <i>bless</i> or <i>protection from evil</i> a number of times equal to your level per day.</p> <ol style="list-style-type: none"> <li>1. Detect Evil; Bless; Protection from Evil</li> <li>2. Aid; Slow Poison</li> <li>3. Cure Blindness or Deafness; Cure Disease; Prayer; Remove Curse</li> <li>4. Detect Lie; Neutralize Poison; Protection from Evil, 10' Radius</li> <li>5. Atonement; Dispel Evil; Quest</li> <li>6. Forbiddance; Heal</li> <li>7. Exaction; Holy Word</li> <li>8. Breath of Life (L7 Cleric ToM)</li> <li>9. Health Blessing (ToM Quest Spell); Sphere of Security (ToM QS)</li> </ol>	

<p><b>Magic Domain</b></p> <p><i>Granted power:</i> Use all magical items available to wizards, including scrolls and wands.</p> <ol style="list-style-type: none"> <li>1. Nystul's Magical Aura (L1 Wiz); Identify (L1 Wiz)</li> <li>2. Sense Shifting (L2 Wiz ToM); Squaring the Circle (L3 Wiz ToM)</li> <li>3. Dispel Magic; Augmentation I (L3 Wiz ToM); Far Reaching I (L3 Wiz ToM)</li> <li>4. Enchanted Weapon (L4 Wiz); Extension I (L4 Wiz); Dilation I (L4 Wiz ToM); Minor Spell Turning (L4 Wiz ToM); Far Reaching II (L4 Wiz ToM); Imbue with Spell Ability; Spell Immunity</li> <li>5. Extension II (L5 Wiz); Far Reaching III (L5 Wiz ToM); Lower Resistance (L5 Wiz ToM)</li> <li>6. Antimagic Shell (L6 Wiz); Extension III (L6 Wiz); Augmentation II (L6 Wiz ToM); Dilation II (L6 Wiz ToM)</li> <li>7. Spell Turning (L7 Wiz); Contingency (L6 Wiz); Steal Enchantment (L7 Wiz ToM)</li> <li>8. Serten's Spell Immunity (L8 Wiz); Homunculus Shield (L8 Wiz ToM)</li> <li>9. Chain Contingency (L9 Wiz ToM); Mordenkainen's Disjunction (L9 Wiz)</li> </ol>	<p><b>Plant Domain</b></p> <p><i>Granted power:</i> Command plant creatures.</p> <ol style="list-style-type: none"> <li>1. Entangle; Locate Plant; Pass without Trace</li> <li>2. Barkskin; Goodberry; Trip; Warp Wood</li> <li>3. Plant Growth; Slow Rot (ToM); Snare; Spike Growth; Tree</li> <li>4. Hallucinatory Forest; Hold Plant; Plant Door; Speak with Plants</li> <li>5. Anti-Plant Shell; Pass Plant; Wall of Thorns (L6 Cleric)</li> <li>6. Liveoak; Transport via Plants; Turn Wood</li> <li>7. Changestaff</li> <li>8. Abundance (ToM Quest Spell)</li> <li>9. Stalker (ToM Quest Spell)</li> </ol>	
<p><b>Protection Domain</b></p> <p><i>Granted power:</i> Ward of Protection: Bestow a bonus to any character on his or her next saving throw equal to the cleric's level.</p> <ol style="list-style-type: none"> <li>1. Sanctuary; Endure Cold/Heat; Protection from Evil/Good</li> <li>2. Shield Other (New spell); Resist Fire/Resist Cold; Withdraw</li> <li>3. Dispel Magic; Magical Vestment; Negative Plane Protection; Protection from Fire; Remove Curse; Remove Paralysis</li> <li>4. Protection from Evil/Good, 10' Radius; Protection from Lightning; Repel Insects; Spell Immunity</li> <li>5. Wall of Stone (L5 Wiz); Anti-Plant Shell; Dispel Evil/Good</li> <li>6. Anti-Animal Shell; Forbiddance; Blade Barrier</li> <li>7. Illusory Fortification (ToM); Symbol</li> <li>8. Sphere of Security (ToM Quest Spell); Spell Turning (L7 Wiz)</li> <li>9. Interdiction (Wards) (ToM QS); Prismatic Wall (L8 Wiz)</li> </ol>	<p><b>Strength Domain</b></p> <p><i>Granted power:</i> Feat of Strength. Once per day, the cleric can add a magical bonus to Strength equal to the cleric's level. This lasts one round.</p> <ol style="list-style-type: none"> <li>1. Jump (L1 Wiz); Bless; Fist of Stone (L1 Wiz ToM)</li> <li>2. Strength (L2 Wiz); Draw upon Holy Might (ToM); Enlarge (L1 Wiz)</li> <li>3. Magical Vestment</li> <li>4. Haste (L4 Wiz); Spell Immunity</li> <li>5. Righteous Might (new spell)</li> <li>6. Stoneskin (L4 Wiz)</li> <li>7. Bigby's Grasping Hand (L7 Wiz)</li> <li>8. Bigby's Clenched Fist (L8 Wiz)</li> <li>9. Bigby's Crushing Hand (L9 Wiz)</li> </ol>	<p><b>Sun Domain</b></p> <p><i>Granted power:</i> Turn undead.</p> <p><i>Granted power:</i> Once per day, the cleric can do a greater turning vs. undead. The difference between this and a normal turning is that creatures that would normally be turned are destroyed instead.</p> <ol style="list-style-type: none"> <li>1. Light; Endure Heat</li> <li>2. Heat Metal</li> <li>3. Continual Light; Starshine</li> <li>4. Blessed Warmth (ToM); Fire Shield (L4 Wiz)</li> <li>5. Moonbeam; Rainbow; Flame Strike</li> <li>6. Fire Seeds; The Great Circle (ToM); Sol's Searing Orb (ToM)</li> <li>7. Sunray</li> <li>8. Circle of Sunmotes (ToM Quest Spell)</li> <li>9. Prismatic Sphere (L9 Wiz)</li> </ol>

<p><b>Time Domain</b></p> <p><i>Granted power:</i> Once per day, <i>time slip</i> (redo all actions for the previous round). In essence, reverse time for about 6 seconds.</p> <ol style="list-style-type: none"> <li>1. Know Age (ToM); Know Time (ToM)</li> <li>2. Hesitation (ToM); Nap (ToM)</li> <li>3. Accelerate Healing (ToM); Choose Future (ToM)</li> <li>4. Age Plant (ToM); Body Clock (ToM); Modify Memory (ToM)</li> <li>5. Age Object (ToM); Repeat Action (ToM); Time Pool (ToM)</li> <li>6. Age Creature (ToM); Reverse Time (ToM); Skip Day (ToM)</li> <li>7. Age Dragon (ToM); Timelessness (ToM)</li> <li>8. Time Stop (L9 Wiz)</li> <li>9. Permanency (L8 Wiz)</li> </ol>	<p><b>Travel Domain</b></p> <p><i>Granted power:</i> The cleric can carry twice as much as a normal man with no encumbrance penalty.</p> <p><i>Granted power:</i> Once/day, the cleric can cast <i>free action</i>.</p> <ol style="list-style-type: none"> <li>1. Know Direction (ToM); Ride the Wind (L2 Wiz ToM)</li> <li>2. Aura of Comfort (ToM); Lighten Load (ToM)</li> <li>3. Create Campsite (ToM); Helping Hand (ToM); Know Customs (ToM)</li> <li>4. Circle of Privacy (ToM); Tree Steed (ToM)</li> <li>5. Clear Path (ToM); Easy March (ToM)</li> <li>6. Monster Mount (ToM); Teleport (L5 Wiz)</li> <li>7. Hovering Road (ToM)</li> <li>8. Airboat (L8 Wiz ToM)</li> <li>9. Astral Spell (L9 Wiz)</li> </ol>	<p><b>Trickery Domain</b></p> <p><i>Granted power:</i> Bluff, Disguise, Hide in Shadows, Move Silently (Urban and Rural), and Ventriloquism are all class skills.</p> <p><i>Granted power:</i> Cast <i>Friends</i> (1<sup>st</sup> level Wizard spell) 1/day.</p> <ol style="list-style-type: none"> <li>1. Friends (L1 Wiz); Cause Fear; Change Self (L1 Wiz); Grease (L1 Wiz); Phantasmal Force (L1 Wiz)</li> <li>2. Alter Self (L2 Wiz); Charm Person or Mammal; Trip; I. Phantasmal Force (L2 Wiz)</li> <li>3. Invisibility (L2 Wiz); Nondetection (L3 Wiz); Suggestion (L3 Wiz); Spectral Force (L3 Wiz)</li> <li>4. Detect Lie; Confusion (L4 Wiz); I. Invisibility (L4 Wiz)</li> <li>5. Polymorph Self (L4 Wiz); Advanced Illusion (L5 Wiz); Chaos (L5 Wiz); Seeming (L5 Wiz)</li> <li>6. Animate Object; Permanent Illusion (L6 Wiz); Programmed Illusion (L6 Wiz); Project Image (L6 Wiz)</li> <li>7. Confusion; Veil (L6 Wiz); Sequester (L7 Wiz)</li> <li>8. Screen (L8 Wiz); Polymorph Any Object (L8 Wiz)</li> <li>9. Time Stop (L9 Wiz)</li> </ol>
<p><b>Water Domain</b></p> <p><i>Granted power:</i> Turn fire creatures, command water creatures.</p> <ol style="list-style-type: none"> <li>1. Create Water; Melf's Acid Arrow (L2 Wiz)</li> <li>2. Insatiable Thirst (L2 Wiz ToM)</li> <li>3. Water Breathing; Water Walk; Watery Double (L3 Wiz ToM)</li> <li>4. Lower Water; Wall of Ice (L4 Wiz); Ice Storm (L4 Wiz)</li> <li>5. Conjure (Water) Elemental (L5 Wiz); Airy Water (L5 Wiz)</li> <li>6. Part Water; Transmute Water to Dust</li> <li>7. Acid Storm (L7 Wiz ToM)</li> <li>8. Abi-Daizim's Horrid Wilting (L8 Wiz ToM)</li> <li>9. Elemental Aura (Water) (L9 Wiz ToM)</li> </ol>	<p><b>War Domain</b></p> <p><i>Granted power:</i> Turn undead.</p> <p><i>Granted power:</i> Once per day, the cleric can do a greater turning vs. undead.</p> <ol style="list-style-type: none"> <li>1. Magical Stone; Shillelagh</li> <li>2. Spiritual Weapon (like Spiritual Hammer, but any weapon Cleric is proficient with); Chant; Draw Upon Holy Might (ToM)</li> <li>3. Prayer; Caltrops (ToM)</li> <li>4. Tanglefoot (ToM)</li> <li>5. Illusory Artillery (ToM); Champion's Strength (ToM)</li> <li>6. Monster Mount (ToM)</li> <li>7. Holy Word/Unholy Word; Shadow Engines (ToM); Illusory Fortifications (ToM)</li> <li>8. Siege Wall (ToM Quest Spell)</li> <li>9. Warband Quest (ToM Quest Spell)</li> </ol>	<p><b>Weather Domain</b></p> <p><i>Granted power:</i> Once per day, cause minor weather effect—rain on one person's head, sky gets dark for a minute as clouds pass over sun; lightning strike (1d4/level), etc.</p> <ol style="list-style-type: none"> <li>1. Faerie Fire; Ride the Wind (L2 Wiz ToM); Wall of Fog (L1 Wiz)</li> <li>2. Obscurement; Fog Cloud (L2 Wiz)</li> <li>3. Call Lightning; Wind Wall (L3 Wiz)</li> <li>4. Control Temperature, 10' Radius; Protection From Lightning; Weather Stasis (ToM)</li> <li>5. Control Winds; Rainbow</li> <li>6. Weather Summoning; Thunder Staff (L4 Wiz ToM)</li> <li>7. Control Weather; Acid Storm (L7 Wiz ToM); Uncontrolled Weather (ToM)</li> <li>8. Storm of Vengeance (ToM Quest Spell)</li> <li>9. Shooting Stars (ToM Quest Spell)</li> </ol>

## New Spells

### **Death Knell** (Level 2, Death)

Range: 0

Duration: 1 hour

Area of Effect: Caster

Components: S, M

Saving Throw: None

With this spell, the necromancer can gain power from the life force of other creatures. The caster must kill a dying creature human sized or larger in the same round that he casts this spell. Note that this is not an attack—the creature must be immobile or tied down.

If the creature dies, the caster gains +2 Strength, +1d8 HP, and +1 caster level for the next hour.

### **Shield Other** (Level 2, Protection)

Range: Touch

Duration: 1 hour / level

Area of Effect: One person

Components: V, S

Saving Throw: None

With this spell, any damage the target takes is shared with the spellcaster. Split all damage in half (rounding up): both the caster and the target take this damage. Note that the target does not have to stay in range after the spell has been cast—the two could be 100 miles apart.

### **Righteous Might** (Level 5, Strength)

Range: Self

Duration: 1 round/level

Area of Effect: Caster

Components: V, S, M

Saving Throw: None

This spell causes the caster to be filled with the strength of his god, increasing his Strength to 20, and his hit points to maximum for his level for the duration of the spell. These hit points are “phantom”: when the spell ends, the caster does not lose additional hit points.