

# Arcane Fantasy 8v88

## Players Manual



2024-04-06

## Content

Players Manual .....	1	Armours (body slot) .....	22	Feats of Magic .....	60
Content .....	2	Weapons.....	23	Miscellaneous Feats .....	63
Chapter 1 - Introduction.....	3	Weapons.....	24	Restrictions .....	64
What you need to play.....	3	Adventuring Equipment.....	30	Divine Entities.....	65
Game Mechanics .....	3	Saves.....	32	Divine Feats .....	65
Character Creation.....	3	Common Skills.....	33	Lesser Power Feats .....	68
Introduction of the Players.....	3	Class Skills.....	35	Greater Power Feats.....	68
Abilities .....	3	Movement.....	37	Treasure .....	69
Alignment .....	5	Planar Travel.....	38	Monetary Treasure .....	69
Level .....	6	Inner Planes .....	38	Magical Items .....	72
Experience .....	6	Outer Planes.....	39	Potions.....	72
Ability Gain.....	8	Item Saves .....	39	Ointments .....	77
Chapter 2 - Races .....	9	Lichdom.....	39	Armours.....	79
Chapter 3 - Classes .....	14	Vampirism.....	40	Shield.....	80
Premade Classes .....	14	Lycanthropy .....	40	Clothing .....	81
Chapter 4 - Details .....	19	Combat .....	40	Armour.....	81
Aging (optional) .....	20	Surprise .....	40	Weapons.....	83
Coinage.....	20	Initiative.....	40	Scrolls .....	85
Buying and Selling .....	20	Conditions.....	43	Miscellaneous Items.....	87
Backgrounds .....	21	Chapter 6 - Feats.....	52	Wands .....	105
Chapter 5 - Equipment.....	22	Combat Feats .....	52	Special.....	114
Protective Clothing.....	22	Minor Feats .....	57	Example Heroes .....	116

# Arcane Fantasy

## Chapter 1 - Introduction

Arcane Fantasy is a role-playing game. It takes you and your friends' through different lands and lets you explore strange places and defeat legendary beasts.

The game setup is simple. One person is a dedicated Game Master. This person handles the adventure and makes any rule judgements. The others are players. Each player makes one character and plays the role of that character during the course of the adventure. You will find many situations where the outcome of your decisions will determine the path of your character and its rise in power and influence.

### What you need to play

#### Number of Players

The game is intended for a Game Master and one to eight players. Two to six players are recommended. Larger groups are possible but can be hard to handle and everyone must wait longer to act. It is always a good idea to plan what to do before it is your turn.

#### Items Needed to Play

You will need a pen, some sheets of paper, a set of dice (4, 6, 8, 10, 12 and a 20-sided die) and perhaps a calculator, surf pad or laptop. You should sit comfortably around a table. The game master should have a screen or something to hide his adventure notes and die rolls behind. Some GM's think a small laptop is perfect for small notes and looking up rules.

#### Game Mechanics

You create your characters (or prepare your previous character from your last game session) on your character sheet and the Game Master (from here referenced as GM) looks at the adventure he has prepared for this game session.

The GM then introduces you to a story. You tell the game master what you want to do and the game master will tell you what happens.

Occasionally there is combat. You will attack the opponents and if victorious, you will gain some experience and loot. Sometimes, you will have to figure out how to avoid a trap or accidentally set one off. Avoiding a trap also give you some points of experience as will completing quests.

When you have enough experience, you will gain a level. A new level will give more life points, a higher ability score or a new feat.

#### Character Creation

You create a Character at the start of a series of adventures (called campaign) or before a single adventure (called module or adventure). Once that character is created, he or she can participate in many adventures until permanently killed (which, hopefully, will not happen soon) or the campaign ends.

The characters are of a race and belong to a class, such as a Human Warrior or a Dwarven Priest. Each race has some benefits and some drawbacks. A class is defined by a set of feats. Each class has

some strengths and some weaknesses. Overall - a good mix of races and classes is essential in a party for it to be as versatile as possible.

- Determine your abilities – using 3d6 for each ability or use one of the improved ways if allowed by the GM, see **abilities** below.
- Select your **class** – see chapter **classes**. Adventurer is an option where you create your own class.
- Select your **race** and roll height, weight and start age. Note that weight give start life points, as given in the chapter about **races**.
- Write down your feats and racial modifiers. Some feats give modifiers to skills or combat and some give extra life points (such as light armour give +1 extra life point per level for ten levels). See chapter about **feats**.
- Select a **background**.
- **Equip** your character with your starting amount of gold, see buying and selling and Equipment.
- Select your **languages** (chapter Languages).
- Calculate your combat **statistics**; Life Points, Attack, Damage, Crit chance, Defence and Saves (physical, reaction and mental).
- Think of a **name** and ponder the **alignment** and personality of your character. Alignment is something you have to select in order to access some classes – so it is necessary to make a choice.

### Introduction of the Players

Once you have created a character and filled out its race, class, abilities and combat scores, bought some equipment and fleshed out a personality you usually end up getting an introduction from the GM telling you where your characters are and a few notes on your characters background.

#### Example:

One year ago, you split up from your friends to train and became a - 'warrior/rogue/wizard...' but you promised each other you would all meet back here the evening before the harvest festival in the little village Scrounge, where three of you grew up. Sitting here in the village inn, The Black Badger, loud music plays, laughter, and a good deal of merriment take place. The barmaid is prettier than ever and flows around the tables serving drinks as fast as she can move. Suddenly the doors open and a group of people appear. Your friends have arrived.

*Let the players introduce themselves and they all sit down at the table; the barmaid is Jill and the Owner of the inn is Richard*

Notice the shift between description and instructions to the GM. This is the core of a module. It holds a number of descriptions often keyed to locations but sometimes to events as in this case. Events are often timed or linked to a situation. In any case, the GM tells a story and your fill out the blanks. Do you buy some drinks? Do you ask around for any nearby happening? Can you answer the riddler in the corner - his question, - "what cross the river but never moves"? (a bridge?)

#### Abilities

A character has six abilities, **Strength**, **Health**, **Agility**, **Intellect**, **Willpower**, and **Presence**. They represent your character's strength and weaknesses. This game is based on abilities and their improvement. The most common way to get better is to improve your abilities, and they are improved each level by two steps (generally), see level gain.

## Arcane Fantasy v8.88

### Generate Abilities

To determine an ability score you must roll three dice and add them together. Do this for each ability score. This is the standard way and provides for rather non-heroic characters unless you have some luck with your dice.

Therefore, a number of optional systems are provided. The GM may allow one of these or any of them.

### 3d6 twice system 2

Roll 3d6 twice for each ability and select the most favourable score for each.

### Select 6, 5, 4, 3, 3 & 3d6 system 3

Roll 6d6 for your “best”, as selected, ability then roll 5d6 for your second best, 4d6 for your third best, 3d6 for the rest. Use the three best dice each time.

### 3d6 with 6 rerolls system 4

Roll 3d6 for each ability but you may select one ability and roll another 3d6 to replace that score if higher and do this “select and reroll” six times and you may reroll the same score more than once.

### 3d4 System – system 5

Start with 3d4 in all abilities in order, then add 6, 5, 4, 3, 2 and 1 to different abilities, as you like, but only one modifier to one ability.

### Predetermined scores - system 6

Take one of these sets of abilities and place them according to your wishes.

Alternative as Level 1	Abilities
One good	17, 13, 10, 10, 9, 6
Two good	15, 14, 11, 10, 9, 6
Three good	14, 14, 12, 10, 9, 6

If you start as level 0

Alternative as Level 0	Abilities
One good	16, 12, 10, 10, 9, 6
Two good	14, 14, 10, 10, 9, 6
Three good	14, 14, 12, 9, 8, 6

This system makes a level playing field – all characters have the same best abilities and the same ability sum. This set of abilities has 65 or 63 as their sum and then you add any racial modifiers.

Each time you gain a level you get an ability raise, see Level below.

### The Swap Rule (optional)

You may swap two ability scores if you want to have a different ordering of your scores, but the highest is lowered by one.

You may swap once only.

Example: Instead of strength 8 and willpower 13, you may swap them to strength 12 and willpower 8.

### Qualifier

You should have at least **one modifier at +2 and one modifier at +1** to qualify or **if you have a single +3** or higher modifier the character is qualified. If your character is unqualified, you may reroll if you want to.

A character with an ability sum below 65 **may** be discarded even if it qualifies. Having rolled 18, 17, 12, 6, 6, 5 may be perfect for you and it's a keeper (I would have kept it).

### Ability Descriptions

**Strength:** A strong person can carry more and break open things more easily. Do more damage and have a better chance to hit using normal weapons (some weapons rely on agility such as bows and finesse weapons)

Strength modifies the **attack bonus** with mêlée weapons and hurled weapons.

In addition, it modifies **damage** done with above weapons, see more in the weapon descriptions. Your off hand only gets a half modifier and a weapon held in two hands give one and a half modifier to damage. Half is rounded up.

The **max lift** is  $((2+\text{strength} + \text{strength mod}) \text{ minimum } 1) * \text{weight} / 10$ . It is the weight in kg you can lift from the ground standing still. What you can carry around and march with is half max lift. Fliers are limited to a quarter of max lift when flying.

Max lift increase by 50% for quadrupeds and 100% for creatures with six or more legs.

Creatures with an exoskeleton (such as many insects) also doubles the max lift.

Creatures without a skeleton (such as a giant snail) or flying creatures (when they fly) reduce the carrying capacity to half (and do not count legs or exoskeletons).

See more in chapter about movement.

**Health:** A healthy person has more **life points** and can resist poison, disease and things that affects your body better because **Health** affects the **physical save**. You modify your **life points** by your health modifier each level, see ability score modifier table below. Should your health change, so do your health modifiers for all levels you have.

**Agility:** An agile character has better **Defence** and can jump away from things better. The agility modifiers affect the **Reaction Save** and your **initiative**. It also modifies your chance to hit (**attack**) and **damage** with ranged weapons and weapons with the finesse property.

**Intellect:** A character with high intellect learns more **languages** and can decipher texts and symbols better. High intellect is a prerequisite to use arcane magic and modifies The **Memorization** and the **Power Score** and **Casting Power** of Spells, see Powers.

**Willpower:** A strong-minded person can withstand mind-affecting attacks better as it affects the **mental save**. Willpower is also the primary ability for using mental powers, disciplines of psionists. High willpower is the prime ability of monk related feats.

**Presence:** A character with a strong presence is a good negotiator. Both when it comes to persuasion and diplomacy. A high presence is a prerequisite for using divine magic. Presence modifier is the base **magic resistance** of a creature and affects the supreme save against magic.

## Arcane Fantasy v8.88

### Ability Score Modifiers

Ability Score	Modifier	Note
-1	-	Dead
0	-5	Unconscious
1	-5	Frail
2-3	-4	Feeble
4-5	-3	Delicate
6-7	-2	Inadequate
8-9	-1	Weak
10-11	0	Average
12-13	+1	Good
14-15	+2	Very Good
16-17	+3	Strong
18-19	+4	Exceptional
20-21	+5	Heroic
22-23	+6	Superior
24-25	+7	Emporial
26-27	+8	Paramount
28-29	+9	Majestic
30-31	+10	Demi Power

### Very Low Ability Scores

An ability score of **zero** results in **unconsciousness** for one minute. When you awake you are **debilitated** (anything you do is unfavourable, power scores at -4, move halved, see conditions) until you take a short or long rest. If any ability should become **negative**, you may die and is treated as having as many life points as the sum of your negative abilities. You start to make death checks on each of your rounds, see **death & dying**.

### Very High Ability Scores

When a character reach 20 in any ability, you gain some special immunities, see below.

#### Immunities gained from high abilities

Those with high **strength** (20+) cannot be gripped by a DC shown below or lower.

Those with a high **health** (20+) is immune to poisons and diseases with a DC less than or equal to the DC below.

Those with high **agility** (20+) always avoids getting prone or loosing balance from an attack with DC given below.

Those with high **intellect** (20+) is allowed to disbelieve any illusion or phantasm automatically if of the DC given below, by seeing and finding discrepancies.

Those with high **willpower** (20+) always succeed a mental save to sleep and domination effects of the DC given below.

Those with high **presence** (20+) is allowed a save (to negate), against magical effects, even if no save is normally allowed.

### High Ability Special Modifiers

Ability Score	DC
20-21	10
22-23	11
24-25	12
26-27	13
28-29	14
30-31	15
32-33	16
34-35	17
36-37	18
38-39	19
40-41	20

### Secondary Abilities

**Life Points:** Body life points + (3 + health modifier + feat modifiers)

\* Level. Feat modifiers include (stamina, light armour, medium armour and heavy armour).

*Note that no matter how bad health (and small size) a character has he has at least one (1) life point. (if living).*

#### Body Life Points (depends on weight)

Size	Weight (Kg)	LP BODY
S	16-24	4
S	25-35	5
S/M	36-48	6
M	49-63	7
M	64-80	8
M	81-99	9
M	100-120	10
M/L	121-143	11
L	144-168	12

- Weight depends on race and gender
- S/M to go from medium to small you have to go lower than 36kg, from Small to Medium to go above 48kg.
- M/L to go from Medium to Large you have to exceed 143kg and from large to count as medium you need to go lower than 121kg.  
Racial minimum is half your average weight. Racial maximum is two times your racial average.

### Alignment

You have an alignment, an outlook of the world. You may select good, neutral or evil along one axis or lawful, neutral or chaotic along the other. You may remain **Unaligned** at start unless your selection of class requires a specific alignment. Some selections along your career may be unavailable unless you have chosen an alignment. You must remain true to your alignment. If you want to follow a class that require a specific alignment, it is recommended you select it right at start.

**Unaligned** characters are free to act in any way they like as long as it is balanced. They have no bias and follow their nature. Most animals and insect are unaligned.

**Good** characters try to help others in need whenever it is possible. They find that cooperation bring strength in numbers. Forgiveness gives people a second chance.

**Evil** characters follow their own set of rules that are opposite that of good in many ways. According to their belief, suffering and hardship bring strength; selection of the fittest is a natural law. Killing are an act of mercy and power helps those who has power.

**Neutral** in the good evil spectra favours some belief from each but are not extreme in either way.

**Chaotic** characters try to make personal gain even if this breaks rules. Stealing is often chaotic and sometimes evil (if the subject is poor). Wanting to handle things yourself not helping each other is chaotic. Avoiding regulations, order, structure, hierarchies and organisations are chaotic.

**Lawful** characters abide by the laws of their state, church, chief, belief or conviction. A lawful character approves of organisations with ranks and hierarchies. Members of an army is one example of an organisation that favours lawful characters. The set of rules help to uphold morale and fitness – it helps avoid mistakes and it forms a greater whole.

## Arcane Fantasy v8.88

**Neutral** in the chaotic lawful spectra favours some belief from each but are not extreme in any way.

Neutral Neutral is just **True Neutral**.

Deviating from the alignment requirements for your class incur some limitations. Example a paladin will not be able to invoke prayers fully unless Lawful Good.

### Voluntary Changing Alignment

Changing alignment once selected is not easy. Once you have decided that you want to change alignment and start to act accordingly, you gain only half experience, until you make a successful mental save DC 10 during a long rest. You may only make a mental save if you have acted according to your new alignment in some way.

### Involuntarily Changing Alignment

Repeatedly doing acts (three major transgressions) not according to your alignment, will change your alignment towards how you acted. Doing evil acts turn you evil; doing good acts makes you good. Following laws and strictures makes you lawful; following personal gain, disregarding laws makes you chaotic.

If this happens you must change alignment and lose 10% of your experience. You do not lose any levels, but it may take time to gain a new one.

### Level

A character's level is a descriptive value of the amount of training or experience a character has received. A character starts as first level (or 0th level as an option, see experience) and gains level when he has accumulated enough experience points.

A character starts as first level and maximum level is generally twenty, but if wanting to go beyond 20 is an easy task. These rules support levels up to 30 and above.

### Experience

You receive experience points (xp) from defeating opponents, avoiding traps, completing adventures and selling magical items. You start with 240 xp as first level.

**Variant:** You could start as level 0 with 0 xp as a commoner. You may select only **three** feats, and have racial feat if any, at start (from your would-be class and race) and gain the remaining upon gaining first level. Start money in this case is half normal. Life points you only get 2 lp from level (instead of 3) but normal modifiers from health or stamina as if you were first level. But they remain the same when gaining first level.

### Avoiding Traps or other Dangers

You get experience from avoiding traps (by disarming them or finding out a way through without being harmed). Avoiding them by accident does not count. The amount is based on danger and range from a few to hundreds of experience points for a deadly trap.

If the trap is easy to avoid (do not jump into the lava) experience is halved or even negated. The experience is given to the one who figured out how to negate/avoid the trap. If it was a group decision divide it among all otherwise, give it to a singular character.

The amount of experience is based on its level. The exact amount is found by checking the Inc. (increment) in the "Experience needed to gain a level" table of the trap level.

### Experience gained from overcoming a trap.

Level	Damage/Effect DC
1-20	Damage*
5	Sleep
7	Charm
9	Death
13	Disintegration

The Level of a damaging trap is the average during a round divided by 5. If damage is repeated or an area add a level or two if both. A swinging blade trap is repeated, if doing 2d10 (11) points of damage it is level  $3+1=4$ .

A sleep gas trap DC 13 in an area makes a level 6 trap. The DC of a trap is generally  $10+\text{Level}/2$ .

**Example:** change the DC 13 sleep gas to a deadly gas instead. It would now be a deadly trap and minimum level  $9+1$  (area) = 10.

A trap without a save and without a set damage can vary between DC equal to character level -4 to character level +4. A death effect is minimum DC 15 (level 9) and a Disintegration at least DC 17 (level 13).

### Experience from Defeating Creatures

Experience from defeating opponents is calculated from the sum of all experience from all the creatures defeated. The amount is divided by all player characters. Non-player characters, hirelings or trained animals and summoned creatures get a half share.

Opponents that are defeated without posing any threat have their experience reduced to half or even less. (Example a party setting fire to a stable do not get full experience from all animals killed, perhaps no experience at all). However, the reverse is also true. If an opponent poses a much larger threat than normal (due to circumstance or equipment), a higher amount of experience should be granted. Thus, ten goblins with ranged weapons behind a cliff outcropping granting cover and that is inaccessible (unless scaling the wall of flying) may well grant twice experience.

If the creatures you meet are 5 CR lower than your party, they usually give half experience or less – unless circumstances make the encounter harder. The opposite stands true as well. Thus, defeating a CR 10 creature while 5<sup>th</sup> level grant double experience.

You gain no experience from killing a creature that pose no danger (bound, incapacitated or defeated) to you or one that is summoned or conjured, by you or one of your companions.

Conjured creatures do not count as companions, summoned creatures do.

### Completing Adventure

You also get experience from completing an adventure successfully. The game master sets the conditions for completing the adventure (and decide what constitutes an adventure) and determines the amount. As a guide, about 10% of the experience in the adventure (creatures and traps) come from completing it. Give each character this amount.

Note that you do not have to face a single monster or trap and this amount stays the same. This is to encourage smart play – not seeking out needless combat. For this to work each adventure has to be defined as main quests and sub quests. Dividing large adventures into smaller sections. An adventure in this meaning should not take more than three gaming sessions, probably less. The old short module is a quest the newer ones hold three to five quests.

## Arcane Fantasy v8.88

Example, freeing the prince from the devil prison is a sub quest giving 3% xp, taking the prince back alive through the fires of hell give 3% xp and manoeuvring the court to crown him king grants 4% xp. Sub quests takes approximately a game session. Main quests take approximately three sub quests.

The game master can take a minute at the end of each game session and see if they completed any major goals, that evening and divide 1-5% or so of the adventure total xp to each character, as long as any goal has been reached.

This rule is to avoid, “let’s kill monsters to get xp”-mentality.

### Experience from Selling Magical Items

Experience from selling magical items is based on one experience point per five gold pieces, divided among all player characters if the item is sold before any player owns it. If you sell a magical item you own, you get the experience yourself.

The reason to have this rule is to remove unnecessary magical items – otherwise a player character tends to bulk on magical items and become walking magical repositories at high level.

### Distribution of Experience

The normal is to hand out experience continuously as the party handle a trap or defeats some opponents. This has a few drawbacks but takes care of instant rewarding the players and keeps administration to a minimum. The drawback is that characters may want to gain levels suddenly or that the players start to compare experience rewards.

**Variant 1:** A Game Master may decide to postpone giving experience until a **part of an adventure is completed** and prohibit gaining levels until a safe place is found and a good night's rest is had.

**Variant 2:** Another variant is to give experience at the **end of the gaming session**, thus allowing the players to prepare their characters for their next gaming session.

### Experience Needed

Level	Experience	Increment	Comment	Title	Low XP	Med XP	High XP
0	0	24	T1		60	120	240
1	240	48	T1		120	240	480
2	720	68	T1		150	300	600
3	1'4	100	T1		200	400	800
4	2'4	180	T2	Adept	375	750	1.500
5	4'2	260	T2		500	1.000	2.000
6	6'8	380	T2		750	1.500	3.000
7	10'6	530	T2		1.000	2.000	4.000
8	15'9	700	T3	Hero	1.400	2.800	5.600
9	22'9	890	T3		1.750	3.500	7.000
10	31'8	1.100	T3		2.250	4.500	9.000
11	42'8	1.340	T3		2.750	5.500	11.000
12	56'2	1.600	T3	Supreme	3.250	6.500	13.000
13	72'2	1.920	T4		3.750	7.500	15.000
14	91'4	2.240	T4		4.250	8.500	17.000
15	114'	2.260	T4		4.750	9.500	19.000
16	139'	3.000	T4	Immortal	6.000	12.000	24.000
17	169'	3.400	T4		6.750	13.500	27.000
18	203'	3.800	T5		7.500	15.000	30.000
19	241'	4.300	T5		8.500	17.000	34.000
20	284'	4.800	T5		9.500	19.000	38.000
21	332'	5.300	T5	Divine	10.500	21.000	42.000
22	385'	5.800	T5		11.500	23.000	46.000
23	443'	6.400	T6		12.750	25.500	51.000
24	507'	7.100	T6		13.750	27.500	55.000
25	578'	7.700	T6		14.750	29.500	59.000
26	655'	7.700	T6		15.750	31.500	63.000
27	738'	8.300	T6		16.750	33.500	67.000
28	828'	8.800	T7		17.750	35.500	71.000
29	926'	9.700	T7		18.750	37.500	75.000
30	1'03'	10.000	T7		20.000	40.000	80.000

' means 1.000 – thus 6'8 means 6.800, 42'8 means 42.800.

Inc. Increment is the general experience gained from disarming a trap of that Level.

Low, Med and High XP; these are suggested amount of experience of an encounter at that level. Plan for random monster that are low or medium, one or two planned medium encounters and an end fight that are high.

## Arcane Fantasy v8.88

Avoid encounters with more than eight opponents as a rule (that sometimes is broken for the effect).

Avoid encounters with a creature with a CR 1 level higher than the party (except at higher levels where max is 50% higher CR than level).

### Ability Gain

When you gain level, you improve abilities **two times**, and roll twice (favourable) each time. Having **less** than ability sum  $65 + 2 \times \text{level}$  you improve **three** abilities and if having a **higher** score than  $65 + 2 \times \text{level}$  you only get to improve **one** ability. You use a **normal** distribution as shown below.

The **luck feat** may help you reroll one of the 1d6 (see feat luck) - magical luck from spell or magical item does not. You do not need to have luck uses left as you go to bed. Those gained during the night may be used.

### Normal Distribution

Roll 1d6 twice (favourably) to find the ability to raise.

Ability	Str	Hea	Agi	Int	Will	Pre
Normal	1	2	3	4	5	6

#### What is a prime ability?

Some classes have feats with an ability requirement at start. The prime abilities are the minimum abilities a character need to have to get the feats it need at first level.

If you create your own adventurer you need to make sure that you have the abilities you need to select the feats you want.

Usually this indicate that a character without 12 or more in his prime ability should not select that class.

### Ability Sum target Sum

Level	Sum	Level	Sum
0	65	17	99
1	67	18	101
2	69	19	103
3	71	20	105
4	73	21	107
5	75	22	109
6	77	23	111
7	79	24	113
8	81	25	115
9	83	26	117
10	85	27	119
11	87	28	121
12	89	29	123
13	91	30	125
14	93	31	127
15	95	32	129
16	97	33	131

- Each additional level the target increases by two.

# Chapter 2 – Races

A character needs to select a race. Not all are human. In this world there are elves and dwarves in woodlands and mountains. There are halflings living in hillsides. Kobolds and gnomes find their place as they go even if having a cavernous beginning. Goblins, orcs, lizardmen and half ogres all have an evil root, but some brave individuals join the surface dwellers and live among the people of the world, trying to be righteous and belong to the societies.

## Chapter 2 - Races

A character does not need to be human. You can become an elf, a dwarf, a halfling, or a gnome as well. In some cases, if the GM judge it as reasonable, a few other races are possible. See Special Races.

Humanoids having classes have a more fine-grained base life point distribution. If a small creature weigh 49kg or more it is treated as medium. If a medium creature weighs less than 36kg, it is treated as small.

The same rule applies to medium creatures gaining 144kg or more – they are treated as large and gain +1 to move and may use large weapons one-handed and a huge weapon two-handed. A large creature with a weight less than 121 kg is treated as medium.

A small creature generally has -1 to move compared to a medium creature and are limited in weapon selection small weapons, used one-handed and medium weapons used two-handed. As a medium creature compared to a small you have +1 to move and may use medium weapons one-handed and large weapons two-handed.

As a large creature compared to a medium your move increase by 1 and your max age decrease by 10 years. You may use large weapons one handed and huge weapons two-handed.

### Human

Humans are the most common of all races. Humans are the norm to which all other races are compared. There exist many different types of humans regardless of class selection. They can be plainsmen, mystics, nomads, vikings, hunters, sailors, military organizations, oligarchies, anarchies, democracies and many more societies or ideological adherences.

Human	Medium humanoid
<b>Height:</b>	4D10 + (males add 157, females 149) cm
<b>Weight:</b>	Height - 114+ 3D8* (79/71kg)
<b>Max Age:</b>	80 years
<b>Start Age:</b>	16 + 1d8*
<b>Move:</b>	7sq.
<b>Base Life:</b>	49-63kg = 7, 64-80kg = 8, 81-99kg = 9, 100-120kg = 10
<b>Ability mod.:</b>	+1 to any two different abilities.
<b>Language:</b>	Human Language (native)
<b>Special:</b>	Gain an extra feat at start.

\* If 8 add 1d8\*

Humans may increase any three abilities one step to reflect their greater adaptability. Not one ability two or three steps.



Humans start with an extra feat at start, when creating the character.

Humans may come from different countries – each having their own people and language;

The **Nordics** have their Vikings going to sea and exploring.

**Styria** have their mystics and occult workings – many thaumaturgists and necromancer originate from Styria. The people are called Styrics.

**Plainsmen:** are a hunting gathering nomadic people from the plains of Abasinia; Rangers, warriors and archers are common here.

**Ergoths:** have their castles and knights. Paladins, fighters and war horses and old castle proliferate in this part of the world.

**Cenypts:** a desert people, have all mighty pharaohs, religion and pyramids. Due to the heat, heavy armour is not common. Priests & psionists have strong hold here as do the common fighter.

**Toshai** ride camels and have large bustling cities with rogues, assassins and priests.

The **Xanotish** people with their non-combatant priests and orders with self-disciplined monks and wandering bushido.

These are just a few of the people the human can originate from. Your game master is free to create more or different human peoples and origins, languages, traits and so on.

### Elf



The elves are a long-lived and relaxed people. Living in the forest and in harmony with the nature brings a different perspective to an elf. They are trained in the arts and languages during their



long childhood and they try to take advantage of this by learning as many languages as possible before venturing out on any adventure. An elf may select **Elven weapons** as a group regardless of class selection and has **proficiency** (or +2 if having them already) on **Spot** and **Arcane Lore** skills. They are **immune** to paralysing poisons and the nap, charm person and sleep spell due to having the **fey ancestry** feat.

**Drow** elves live in the underdark under a harsh rule of their god Lolth. They rarely venture above ground and are rarely lawful or good in alignment. Those selecting initiate magic (priest) may choose the Lolth domain (unless good or lawful, if they are, they are banished from drow society becoming renegades).

They have darkvision 6sq and the following **magical affinity** innate powers;

**Innate Powers** of drow elves, usable once per day each, at will, at PS Level-4 + intellect mod. (from when having a positive PS): dancing lights, darkness, detect magic, faerie fire and levitate.

Each Drow female possesses the following additional innate spell abilities at PS=Level -4 + presence mod. (having a positive PS): ESP, dispel magic, and suggestion.

## Arcane Fantasy v8.88

Innate magic remove 2 points of the penalty and power use the remaining 2.

<b>Elf</b>	<b>Medium humanoid</b>
<b>Height:</b>	4D8 + (males 160, females 151)
<b>Weight:</b>	Height - 128 + 3D8* (64/55)
<b>Max Age:</b>	160 years or 120 if half elf
<b>Start Age:</b>	28 + 3d8* (if 8 add another 1d8), max 60
	Half-Elf 22+3d6* (if 6 add another 1d6)
<b>Move:</b>	7sq.
<b>Base Life:</b>	25-35 = 5, 36-48kg = 6, 49-63kg = 7, 64-80kg = 8, 81-99kg = 9
<b>Ability mod.:</b>	<b>High Elf:</b> +2 Presence <b>Wood Elf:</b> +2 Agility <b>Mixed Elf</b> (high + wood): +1 to presence and agility <b>Half Elf</b> (human + elf also called Elfman): +1 any but agility, +1 agility, +2 cm height 120 years max age. May have a beard if male. <b>Drow Elf</b> +1 to intellect & +1 to presence
<b>Language:</b>	Racial tongue Elvish (or one human language if half elf or elfman). Drow has their own elven dialect.
<b>Special:</b>	May select Elven weapon group Have +2 on spot and arcane lore skills Immune to paralysing poison & nap and sleep powers – gain <b>fey ancestry feat</b> . Drow get magical affinity and darkvision 6sq.
•	* if 6 add 1d6*

### Dwarf

The dwarves are a stocky and healthy people living in the mountains underground. They spend a lot of time excavating and they usually have a strict clan system. They have a tendency to like **axes** or



**mace** and these weapon groups are always allowed, regardless of class restrictions or feats. Dwarves have **Dark Vision** 8sq. (no penalty to attacks in darkness). They have proficiency in (or +2 if having the skill already) **Search** checks (as long as the walls are metal, stone or rock) and in their **Evaluation** skill regarding things of stone, crystal or gem or artisan (smith) or artisan (gem cutting). They have the **Dungeoneering** or **Creature Focus** (giants) feat free at start, select one.

<b>Dwarf</b>	<b>Medium humanoid</b>
<b>Height:</b>	4D6 + (males 150, females 146)
<b>Weight:</b>	Height - 104 + 3D8 (if 8 add another 1d8) (74/70)
<b>Max Age:</b>	120 years
<b>Start Age:</b>	22 + 3d6* (if 6 add another 1d6) max 50
<b>Move:</b>	6sq.
<b>Base Life:</b>	36-48kg = 6, 49-63kg = 7, 64-80kg = 8, 81-99kg = 9, 100-120 = 10.
<b>Ability mod.:</b>	<b>Hill Dwarf:</b> +2 Health, +1 Presence, -1 Agility <b>Mountain Dwarf:</b> +2 Health, +1 Strength, -1 Agility <b>Mixed Dwarf:</b> +2 Health, +1 to Strength or Presence and -1 Agility

Human Half Dwarf (**Mul**) +1 Strength, +1 Health. Height +8cm, weight +6 kg. Max age 100 years.

**Language:** Racial tongue Dwarvish  
**Special:** May select Axe or Mace as one of their weapon groups.  
Have +2 on search and evaluation skills (on metal, stone or rock) or get that skill for free. Dungeoneering or creature focus (giants) feat free  
Dark vision 8sq.

### Gnome

The gnomes live in small communities preferring either forests or other secluded areas. They have a fondness for magic and have proficiency in (or +2 if having it already) the skill **Concentration**. As a small creature the gnome is limited to medium or smaller weapons, see size and combat. A Gnome using spells get **school focus** (any) if he wants it or **greater learning**, for free.



<b>Gnome</b>	<b>Small humanoid</b>
<b>Height:</b>	4D6 + (males 124, females 118)
<b>Weight:</b>	Height - 98 + 3D4 (47)
<b>Max Age:</b>	100 years
<b>Start Age:</b>	18 + 3d4 (if 4 add another 1d4)
<b>Move:</b>	6sq.
<b>Base Life:</b>	25-35kg = 5, 36-48kg = 6, 49-63kg = 7
<b>Ability mod.:</b>	+2 Intellect, -1 Strength <b>Gnoman:</b> +1 intellect, height +12cm, +5 kg. Medium sized. 90 years max age.
<b>Language:</b>	Racial tongue Gnomish, a gnoman may select a human language or gnomish.
<b>Special:</b>	If small (less than 49 kg): Selection of weapons limited to small or smaller in one hand and medium sized as two-handed. +2 to concentration skill Feats gained: School focus (any) or Greater Learning.

### Halfling

The Halflings live in small villages called Shires, often located in vegetated fertile areas preferring either light forests or green hills. They have a fondness for hiding and have proficiency in (or +2 on the skills if having them already) **stealth** and **open locks** (or have access to these skills even if they don't have them from their class). As a small creature the Halfling is harder to hit than a medium sized creature, see size and combat and they react a bit quicker but at the same time have fewer life points than a human has and is a bit restricted in their selection of weapons. In size, a Halfling is like a human 8-year-old child. A Halfling also has a special nick avoiding ill effects. They have the **dodge** or **luck** feat free at start.



<b>Halfling</b>	<b>Small humanoid</b>
<b>Height:</b>	3D6 + (males 120, females 115)
<b>Weight:</b>	Height - 95 + 3D4 (43)
<b>Max Age:</b>	90 years
<b>Start Age:</b>	18 + 1d4 (if 4 add another 1d4)

## Arcane Fantasy v8.88

<b>Move:</b>	6sq.
<b>Base Life:</b>	25-35kg = 5, 36-48kg = 6, 49-63kg = 7,
<b>Ability mod.:</b>	+2 Agility
<b>Halfman:</b>	+1 Agility, +1 to any other, +14cm, +6 kg, Medium sized, max age 80 years.
<b>Language:</b>	Racial tongue Common
<b>Special:</b>	If small (less than 49 kg): Selection of weapons limited to small or smaller in one hand and medium sized as two-handed. +2 to stealth and open locks skills Dodge or luck feats free

### Kobold

The common kobold lives in tribal community with a general chaotic alignment but the player character kobold is often unaligned or lawful because they have broken away from the tribe to seek luck elsewhere. Kobolds are inclined to becoming rogues and a few turn psionists, having a higher willpower than normal.



They have **Dark vision** at start (no darkness penalty). All kobolds have dragon as their racial language and have the **dragon born** feat free as a part of their heritage.

<b>Kobold</b>	<b>Small dragon-kin humanoid</b>
<b>Height:</b>	3D6 + (males 101, females 95)
<b>Weight:</b>	Height - 82 + 3D4* (35)
<b>Max Age:</b>	50 years
<b>Start Age:</b>	12 + 1d6
<b>Move:</b>	6sq.
<b>Base Life:</b>	16-24kg =4, 25-35kg =5, 36-48kg =6, 49-63 =7
<b>Ability mod.:</b>	Willpower +2
	<b>Kobman:</b> willpower +1, +1 to any other, height +20 cm, weight only increase by 8kg), still small sized. No dark vision.
<b>Language:</b>	Dragon as racial tongue
<b>Special:</b>	If small (less than 49 kg) Selection of weapons limited to small (or smaller) weapons as one-handed and medium weapons as two-handed. Dark vision Dragon born feat free

### Orc

An Orc belong to a rather short-lived brutish race living in tribal societies adhering to the idiom “survival of the fittest”. A few



outcasts venture among other races and try to fit in – trying to distance themselves from their brethren – often those with a non-evil alignment. Orcs are generally held in a rather low opinion, sometimes even killed on sight, which could cause trouble when trying to become accepted as true and valuable members of the community. The few Orcs that have succeeded guard their behaviour well, not to feed the flames of anger and hate that a villager is prone to display – at the first sight of trouble. As an orc, you have the **stability** feat free and you may select **sword** as one of your weapon groups even if the class state otherwise. Orcs have **Dark Vision** (no darkness penalty).

#### Orc

#### Medium humanoid

<b>Height:</b>	4D10 + (males 168, females 162) (190/184)
<b>Weight:</b>	Height - 108 + 3D8* (95/85) (if 8 add 1d8)
<b>Max Age:</b>	60 years
<b>Start Age:</b>	14 + 1d6
<b>Move:</b>	7sq.
<b>Base Life:</b>	49-63kg = 7, 64-80kg = 8, 81-99kg = 9, 100-120kg = 10, 121-143=11
<b>Ability mod.:</b>	Strength +2
<b>Language:</b>	Half Orc (human + orc): Str +1, +1 to any other, no darkvision, -2cm height and weight
<b>Special:</b>	Orcish as racial tongue, half orc may have a human language as racial tongue. Stability Free May select sword as a weapon group. Dark vision

### Goblin

The goblin lives in small villages preferring hills, plains or other secluded areas. As a people, they are chaotic and evil, but those leaving the village in search of adventure are often not. A goblin is a small and agile humanoid and has a tendency towards being rogues and warriors. They have the free feat **tumble** at start and **dark vision**.



#### Goblin

#### Small humanoid

<b>Height:</b>	4D6 + (males 135, females 129)
<b>Weight:</b>	Height - 100 + 3D4* (56)

## Arcane Fantasy v8.88

<b>Max Age:</b>	60 years
<b>Start Age:</b>	14 + 2d4 (if 4 add another 1d4)
<b>Move:</b>	6sq.
<b>Base Life:</b>	36-48kg = 6, 49-63kg = 7, 64-80kg = 8
<b>Ability mod.:</b>	+2 agility
<b>Gobman:</b>	+1 agility, +1 to any other, +14cm +8kg
<b>Language:</b>	Racial tongue Undercommon
<b>Special:</b>	Selection of weapons limited to small or smaller in one hand and medium sized as two-handed. Feat Tumble at start and dark vision

### Lizardman

The lizardmen live in small villages preferring coastal settings or swamps, often rather secluded areas. As a people, they are neutral and evil, but those leaving the village in search of adventure are often not. A lizardman is a medium sized humanoid and has a tendency towards being barbarians or rangers. They have the free feat: **underwater action** at start and may hold their breath twice as long as normal humans.



Lizardman	Medium humanoid
<b>Height:</b>	4D10 + (males 157, females 152)
<b>Weight:</b>	Height - 105 + 4D6* (80) (if 6 add 1d6)
<b>Max Age:</b>	80 years
<b>Start Age:</b>	17 + 2d4* (if 4 add another 1d4)
<b>Move:</b>	6sq.
<b>Base Life:</b>	49-63kg = 7, 64-80kg = 8, 81-99 = 9, 100-120 = 10.
<b>Ability mod.:</b>	+2 health, +1 strength, -1 intellect
<b>Lizman:</b>	+2 health
<b>Language:</b>	Racial tongue Lizard
<b>Special:</b>	Feat Underwater Action at start and double the time to hold breath.

### Thiefling

The thiefling is half-breeds of outer planar origin. They may come with celestial, infernal or demonic origin, but as a half breed, they do not have to adhere to any alignment usually associated with those planes.



A thiefling may have a prehensile **tail**, small **horns** or **wings**. Determine by rolling 1-3 in 1d6 for each or select one of them at start.

Upon creation one of the above can be selected, without having to roll, but the other two are then not available.

The tail can be used in dual wield or add +2 to climb skill, the tail is treated as a small natural weapon if medium.

The horns are thrusting piercing medium weapons if medium, doing 1d4 points of damage crit 20.

Progress with these weapons is through Unarmed Combat.

The wings grant an 8 (C) ability to fly as long as;

- 1) not encumbered more than half normal limit (25% max lift)
- 2) there is at least 2 sq. width and height free
- 3) not for more than 3+health mod minutes in a day. Regain one minute from a short rest. A minimum one minute is spent when flying even for a lesser duration.

Most notably are the variations in coloration that range from different shades of black, grey, red, orange, pale white or even purple. Most have a single colour but some are speckled or spotted, some are striped or shaded.

They are a medium sized humanoid. They have **Resistance** to positive or negative energy depending on their heritage (as selected (positive as celestial)), one point per level and the **Magic Resistance** feat.

<b>Thiefling</b>	<b>Medium humanoid</b>
<b>Height:</b>	4D8 + (males 152, females 143)
<b>Weight:</b>	Height - 108 + 3D6 (71/62)
<b>Max Age:</b>	100 years
<b>Start Age:</b>	18 + 2d4* (if 4 add another 1d4)
<b>Move:</b>	7sq.
<b>Base Life:</b>	36-48kg = 6, 49-63kg = 7, 64-80kg = 8, 81-99 = 9
<b>Ability mod.:</b>	Two of (+1 agility, +1 willpower and +1 to presence)
<b>Language:</b>	Racial tongue celestial, infernal or demonic depending on origin as native.
<b>Special</b>	Resistance positive or negative 1p/level Feat Magic Resistance for free Have horns, tail and/or wings

### Half Ogre



A half ogre is often the outcome of some brutal skirmish or war. They often grow up with their mother and inherit some of the best properties of their ogre and human parentage. A few outcasts venture among other races and try to fit in – trying to distance themselves from their brethren – often those with a non-evil alignment. Half ogres are generally held in a low opinion, quite frequently killed on sight, which could cause trouble when trying to become accepted as true and valuable members of the community. The few half ogres that have succeeded, guard their behaviour well, not to feed the flames of anger and hate that a villager is prone to display – at the first sight of trouble.

## Arcane Fantasy v8.88

As a half ogre, you have the **rampage** feat and the minor feat **large weapon affinity** for free even if you weigh less than 100kg.

<b>Half Ogre</b>	<b>Medium humanoid</b>
<b>Height:</b>	5D10* + (males 175, females 168) (201/194)
<b>Weight:</b>	Height - 108 + 4D10* (113/108) (if 10 add 1d10)
<b>Max Age:</b>	50 years
<b>Start Age:</b>	13 + 1d6
<b>Move:</b>	7sq.
<b>Base Life:</b>	64-80kg = 8, 81-99kg = 9, 100-120kg = 10, 121-143kg=11, 144-168kg=12 (large creature).
<b>Ability mod.:</b>	Strength +2, health +1, willpower -1
<b>Language:</b>	Giant or a human language as racial tongue
<b>Special:</b>	<b>Feat Rampage</b> <b>Large weapon affinity:</b> May select any two-handed weapon from a weapon group to be proficient in, in addition to any weapon selection from simple, martial or epic weapons. It must be simple is not knowing the group, martial if knowing simple weapons and epic if knowing martial weapons in that group. <b>If large:</b> <ul style="list-style-type: none"> <li>Lower AC and initiative by one</li> <li>May use two-handed weapon in one hand.</li> <li>May use Huge Weapons in two hands.</li> <li>May not use small weapon.</li> <li>May use huge weapon in two hands.</li> <li>Armour cost approx. +50%,</li> <li>Huge weapons cost +100% and weigh twice normal and score more damage, see huge weapons.</li> </ul>

### Genasi

The genasi is humans mingled with an elemental origin. They can have traits of one of the four elements; air, water, earth or fire.

Most notably are the variations in coloration of each type of Genasi that range from shades of blue (air), green (water), grey (earth), or red (fire).

They are a medium sized humanoid. They have the feat **Resistance** to **lightning, cold, acid or fire** depending on their heritage, one point per level and each Genasi has some innate powers.

#### Air

**Unending Breath** - you may hold your breath indefinitely.

**Mingle with the Wind** - you may once per long rest invoke a levitate if having 12 or more in health, at PS=Health modifier. DC is 10 + health modifier.

#### Water

**Amphibius** - you may breathe both in air and water.

**Call of the Wave** - you may invoke the cantrip *Shape Water* 3/day and at 3<sup>rd</sup> level you may cast *create/destroy* water as a 2<sup>nd</sup> level power once per day. Regain all uses after a long rest. Both need a positive health modifier as PS is health modifier and DC is 10+health modifier.

#### Fire

**Darkvision** you may see in dim light within 9 sq., as if it were bright light and in darkness within 9sq. as if it were dim light. Everything you see in darkness are in a shade of red (not grey).

**Reach to the Blaze** You have access to the *control fire* cantrip 3/day. Once you reach 3<sup>rd</sup> level you may use *burning hands*. Both require 12 in health as PS=health modifier and DC is 10 + health modifier.

#### Earth

**Earth Walk** - difficult terrain of earth or stone is normal terrain to you.

**Merge with Stone** - once per long rest you may use earth lair with PS = Health modifier, DC = 10+Health modifier when you have a positive health modifier.

<b>Genasi</b>	<b>Medium humanoid</b>
<b>Height:</b>	4D10* + (males 156, females 148)
<b>Weight:</b>	Height - 105 + 3D6 (83/75)
<b>Max Age:</b>	120 years
<b>Start Age:</b>	20 + 2d6*
<b>Move:</b>	7sq.
<b>Base Life:</b>	49-63kg = 7, 64-80kg = 8, 81-99 = 9, 100-120=10
<b>Ability mod.:</b>	+1 Health and; Air +1 to Agility Water +1 to Willpower Fire +1 to Intellect Earth +1 to Strength
<b>Language:</b>	Racial tongue primordial
<b>Special</b>	Feat: Resistance 1p/level Innate powers

### Centaur

The centaur is a horse with a human torso. The PC version is a smaller breed than the normal centaur more like a pony with a human torso.

Most notably are the variations in coloration that range from different shades of black, grey or white Most have a single colour but some are speckled.

They are a medium sized quadruped. They have one of **Free Step** or **Charging** as a racial feat. Choose one at start. They have the skills **perception** and **swimming** initially. But they may never learn climbing.

They can only wear armour on their human torso. Their flanks and rear are unprotected. Flank and rear can be protected by barding.

They may not wear normal footwear.

At 144 kg they become a large creature, facing 1x2.

<b>Centaur</b>	<b>Medium quadruped</b>
<b>Height:</b>	4D12 + (males +170, females +160)
<b>Weight:</b>	Height - 100 + 4D10* (118/108)
<b>Max Age:</b>	80 years
<b>Start Age:</b>	20 + 2d6
<b>Move:</b>	8sq.
<b>Base Life:</b>	64-80kg = 8, 81-99 = 9, 100-120=10
<b>Ability mod.:</b>	+1 agility, +1 willpower
<b>Language:</b>	Racial tongue fey

## Arcane Fantasy v8.88

### Special

Skill swimming and perception free at start  
**Feat free step or charging**  
 Restriction about armour and footwear.

Any **four feats** of your choice, but not two of the same. **Two feats** if starting as a commoner at level 0.



# Chapter 3 - Classes

A class is the set of feats your character has. As you will see later any set of five feats define a class. If you start as a **commoner** (level 0) you start with *simple weapons* and two more feats. OR the Combat training and one extra feat. All creatures must start with simple weapons (or combat training) unless being a magical prodigy which allow another feat to be taken instead of simple weapons.

### Your Own Class

You may select simple weapons and four other feats to make your own class - with the GM as arbiter. See class **Adventurer** for more information.

### Adventurer or Class

There are two ways to create the character. One is to start as an *adventurer* and select the feats yourself at start to build a certain class of your own. The other is to select a class and get the selection of feats given at start. As an option the GM may allow you to select a class and change just one feat.

You can start a character as level 0, a **commoner** learning the trade before reaching level 1, you start with 0 xp and three feats. Or more commonly you start as a 1<sup>st</sup> level character with having 10xp and five feats.

If you start at level 0, you only get half start gold. No life points from feats such as stamina and dragon born until you reach first level. When you reach 1<sup>st</sup> level you get your additional two feats

At higher level if the party you play with is 3<sup>rd</sup> level or higher or you have already played a while and need to create a new character you start as one level lower than the party, or one level lower than your previous character.



May select some special start up feats such as dragon born.

This class is the blank slate from which you can create your own class. You may name it differently from Adventurer.

Example **Wizard Priest** (Primes Int 12, Pre 12); having Simple weapons (staff or mace and 2 spells), initiate magic (wizard), power use (wizard), initiate magic (priest), power use (priest).

Example: **Warden** - You want a class using his inner power to remove damage and select body restoration, and rapid healing as two feats. Then Combat training and stamina to get some more life points. This character requires 12 in health and 12 in willpower (primes). He starts with four life points per level, 12 lp (modified by health and size if not 64-80kg). You call him a Warden. He may need martial weapons and dodge as suggested feats.

Example: **Brute** - the hard hitter. Start with combat training, bashing, martial weapon and medium armour. Strength 12 req.

Example: **Monk Psionist** - Mental Prodigy (replace simple weapon with initiate magic (psionics), inner strength, unarmed combat, power use (psionist)). Then dual wield or power use. Req. willpower 12

Once you have the feats required to match one class you become (adhere to) that class and when gaining a level. Matching more than one class set of feats allow you to call yourself a wizard archer or barbarian rogue. (Effectively multi-classing)

The order in which you gain the feats have no impact as to the classes you are. If you have them, you can use that class name.

### Archer



**Prime** Agility 12 and Strength 10

**Simple Weapons** (Bow, Any)

**Martial Weapon** (any)

**Light Armour**

**Medium Armour**

**Archery** - give extra bow attack

The archer is a warrior giving up his shield to be able to use a bow with two shots per round.

**Suggested:** weapon specialization, weapon mastery, epic weapons and stamina. Perhaps tumbling and surprise attack or heavy armour.

### Premade Classes

#### Acrobat

**Prime:** Agility 12

**Simple weapons** (Dagger, Any)

**Skill** (Stealth, Acrobatics x2, Climb)

**Light Armour**

**Tumble**

**Improved Initiative**

**Suggested:** martial weapons, surprise attack

The acrobat is a kind of a rogue but start out with a +2 to Acrobatics and the tumble feat.

#### Adventurer

**Prime** Any (from feats selected)

**Simple weapons** (Any x2) or x1 and hold back for two more powers once you learn initiate magic.

## Arcane Fantasy v8.88

### Assassin

**Prime** Agility 12 and Strength 12

**Simple Weapons** (any 2)

**Light Armour**

**Critical Attack**

**Martial Weapon**

**Skill** (Stealth, Open Locks, Find Traps and Intimidation)

**Suggested:** assassinate, epic weapons, tumble, stamina, stabbing.

An assassin is rarely lawful nor good.

The assassin is the killer attacking from stealth. Using his critical attack his weapons hit hard targets more often and with a higher chance of scoring a critical hit. The assassin usually tries to gain epic weapons, as well as specialization.



### Barbarian

**Prime** Health 12 and Strength 12

**Simple Weapons** (any 2)

**Light Armour**

**Stamina**

**Rage**

**Skill** (survival, find traps and Intimidation) one of them twice.

**Suggested:** bashing or power attack, weapon spec, epic weapons and greater bashing.

The barbarian is a powerful and healthy force of nature. Often relying on rage and life points rather than armour to defeat enemies.



### Bard

**Prime** Agility 12, Intellect 12

**Combat Training** (any one group and 2 powers)

**Counter Song**

**Skill** (Open Locks, Find Traps, Arcane Lore, Creature Lore)

**Restriction** (powers are all Vocal) gives **Initiate Magic** (bard)

**Combat Casting**

**Suggested:** martial weapons and power use.

The Bard is the singing minstrel, but with magic in his voice and instrument. Using them, he can conjure magical powers from his repertoire of spells.

Start with powers in a spell book as a wizard. Bards use the voice for all their songs (all have a vocal component). He must select his first spell of each level 0-3 from those marked ~b. The initiate magic of a bard allows half his intellect modifier to add to his agility modifier to attack.



### Bladesinger

**Prime** Strength, Agility

**Combat Training** (two weapon groups)

**Riposte**

**Martial Weapon**

### Bladesinger

**Suggested:** Blade defence, stamina, epic weapons, weapon master, cleave, slashing.

A Bladesinger is a master of martial combat, specializing in the art of swordplay and agility. They eschew traditional magic in favour of honing their physical abilities to perfection. Agile and swift, a Bladesinger excels in melee combat, using their enchanted weapons to carve through foes with precision and finesse. Their mastery over the blade allows them to perform dazzling manoeuvres and strike with deadly accuracy.

Bladesingers are often characterized by their graceful movements and uncanny ability to anticipate their opponents' actions. They are versatile combatants, capable of both offense and defence, and are known for their exceptional reflexes and agility on the battlefield.

Rarely bound by laws or conventions, Bladesingers are often driven by their own personal goals and ambitions. Some seek to prove themselves as the greatest swordsmen in the land, while others may pursue wealth and fame through mercenary work or adventuring. Regardless of their motivations, Bladesingers are formidable adversaries, feared and respected by friend and foe alike for their unmatched skill with a blade.

### Bushido

**Prime:** Strength 12, agility 12 and willpower 12

**Combat Training** (Oriental or Sword, any)

**Martial Weapon**

**Light Armour**

**Ki**

**Move**

The oriental warrior is renowned for their discipline and burst of speed. They must be lawful. I.e. Lawful Good, Lawful Neutral or Lawful Evil. Progression: Greater Ki, Second Wind, Slashing, epic weapons.



### Cleric (Martial Priest)

**Prime** Presence 12, Strength 11

**Combat Training** (2 of staff, mace, flail or crossbow)

**Turning**

**Initiate Magic** (Priest)

**Power Use** (Priest)

**Suggested:** Medium armour, heavy armour, martial weapons or enhance power use, lay hands or luck.

The cleric is the fighting healer of the party. With turning and blunt weapons, they are strong against undead and skeletons.

With their holy symbol, they may pray and gain prayers as a priest. They have access to and automatically know all prayers in their domain.



## Arcane Fantasy v8.88

### Druid (Priest of nature)

**Prime** Presence 12

**Simple Weapons** (two of staff, scythe or spear)

**Skill** (Creature Lore, Hunting, Concentration and Tracking)

**Light Armour** (non-metal)

**Power Use** (Druid)

**Shield Use** (wooden)

**Restriction** non-metal armour and druidic weapon and must be neutrally aligned – gives **Initiate Magic** (Druid)

They must be neutral in the good/evil spectra and may only select lawful neutral, true neutral or chaotic neutral.

The druid is a priest of nature. His friends are animals and plants. He strives for Acrobatics between good and evil. A druid has a separate list of prayers. They have access to and automatically know all prayers in their domain.



### Fighter

**Prime** Health 12, Strength 12

**Combat Training** cost 2 feats. Give simple weapons (2 weapon groups), light armour and shield use.

**Martial Weapons**

**Medium Armour** +1 life point per lv

**Heavy Armour** +1 life point per level

**Suggested:** Stamina, weapon spec, weapon mastery, bashing or slashing.

The Fighter is a bit more focused on health than the warrior. He knows light, medium, and heavy armour at start and try to take advantage of higher defence and more life points in close combat. The class allows the player to select if going for shield or martial weapons at start.

This is a favourite class of dwarven characters.



### Knight

**Prime** Strength 12

**Combat Training** (Lance and any of sword, flail, mace or axe as their second weapon group)

**Martial Weapons**

**Medium Armour**

**Skill** Riding x3 and Diplomacy

Until they have learnt heavy armour, they are a **squire** only. When they learn heavy armour, they are **knighted**.

The knight is much like a paladin. They go for mounted combat and a lance whenever possible and learn charging to make fearsome damage. The difference compared to a paladin is that the Knight has opted not to learn to use prayers initially.



### Arcane Fantasy v8.88

### Monk

**Prime**: Willpower 12

**Simple Weapons** (any two groups)

**Light Armour**

**Inner Strength**

**Unarmed Combat**

**Move or Dual Wield** to use two hands.

**Suggested:** Greater unarmed combat, dodge, diamond body, Ki, move, equilibrium, stunning strike, lasting blow, death punch, tumbling or rapid healing

The Monk is a martial artist – with his hands and feet he may score as much damage as most weapons due to his unarmed combat.



### Paladin

**Prime** Strength 12 & Presence 12

**Combat Training** (any two except rogue, oriental or gladiator weapon groups)

**Lay Hands**

**Medium Armour**

**Turning**

**Restriction** Code of Honour and only lawful good alignment give extra feat **Initiate Magic** (Priest - domain paladin)



**Suggested:** Power Use (Priest), heavy armour, martial weapons, weapon spec, then build power use or weapon spec/weapon mastery or stamina.

The paladin is a shining light of good deeds and valour. His ability to lay hands and turn makes him a valuable addition to the party. His code of honour makes him trustworthy, kind, brave and noble.

Until he learns martial weapons and heavy armour, he is only a squire. Upon learning it he is knighted and becomes a paladin.

He has not yet taken power use at start, and until he does, is limited in magic. His magic is presence based and he has access to prayers as a priest or cleric. They have access to and automatically know all prayers in their domain: Paladin.

### Priest

**Prime** Presence 12

**Simple Weapons** (2 x staff, mace, flail or crossbow)

**Turning**

**Initiate Magic** (Priest)

**Power Use** (Priest)

**Adjust Power**

**Suggested:** Power Use, Power Focus, Lay Hands, Luck and Arch Powers.



The priest is the healer of the party. With turning and blunt weapons, they are strong against undead and skeletons.

With their holy symbol, they may pray and gain magical effects called prayers. They have a set number of powers and must memorize them every day, see power table. They must select a

## Arcane Fantasy v8.88

domain and have access to and automatically know all prayers in their domain if being able to cast that level of prayers.

### Psionist

**Prime** Willpower 12

**Simple Weapons** (Any two groups)

**Light Armour\***

**Mental Excellence**

**Initiate Magic** (Psionics) - consider telepathy as your first power. A psionist without telepathy is in some societies scorned at and not considered true.

**Power Use** (Psionics) increase Power score by one.

**Suggested:** arch power, adjust power

The psionist is a character that can create special effects called disciplines using their mind only. The psionist knows several prayers depending on their PS. They may use them as they want according to Psionic Points (Psi points). You have 1d4 Psi points per PS and a discipline cost 1 to 5 Psi points (psp) depending on level (minor, major, master, grand master, or paramount).

Psionics require no voice or movement to use their powers, only concentration. Psionics with the mental tag, are not magic and cannot be avoided using magic resistance.

\*The light armour feat is optional and can be replaced with any other feat the character qualifies for except any he already has (not two of the same at start). Suggested: **skill** (concentration x2, spot, creature lore) or **adjust power, stamina, or luck**.



### Ranger

**Prime** Strength 12, Agility 12 and Presence 12

**Combat Training** (bow or spear, any)

**Martial Weapon**

**Skill** (Tracking, Hunting, and Creature Lore) select one of the skills twice.

Select one of **Archery** (if having selected bow), **Dual Wielding** (using two weapons), **Animal Companion** or **Initiate Magic** (Druid).

**Suggested:** creature focus, archery, dual wielding, slashing, animal companion and power use (druid).

The ranger is a hunter, attuned to the nature. Often learning bow and archery.  
He gets access to prayers based on presence as a druid - as given in the power compendium. They have access to and automatically know all prayers in their domain of a level they may use.



### Rogue

**Prime** Agility 12, Strength 10

**Combat Training** (Dagger, any)

**Surprise Attack**

**Skill** (open, stealth, find traps, climb)

**Tumble**

**Suggested:** Dodge, Martial Weapons, Stabbing and Evasion.

The Rogue is the stealthy character sneaking ahead to scout the way.

Attacking from surprise to score damage before the opponents have time to react or using tumbling to reach the rear in combat.



### Sorcerer

**Prime** Presence 12+

**Combat Training** (Any, +2 powers)

**Unarmed Combat**

**Initiate Magic** (sorcerer)

**Power Use** (sorcerer)

**Suggested:** medium armour, mental excellence before third level, adjust powers, skill (concentration, arcane lore, investigation).

As an initiate magic (**sorcerer**) you have presence as your prime ability regarding power use and uses wizard powers, you may select fire, earth, water or air as your element if you want to access invocation powers. You start without a spell book and do not need one. First power learnt of level 0-3 must be conjuration, divination or summoning. Except, if belonging to an element, an invocation of that element is available.

You get only one power from initiate magic, not two. At third level you must have learnt mental excellence or lose one point of casting power until learnt.

### Windmonk

**Prime** Willpower 12 & Strength 12

**Simple Weapon** (any, 2 powers or any weapon)

**Initiate Magic** (windmonk)

**Power Use** (windmonk)

**Inner strength**

**Unarmed Combat**

**Recommended** mental excellence before third level or get -1 CP, ki, knockdown, tumbling, catch missiles.

Learn powers as sorcerer - no spellbook from the wizard list (1<sup>st</sup> power of up to third level must be divination, invocation - air or conjuration - air), PS is based on willpower but one lower than normal.



### Warlock

**Prime** Intelligence 12 & Strength 12

**Simple Weapon** (any, 2 powers or any weapon)

**Initiate Magic** (wizard)

**Power Use** (wizard)

**Combat Casting** Allow use of light and medium armour (when learnt) while still using spells.

**Light Armour**

The warlock is a warrior wizard combination that uses the spellcasting of wizards, but he must select his first spell of level 0-3

## Arcane Fantasy v8.88

from those marked ~ a. The initiate magic of a bard allows half his intellect modifier to add to his strength modifier to attack.

He may use light armour (and may learn medium armour) and still cast spells. What he lacks compared to the wizard is the adjust power feat and the skill feat.

**Advancement:** Warlocks generally learn medium armour, stamina and then either power use or magic feats or combat feats.

### Warrior

**Prime Strength** 12

**Combat Training** (any 2)

**Martial Weapons**

**Epic Weapons**

**Medium Armour**

The warrior is a bit more focused on weapons than the fighter. He knows simple and martial weapons at start and try to take advantage of his weapon skills

The Warrior is the dextrous frontman. He uses a good armour or shield to gain a good defence and pack a reasonable punch with his martial weapons.



### Wizard

**Prime Intellect** 12

**Simple Weapon** (staff, any or +2 powers)

**Initiate Magic** (wizard)

**Power Use** (wizard)

**Skill** (Arcane Lore x3, Concentration)

**Adjust Power**

The Wizard is a person devoted to his spells. He carries around a spell book from which he memorizes magic each day. That magic can then be used according to his power score.

A wizard must learn each spell as he moves them to his spell book. If a spell is not learnt, it must be marked, and it can be re-tried as soon as the wizard gains a higher modifier from his intellect. The wizard is not interested in weapons, armours, or combat skills. His spells are his weapons and armour.



### Witch

**Prime Intellect** 12, **Presence** 12

**Combat Training** (any 1 weapon group, +2 powers)

**Nature Affinity**

**Familiar bond** (+ familiar as innate)

**Hexcasting** (+1 ritual, +1 enchantment) as innate

**Suggested:** ritual, power focus, greater learning, medium armour

The witch is focused on the rituals and enchantments that are natural to him or her and innate. The which almost always has a familiar.

### Multi-classing

Multi-classing is not a separate option in this system. There is no difference from one class to another other than the feats and the feats are selectable (if you fulfil their requirements). The only limitation is that initiate magic and power use must be taken once for each type of power.

Being a strong rogue wanting to become a fighter all you must learn is medium armour, heavy armour and martial weapons.

Being a smart Monk wanting to become a wizard you may want to learn initiate magic (wizard) and power use (wizard).

Being a charismatic warrior wanting to use prayers you learn initiate magic (priest) and power use (priest).

And so on...

## Arcane Fantasy v8.88

### Chapter 4 – Details

#### Languages

Here follows a list of languages. All humanoids have a language. First, they know their racial tongue if non-human. Humans know common as their first language. Non-humans have common as their second language. Humans have their native tongue as their second language. The third language is often a human or humanoid language (1-14).

#	Language	Description
1	Archaic	<b>Human language</b> spoken by the Knights of Ergoth, a language full of theses and thoes.
2	Cenyptic	<b>Human language</b> spoken by the Cenypts, a desert people with an old ancestry. Sphinxes speak Cenyptic. The written language consists of hieroglyphs going down in rows from left to right.
3	Common	<b>Human language</b> . An accepted trading language. Known by most humanoids.
4	Nomadic	<b>Human Language</b> spoken by the plainsmen of Abasinia.
5	Nordic	A <b>human language</b> spoken by the Vikings and seafarers of the north. A simple guttural language.
6	Styric	An old <b>human language</b> spoken by the Styrics. A people known for their devotion to the arcane arts. The language is favoured by any wizards as most scrolls detailing magic is written in this language.
7	Tochai	<b>Human Language</b> . Tochai is the language of the desert people. It is a fast-flowing language with many words for sand and wind. Tochai is actually a sand word meaning, ‘people of the sand.’
8	Xanotish	<b>Human language</b> spoken by the Xanec people. They do not have the normal alphabet but have word letters. Each word has one symbol. As the Xanec are a large people not all Xanecs understand each other verbally but they do understand each other’s writing.
9	Dwarvish	<b>Humanoid language</b> of dwarves. It has many words for rock, mountain, mineral or stone.
10	Elvish	<b>Humanoid language</b> of Elves. It is a language with many vowels. Druid’s favourite as it has a detailed set of words for plant, animal and nature.
11	Gnomish	<b>Humanoid language</b> of the gnomes. A language hard to learn - minimum Intellect 10, unless gnome. It has a different set of letters some of which sound like bird song or tongue drills.
12	Orcish	<b>Humanoid language</b> spoken by the Orcs. The sound of the language is harsh and guttural.

13	Deep Talk/ Undercommon	<b>Humanoid language</b> spoken by the goblins, hobgoblins and bugbears as well as ilithids and drow. They have many dialects and may sometimes be at war due to ill-taken misunderstandings.
14	Giant	<b>Humanoid language</b> spoken by the giants, trolls and Ogres. Originally created by the Titans
14	Lizard	<b>Humanoid language</b> spoken by the lizard people. Lots of hisses of course.
15	Fairy	A <b>non-human language</b> spoken by most fey creatures. The sound of the language is like flutes and whispers.
16	Abyssal/ Infernal	<b>Non-human languages</b> . Spoken by demons and devils respectively. You must choose one.
17	Celestial	<b>Non-human language</b> . Spoken by devas and upper planar creatures.
18	Elemental	<b>Non-human language</b> , spoken by elementals, efreet, xorn, galeb duhr and so on. Actually, there are one language for each element, but they share a common base.
19	Aquatic	<b>Non-human language</b> spoken by mermen, or other aquatic people. Due to the nature of water, it sounds like shrills and honks, think dolphin and whale song.
20	Draconic	<b>Non-human language</b> spoken by dragons and Kobolds (surprised?). One of the oldest languages,

Intellect	# Languages
1	No language, only grunts and gestures
2-3	one language, limited vocabulary
4-5	one language, grammatically incorrect
6-7	two languages, the second is not great
8-9	two languages
10-13	three languages
14-17	four languages
18-21	five languages
22-25	All human languages
26-29	All humanoid languages
30-34	All non-human languages
35-38	All languages including animals and plants
39+	Any language telepathically with any target seen.

All characters know some language – the number of languages depend on their intellect - most have learnt all languages they can at start. The **first** language learnt must be their **racial** or **native** tongue (humans should select the language from where they grew up). The second must be **common** but the third language and any language after that is free to select if there is a possibility to learn that language. If there is no one who knows how to speak Draconic then there is no way to learn Draconic (GM will decide). As a rule of thumb – most human languages can be selected freely, humanoid languages can be a bit harder to find a teacher for, but one can

## Arcane Fantasy v8.88

often be found in a larger community. However, non-human languages are in general off limits unless the GM deem otherwise.

The languages you know at start have been learnt before start.

If the Intellect modifier indicate that you may learn another language then a new language has been learnt. Chose one that you have been exposed to or are allowed by the GM.

**Optional rule:** The learning takes some time and requires a teacher or at least exposure to the language, preferably verbally, but a large amount of written material is a possible source. The time required is a matter of days (3-12) for a human language (if you are human otherwise weeks) and a matter of weeks (3-12) for a humanoid language (unless you are of that race (and yet does not know the language) in which case it is days as above) and twice as long to learn a non-human language. This time is counted as downtime between adventures, see **downtime**.

Characters with an intellect of 2-3 may know a few words but often communicate using body language, grunts, brute force – an intellect of an animal is usually three, and that of an insect is often two, while plants (normal) have an intellect of one, just as a comparison. A higher capability of language among humanoids allows for some leeway for those of very low intelligence and may be an interesting roleplaying challenge trying to play a character with only a hundred or so words of vocabulary.

## Aging (optional)

When you start a character the abilities you determine is based on being a **young adult**. If you should decide by die roll or by talking to your GM that your character should start in another age group then you have to change the start abilities according to the table below.

Max age is stated in the racial description as are start age. As your character grows older, you will find some characteristics that change.

Age group	Age Interval	Human	Max Lang. or Feats
Infant/Toddler	0-MaxAge / 40	(0-2)	0
Child	Max Age / 40	(2-7)	1
Young	Max Age / 10	(8-15)	2
Young Adult	Max Age / 5	(16-39)	20
Adult	Max Age / 2	(40-59)	22
Old	Max Age * 3 / 4	(60-79)	24
Venerable	Max Age	(80+)	26

When you reach Venerable age, your character may die from old age. This happens if any of your abilities is lowered below one. See effects of aging.

**Max Languages or Feats** – there is a limit to the number of languages known regardless of intellect and the number of feats known regardless of level if you are very young. A toddler does not know languages and feats.

## Effects of Aging

The ability modifiers and notes are all related to the standard that is young adult.

Age group	Str	Hea	Agi	Int	Wil	Pre	Note
Toddler	-3	+4	-2	-3	-3	-3	½ hgt, 1/5 wgt
Child	-2	+2	+1	-2	-2	-2	2/3 hgt, 1/3 wgt
Young	-1	+2	+2	-1	-1	-1	4/5 hgt, ½ wgt
Young Adult	0	0	0	0	0	0	Base
Adult	-1	-1	-1	+1	+1	+1	-1cm

Old	-2	-2	-2	+2	+2	+2	-2cm
Venerable	-3	-3	-3	+3	+3	+3	-3cm
Older/year	-1	-1	-1	-1	-1	-1	-1cm

**Effects of Aging:** When you reach venerable age everything in your body starts to fail, it will be hard to do things and any exertion is taxing. Each year after becoming venerable, your abilities start to deteriorate at the rate of one point (per year). Whenever you reach a permanent zero in ability, you die.

**Example:** A human character reaches 40 years of age and becomes an adult. As an adult, your physical abilities are all reduced one point, while your mental abilities are all increased one point. When that character becomes old, (20 years later as a human), all mental abilities again gain a point but the physical abilities are also reduced one point. The total change is -2, -2, -2, +2, +2, and +2, which is stated in the table above.

## Coinage

There are six different kinds of coins. The most common is the gold crown among players or silver and copper pieces in poor regions. The illustrious platina eagle is used in dealing with valuables. The rarer mithril bar and adamant orb are royal coins. Each coin weigh 10 grams and it goes 100 coins to the kilo.

The nominal values of the coins are:

1 **Platina** eagle = 10 **gold**, 100 **silver** pieces, 1000 **copper**

1 **Golden** crown = 10 **silver** pieces, 100 **copper** pieces.

1 **Silver** piece = 10 **copper** coins

1 **Copper** piece

**Copper coins** are mostly used among the very poor.

## Coin conversion table

	pp	gp	sp	cp
pp	1	10	100	1000
gp	1/10	1	10	100
sp	1/100	1/10	1	10
cp	1/1000	1/100	1/10	1

## Buying and Selling

At start, you need to equip your character. What you do is seek out a shop and try to buy something. The prices and actual items in stores may vary but the following chapter details standard items.

Once an item is bought, its statistics is written down on your character sheet and its cost deducted from your coins.

Those who want to barter should have a great presence or feats to help them. A Presence check against the willpower check of the shopkeeper (who has +4 to +8 due to proficiency and ability) lower the price a few percent but at running the risk of making yourself a nuisance by missing the check by four or more.

When selling used items expect prices to be at **half the listed value** at most. Having a higher presence when selling may increase the value as much as 5% per point of presence modifier. Items of well-known value can never be sold at a higher value than the listed regardless of presence. I.e., a gold coin brings a gold coin in return.

*Selling used equipment in poor condition such as a rusty sword found on a skeleton of a small stinking goblin leather usually brings only 10% of the listed price.*

## Arcane Fantasy v8.88

### Starting Gold

All characters start with **(10+presence mod) \* 3d8 gold**. This amount can be used to buy starting equipment. Characters starting with a level higher than one multiply the value above with their level. Characters starting as commoners' level 0 start with half of the above. Note that the background you select may give you a few items or gp, in addition to the gold above.

### Backgrounds

A background may add to the character's build by adding detail about the story and life of your character. Each background may grant proficiencies, skills or equipment in addition to flesh out a more meaningful role-playing experience.

#### Acolyte

You have spent your formative years in service to a deity or temple, learning the rituals and prayers of your chosen pantheon. Your time spent in devotion has granted you insights into matters of faith and spirituality.

**Skills:** Choose two from Medicine, Religion, Insight, or History.

**Proficiency:** Become proficient in a musical instrument, reading and writing, or animal handling.

**Equipment:** Priest's pack, medicine kit, 5 gp.

#### Artisan

From a young age, you apprenticed under a skilled artisan, honing your craft and mastering the use of artisan tools. Your hands are adept at creating works of practicality and beauty.

**Skills:** Choose two from your artisan skill, trading, athletics, or acrobatics.

**Proficiency:** Gain proficiency with a set of artisan tools of your choice.

**Equipment:** Set of artisan tools of your choice.

#### Criminal

Your life has been one of lawlessness and survival on the streets. You have learned the art of deception, intimidation, and stealth to navigate the dangerous world of crime.

**Skills:** Disguise, Intimidation, Climbing, Stealth, Acrobatics.

**Equipment:** Rogue's pack, two weapons of choice, set of thief's tools.

#### Outlander

Born and raised in the wilderness, you have learned to survive in the untamed lands far from civilization. Your connection to nature and knowledge of the wild is unparalleled.

**Skills:** Survival, Concentration, Trap Skill, or Creature Lore.

**Equipment:** Bedroll, a box, two (additional equipment).

#### Noble

You were born into privilege and wealth, accustomed to the finer things in life. Your upbringing has granted you a keen understanding of social dynamics and the ability to navigate high society with ease.

**Skills:** Persuasion, Diplomacy, Investigation, or (choose another).

**Equipment:** 10 gold.

**Language:** Learn a language commonly spoken among the elite.

#### Hermit

Having spent much of your life in isolation, you are accustomed to solitude and self-sufficiency. Your time spent in seclusion has granted you unique insights and wisdom.

**Skills:** select two from Insight, Survival, Investigation, Riding, or Concentration.

**Equipment:** A robe, a 10' pole and a towel

#### Explorer

You have dedicated your life to exploration and discovery, traveling to the farthest reaches of the world in search of adventure and knowledge.

**Skills:** Choose two from Investigation, Medicine, Perception or Tracking.

**Equipment:** Explorer's pack, compass, hexant, bag of ball bearings.

#### Soldier

You have served in the military, honing your skills in combat and discipline on the battlefield. Your time in service has made you a formidable warrior.

**Skills:** Athletics, Spot, Artisan (smith working), or (choose another).

**Equipment:** warriors pack

#### Sage

As a scholar and seeker of knowledge, you have dedicated your life to the pursuit of wisdom and understanding. Your studies have made you a font of information and insight.

**Skills:** select two of Investigation, Concentration, Arcane Lore, or History.

**Equipment:** A set of ten scrolls, ink and a quill. A small pouch.

**Languages:** You may learn a language including a non-human language.

#### Trader

You have made your living buying, selling, and trading goods in markets and bazaars. Your keen eye for value and shrewd negotiating skills have made you a successful merchant.

**Skills:** Select two of Evaluate, Insight, Investigation, or Performance.

**Equipment:** A pouch of 20 gp

# Chapter 5 - Equipment

Equipment is what defines a character and helps her survive. At start, a character should get some protective clothing and perhaps a weapon or shield. Later on, as he or she get more wealth, she can complement with more items or better protection, such as medium or heavy armour or shield, steeds, extra weapons, better clothing and much more.

## Using a slotted system for placing equipment

You may wear one item in each slot. Head, Neck, Body, Shoulders, Back, Waist, Wrists, Hands, Fingers x2 and Feet. In addition, there is a Right-Hand and Left-Hand weapon slot and a robe slot.

## Stacking Magical Items

Magical properties add to each other as long as they have different origins. If wearing a ring of defence +1 on one finger and a ring of defence +2 on another you have +2 in defence, the highest, as they are the same source (defence).

The same applies to items that generate powers – these do not stack, the best applies. Getting blur PS 6 and blur PS 9, you get blur at PS 9 and that's it.

The **Head** is for helms or circlets.

The **Neck** is for necklaces, periaps, scarabs or amulets.

The **Shoulders** for capes, cloaks or bandoleers

The **Body** is for armour or jackets.

The **Robe** is for Robe

The **Waist** is for baldrics, girdles or belts.

The **Wrists** is for bracers or wristbands (one pair of)

The **Hands** are for gloves or gauntlets (one pair of)

The **Fingers** are for rings, you may use one on each hand.

The **Feet** are for slippers, shoes or boots. (One pair of)

The **Left Hand** usually hold a shield or torch unless holding a two-handed weapon.

The **Right Hand** holds a weapon or other items to be used.

In addition, a backpack can be put on your back and a rope or bedroll tied to your backpack.

A pelt can be put over an armour (body) but magic from a single slot does not stack, one of the works.

Items not on your body may still be magic, such as a flying carpet or a rope of climbing. Their use does not require a body slot but need to be actively used. Amulets, broches and periaps are limited to three in effect.

*As a rule, no more than three magic items that grants magic effects without the use of actions nor in need of a slot can be active at the same time.*

**Activation** – some magical items need to be worn for an hour to take effect. Once worn for this time the way to activate them becomes known to the wearer. Activation is required when an item has charges, multiple effects or limited uses and still is worn.



## Protective Clothing

Clothing can be used by all and you get some defence and warmth from bigger pieces – such as a robe or a cloak. As soon as a piece of armour is worn the defence of that piece take precedence but the warmth still applies from clothing worn. Only one piece of protective clothing adds to defence and it does not add to that of an armour worn, except bracers that work as shield without the need of a shield use feat. Using a shield negates the modifiers of the bracers.

Clothing	GP	Wt (hg)	Def	Warmth
Jacket (body)	19	20	1	+3
Pelt (body)	23	30	1	+5
Robe (body)	18	9	1	+3
Cloak (shoulder)	10	6	1	+1
Wizard Hat (head)	11	2	1 <sup>h</sup>	+2
Bracers (wrists)	19	18	1	0

<sup>h</sup> also adds +1 to concentration checks

## Armours (body slot)

An armour gives defence (if you have the proficiency. Otherwise, they do not work as well). The magical enchantment of an armour enhances the **defence**.

A shield (**off hand**) adds to defence and any magical enchantment add to the defence as well.

Small armour weighs half as much as a normal sized armour. Large armour weighs twice as much as normal sized armour.

The weight affects the price and of course the encumbrance. Example an ogre sized (large) plate mail would weigh 40kg and cost 100 gold (20 x 5 gold) extra – twice the material cost.

Light armours are up to 7.5 kg, medium armours are less than 15 kg. Heavy armours are 15kg and up. Based on medium size (A small plate mail of 20/2 = 10 kg is still a heavy armour if worn by a small creature.)

Limitations to agility modifiers and stealth. Light Armours have a maximum agility modifier of +8, Medium of +6 and Heavy of +4. Medium and Heavy armours made from metal makes stealth checks unfavourable.

## Armours (body slot)

Armour	Def.	Value gp	Wt.	Note
Barbaric Leather	2	25	50	LD
Leather Armour	3	46	60	LD
Ring Mail	4	150	100	M
Chain Mail	5	310	120	M
Splint Mail	6	685	170	H
Plate Mail	7	1300	200	H

- L – Light, M=Medium, H=Heavy, D=Druidic (non-metal)
- Leathers have no stealth penalty; metal armour is -4 to stealth except mithril.

### Armour Variants

You may combine materials and size to get different prices or other stats. Some examples are given below.

Armour	Def.	Value gp	Wt.	Note
Dragon Leather	4	220	60	LD
Leather Armour, small	3	43	30	LD
Chain Mail, Mithril	5	550	60	L
Plate Mail, Adamant.	8	4400	200	H

*Mithril and adamantine items cannot be bought – must be found or ordered if having the materials.*

*Used equipment are often sold to merchants at half price. Items in bad condition is sold at 1/10th price.*

### Armour Materials

Material	Cost	Wt.	Effect
Leather	1	10	no stealth penalty
Dragon	20	10	+1 def, resistance equal to defence of same type as dragon.
Steel	5	10	Default for medium or heavy armours
Mithril*	50	5	Work as a lighter armour (1/2 wgt)
Adamantite*	100	8	+1 def

- Cost is the multiplier to the weight of the material in kilos
- (\*) applies to chain, plate and shield (adamant).

### Defence Base Cost

Def.	1	2	3	4	5	6	7	8	9
Cost	10	20	40	100	250	600	1200	2400	4500

- Example an adamantite plate mail Def 8 is  $100*20+2400 = 4400\text{gp}$

## Helms (head slot)

A helm is a piece of armour and armour seats are required. They make certain a poor attack always misses. An attack roll of 2, 3 or 4 **always miss** depending on helmet. A 1 is a critical miss.

Helm	Value	Wgt	Note	Miss on
Leather Helm, Cap	12	5	LD	2
Chain Helm, Coif	20	10	M	2-3
Plate Helm, Girald	40	15	H	2-4

- Helms makes called shots to the head unfavourable or add +4 to defence.

*L Light, M Medium, H Heavy, D Druidic*

*A magical helm increases the number Miss on*

## Shields (off hand slot)

Shield	Value	Wgt	Size	Def	Note
Wooden Shield	9	12	S	1	2 opp. D
Shield	11	14	S	1	2 opp.

Tower Shield      13      25      M      1      3 opp.

• S=Small, M = Medium, D=non-metal (druid)

Tower Shield allows taking partial cover behind (movement reduced to one free step only). A small creature cannot wield it but may take full cover behind one (at no move) using both hands.

Use of a shield (when having proficiency) generally adds 1 to defence. It could be more if the shield is magic or when you have a feat stating so, such as active shield use.

A magical shield increases the defence when using a shield.

### Making a Base Item

Is mostly a DC 10 artisan(smith) for common items, but martial weapons and medium armour are DC 12, Epic weapons and heavy armours are DC 14. You need a forge and tools and the materials needed. It takes about a day per kg to make an item. A failed check indicate that you have lost half the time and half the materials without any result.

### Making a Quality Items (including special materials dragon, mithril or adamantite)

Most any item can be made with high quality materials often at twice normal cost. This doubles the value and add one to any item save. The DC increase by +4 to make a quality item, and it must be selected before making it.

### Ornamented Items (new check)

Most quality item can be added to with expensive gems or inlays of rare metals such as gold and platina. The value of the item then increases by the sum of the ornaments, but no more than 4 times the base value. A craft check +4 above what was needed to make the quality item indicate a result 5% better per step above. A failure by five or more reduce the value of the result by 5% each step less.

### Pieces of Art (new check)

An ornamented item can be made into a piece of art. Using twice the material (and twice the value of ornaments). A craft check four steps higher than what was needed for an ornamented item is needed. A successful check increases the value by a factor 2-5. A failure by 5 or more halves the value.

## Weapons

You can use a weapon one size larger than you are, if you wield it in two hands. The exception is bow and crossbow than needs two hands to use. (Actually, a crossbow once loaded can be fired once using one hand but cannot be reloaded unless you use two hands). Using a thrusting weapon while mounted uses the size of your steed, allowing a mounted knight to use a lance in one hand.

A weapon used in the offhand fighting with two weapons must be one size smaller than you and you do not gain a proficiency modifier to your left (off) hand.

Not having a proficiency (non-prof) in a weapon give a penalty on to hit. A non-prof penalty is always -4 to attack.

You should have the **minimum strength** or your attack and damage will be penalized -1 for each point of strength you lack.

A small wielder may not use a large weapon, except when mounted and it is piercing thrusting.

## Arcane Fantasy v8.88

### Weapon Statistics

In the following weapon table, a lot of information is given in an abbreviated form. Here are common abbreviations.

n dm is **length** in dm.

**D** is useable by Druids

**Category** is **S** simple, **M** martial and **E** epic.

**Size T** is Tiny, **S** is small, **M** is medium, **L** is large and **H** is huge

**2<sup>nd</sup> rank:** may attack from second rank, **2<sup>nd</sup> rank only:** it can only be used from 2<sup>nd</sup> rank.

**Style:** e=edged, p=piercing, b=blunt, t=thrusting, s=swung

**R#** if it is ranged – short range is # squares away, long range is twice that.

**Weight** is in hg, **Cost** is in gold pieces.

**Special:** *trip, knock out, immobilize, hold* and so on, read the weapon description for more information.

penalty. Your off-hand get a non-proficiency unless having the dual wield feat. The damage with your natural weapons is given in the table below.

A natural weapon is a blunt swung or thrusting weapon and the length is a third of your length. You have only one attack with a hand each round normally, using two hands you have normal penalties for using two weapons, unless taking the dual wielding feat. The unarmed combat feat will improve your natural weapons. The stabbing feat applies to natural weapons but then only as thrusting blunt weapons (not swung).

Size*	Damage	Note	Category	Martial*	Epic*
<b>S (halfling)</b>	1d2(18)	bs/bt	Simple	1d3(17)	1d4(16)
<b>M (human)</b>	1d3(19)	bs/bt	Simple	1d4(18)	1d6(17)
<b>Large</b>	1d6(20)	bs/bt	Simple	1d8(19)	1d10(18)
<b>Huge</b>	1d10(20)	bs/bt	Simple	1d12(20)	2d8(19)
<b>Colossal</b>	2d8(20)	bs/bt	Simple	2d10(20)	2d12(20)

\*Having the martial weapon or epic weapon feats. Those with unarmed combat has a different progression.

### Natural Weapons

A natural weapon is a fist (or foot or bite). Everyone can use your primary hand without proficiency nor do they get a non-proficiency penalty.

### Weapons

A complete list of weapons is shown below. Each weapon belongs to one of three categories (simple, martial and epic), not knowing a weapon group makes you non-**proficient** (-4) with those weapons, not knowing the category also give the non-proficiency penalty. You can only get one non-proficiency penalty regardless of if it is in your group or not.

Weapon	Group	Category	Min Str	Note	Damage	Cost	Wt
Arrow, 20pcs	Bow	-	-	Missile pt bows	-	11	10
Arrow, Silver 10pcs	Bow	-	-	Missile pt bows	-	12	10
Bolt, 10pcs	Crossbow	-	-	Missile pt crossbows	-	27	20
Bolt, Silver 5pcs	Crossbow	-	-	Missile pt crossbows	-	30	20
Bullet, 10pcs	Sling	-	-	Missile bt slings	-	4	15
Arrow +1, one	Bow	-	-	Missile pt bows	As bow +1	61	1
Bolt +1, one	Crossbow			Missile pt crossbows	As crossbow +1	70	2
Bullet +1, one	Sling			Missile bt slings	As sling +1	54	1,5

Weapon	Group	Category	Min Str	Note	Damage (crit)	Cost	Wt
Bastard Axe	Axe	S	10	M es	1d8(19)	25	24
Battle Axe	Axe	M	11	M es	1d8(18)	30	25
Dwarven Axe	Axe	E	12	M es	1d8(17)	39	26
Great Axe	Axe	M	15	L es	1d12(19)	75	40
Master Axe	Axe	E	16	L es	1d12(18)	89	42
Hand Axe	Axe	S	6	S, R8 es	1d6(18)	16	15
Sharp Axe	Axe	M	7	S, R9 es	1d6(17)	22	16
Epic Hand Axe	Axe	E	8	S, R10 es	1d6(16)	29	17
Pole Axe	Axe	E	13	L, 2nd rank, 24dm tp/es	1d10(18)	59	38
Composite Bow	Bow	E	15	L R30	1d12(18)	97	30
Long Bow	Bow	M	11	M R25	1d8(18)	33	22
Elven Bow	Bow	E	12	M R25	1d8(17)	44	23
Short Bow	Bow	S	7	S R20	1d6(18)	16	15
Crossbow	Crossbow	M	11	M R30	1d12(18)	97	29
Heavy Crossbow	Crossbow	E	14	L R35	2d8 (18)	251	50
Light Crossbow	Crossbow & Rogue	S	8	S R25	1d8(18)	33	19
Rapier	Dagger	E	12	M pt, finesse	1d8(17)	39	10
Dagger	Dagger & Rogue	S	3	T, R6 pt/es, finesse	1d4(17)	9	8
Martial Dagger	Dagger	M	4	T, R6 pt/es, finesse	1d4(16)	12	9
Epic Dagger	Dagger	E	5	S, R7 pt/es, finesse	1d5(16)	19	10
Short Sword	Dagger & Rogue	M	8	S pt, finesse	1d6(17)	19	14
Flail	Flail	S	10	M bs	1d6+1(19)	25	22
Martial Flail	Flail	M	11	M bs	1d6+1(18)	30	51
Morning Star	Flail	M	13	L bs	1d8+1(19)	46	38
Dual Star	Flail & Gladiator	E	14	L bs (offhand attack)	1d6+1(18)	33	300
Bolas	Gladiator	M	6	S R6 immobilize	1d3 (18)	4	15
Cestus	Gladiator & Oriental	S	5	S (pair of)	as fists +1	16	10

## Arcane Fantasy v8.88

<i>Net</i>	Gladiator	M	10	L bs R2 - no close-range penalty	1d3 (20)	3	17
<i>Trident</i>	Gladiator	M	12	M pt hold R5	1d10 (19)	50	25
<i>Whip</i>	Gladiator	M	8	S 2nd only 30dm bt trip, finesse	1d6 (17)	25	14
<i>Guisarme</i>	Lance	M	11	L, 2nd, 19dm pt/et	1d12(19)	82	35
<i>Lance</i>	Lance	E	15	L, 2nd only, 32dm pt	2d8(19)	212	45
<i>Light Lance</i>	Lance	M	12	L, 2nd only, 24dm pt	1d12(19)	82	25
<i>Glaive</i>	Lance & Sword	E	13	L, 2nd rank es/et	1d12(18)	97	33
<i>Lucerne Hammer</i>	Mace	E	14	L, 2nd rank, 20dm bs/pt	1d10(18)	59	38
<i>Mace</i>	Mace	S	10	M bs	1d6(19)	12	20
<i>Maul</i>	Mace	E	15	L bs	2d6(18)	112	50
<i>Warhammer</i>	Mace	M	10	S R5 bs	1d4+1(17)	22	15
<i>War Pick</i>	Mace	M	12	M ps	1d8 (18)	30	19
<i>Rentsuru</i>	Oriental & Flail	S	8	S bs	1d4(18)	5	16
<i>Kama</i>	Oriental & Scythe	M	8	S es	2d2(17)	12	15
<i>Shuriken</i>	Oriental & Scythe	M	3	T R6 e thrown, finesse	1d4(16)	12	2
<i>Bo-Stick</i>	Oriental & Staff	S	4	S bt/bs, finesse	1d4(18)	5	15
<i>Sap</i>	Rogue	E	9	T bs knock out, finesse	1d3(15)	10	6
<i>Fauchard</i>	Scythe	M	14	L 2nd only 21dm es	1d10(19)	50	35
<i>Scythe</i>	Scythe	E	14	L es	3d4(18)	137	36
<i>Sickle</i>	Scythe	S	4	T es	1d4(17)	7	10
<i>Javelin</i>	Spear	S	6	S, R14, 12dm D pt	1d6(18)	16	17
<i>Long Spear</i>	Spear	E	13	L, R5 2nd rank, 24dm D pt	1d12(18)	97	32
<i>Spear</i>	Spear & Lance	M	10	M, R9, 16dm D pt	1d8(18)	33	25
<i>Pike</i>	Staff	S	7	L, 2nd only, 32dm pt	1d10(20)	43	30
<i>Quarterstaff</i>	Staff	S	6	M bt/bs, finesse	1d8(19)	25	18
<i>Sling</i>	Staff	S	3	S, R10, ranged	1d4(18)	6	5
<i>Hoopak</i>	Staff	M	5	M bt/bs, R12, finesse	1d6(19)	14	17
<i>Bastard Sword</i>	Sword	S	9	M es	1d8(19)	25	33
<i>Great Sword</i>	Sword	M	12	L es	2d6(19)	94	42
<i>Katana</i>	Sword & Oriental	E	13	L es	1d12(18)	97	40
<i>Long Sword</i>	Sword	M	10	M es	1d8(18)	30	30
<i>Sabre</i>	Sword	E	8	S es, finesse	1d6(16)	30	22
<i>Kopesh</i>	Sword	M	9	S es, disarm	1d6(17)	22	25
<i>Scimitar</i>	Sword	E	11	M es,	1d8(17)	40	26

Note: Size S-mall, M-edium, L-large; R-ange #.sq. to long; Type: b-hunt, e-dged, p-iercing; Use: t-hrusting, s-winged, D-druidic, finesse - may select agility or strength modifiers when using. Offhand attack - may make an attack using your offhand. Disarm - instead of damage to an opponent wielding a weapon or shield you may try to disarm. Target must make an opposing strength check vs your passive attack score (as if you rolled 10 on your 1d20 to hit) or drop one item targeted.

Some weapons can be found or ordered as huge, these include

<b>Huge Weapons</b>	<b>Group</b>	<b>Category</b>	<b>Min Str</b>	<b>Note</b>	<b>Damage (crit)</b>	<b>Cost</b>	<b>Wt</b>
<i>Huge Axe</i>	Axe	M	18	H es	2d10(20)	173	80
<i>Long Pole Axe</i>	Axe	E	16	H, 3rd rank, 38dm tp/es	2d8(19)	133	70
<i>Huge Bow</i>	Bow	M	11	H R35	2d10(20)	158	50
<i>Arbalest</i>	Crossbow & War Machine	M	18	H R50, 1/2r	3d8 (20)	275	120
<i>Huge Morning Star</i>	Flail	M	13	H bs	2d8+1(20)	155	90
<i>Heavy Lance</i>	Lance	E	19	H, 3rd only, 50dm pt	3d8(19)	270	80
<i>Huge Glaive</i>	Lance & Sword	E	17	H, 3rd rank es/et	2d10(19)	180	70
<i>Great Maul</i>	Mace	M	19	H bs	3d6(20)	165	85
<i>Huge Fauchard</i>	Scythe	M	18	H 2nd only 21dm es	2d8 (20)	125	74
<i>Huge Scythe</i>	Scythe	E	18	H es	5d4(19)	224	70
<i>Huge Spear</i>	Spear	E	17	H, R5 3rd rank, 38dm D pt	2d10(19)	176	60
<i>Long Pike</i>	Staff	S	11	H, 2nd or 3rd, 42dm pt	2d6(20)	80	50
<i>Huge Sword</i>	Sword	M	12	H es	3d6(20)	160	72
<i>Huge Scimitar</i>	Sword	E	14	H es	3d6(19)	180	72
<i>Huge Club</i>	Staff (giants)	S	18	H bs	3d6(20)	150	120
<i>Colossal Club</i>	Staff (giants)	S	22	C bs	3d8(20)	260	240

## Arcane Fantasy v8.88

### Weapon Groups

#### Axe

An axe is a swung edged weapon. The most common is battle-axe and great axe, but there is also the small throwable hand axe. The poleaxe is a large thrusting piercing or swung edged weapon. It is much like a bardish or a halberd and these weapons can be used with the same stats. The Dwarven Axe is an epic battle axe and the sharp axe are the martial and epic versions of a hand axe and the Master axe is an epic great axe.

Weapon	Cat
Bastard Axe	S
Hand Axe	S
Battle Axe	M
Great Axe	M
Pole Axe	E
Dwarven Axe	E
Master Axe	E
Sharp Axe	M
Epic Hand Axe	E

#### Bow

A bow is always used with two hands even if it is a small or medium weapon. They come in three sizes the small short bow or the medium long bow and the large composite bow. The ammunition is arrow. The composite bow is large. It can be used by medium creatures. Give 1.5 x agility modifiers but can only be shot half as often as normal. The longbow is to a small creature the same as what a composite bow is to a medium creature.

Weapon	Cat
Short Bow	S
Long Bow	M
Composite Bow	E

#### Crossbow

A small or medium crossbow is used with one hand unless you reload. The first shot of a loaded crossbow of same size or smaller than the shooter can be done one-handed. However, if you keep shooting, you will need two hands.

Weapon	Cat
Light Crossbow	S
Crossbow	M
Heavy Crossbow	E

They come in three sizes the small light crossbow, the medium crossbow and the large heavy crossbow. The ammunition is bolt. A crossbow cannot shoot more than once per round (even when using archery). While you reload, you may not use shield. Often favoured by Priests

The heavy crossbow is large. Medium creatures using two hands (at all times) can use it. It gives 1.5 x agility modifiers but can only be shot once per two rounds (need a full action to reload). The crossbow is to a small creature the same as what a heavy crossbow is to a medium creature.

**Reloading:** A heavy crossbow takes a full action; a crossbow takes a partial action and a light crossbow takes a free action to reload. Use of both hands, thus no shield modifiers. However, a crossbow can be loaded before combat, thus start an encounter loaded.

#### Dagger

A dagger is a piercing thrusting or edged slashing weapon. It ranges from tiny to medium. The short sword and rapier are only thrusting piercing weapons.

Weapon	Cat
Dagger	S
Martial Dagger	M
Epic Dagger	E
Short Sword	M
Rapier	E

#### Elven Weapon

This group is a composite of weapons used by elves. It includes the short and long bow and the long sword. Only elves may take this group.

Weapon	Cat
Short Bow	S
Long Bow	M
Long Sword	M
Composite Bow	E

#### Flail

A flail is a blunt swung weapon (a wooden or metal handle with a short chain and a metal spiked ball); small rentsuru, medium flail and large morning star. Often favoured by priests. As a bonus this group includes basic

Weapon	Cat
Flail	S
Light Crossbow	S
Rentsuru	S
Morning Star	M
Martial Flail	M
Dual Star	L

training in the light crossbow. The martial flail is a finely wrought Medium blunt swung weapon, while the dual star has the effect of a twohanded weapon that can be used to make two attacks using dual wield and your offhand.

#### Gladiator

The gladiator group holds weapons hard to master but dangerous. The critical miss chance is increased to 1-2 on the attack roll and a critical miss roll of 6 if often holding/hurting one self. They are often used in the arena but are handy in many other situations. The dual star is an epic blunt swung weapon in this group.

Weapon	Cat
Bolas	M
Cestus	S
Net	M
Trident	M
Whip	M
Dual Star	E

The **Cestus** or fighting gloves come as a pair. They are worn on the hands but does not prevent grabbing or holding. Another weapon held take precedence over the cestus – not adding to them. The damage scored with any hand attack is increased by 1.

The **trident** (three-pronged hocked spear) holds the enemy on a crit and score automatic damage thereafter, unless the opponent makes a DC 10 strength or agility check to break free but take 1p. damage. Removing the weapon to attack again cause +1 p. of damage.

The **net** hits on a touch to hit. A target failing a DC (attackers to hit score) reaction save is held within the net and may not move or use hands (prone). A Strength check DC 14 (quality of net: 15 quality, 16 enhanced, 17 +1, 18 +2...) may break the net and release the captive. An attempt to break free is a full round action. A held may not use agility or shield or is attacked favourable. (A held is prone).

The **bolas** or “tres bolas” are three metal balls tied together with rope and thrown spinning at a target. If they hit on a called shot (legs), they wrap around the legs of any large or smaller biped or legs of a medium or smaller quadruped. A creature wrapped is unable to move, lie down **prone** and must use actions to get free (successful agility check DC 12 instead of a full round action). It can also target the neck (called shot) and then cause **asphyxiation** until released with the same chance to get free. A throw without making a called shot or crit may hit the legs on 1-2 in 1d6 and neck with a 6 in 1d6. A hit elsewhere does not generally hinder the target.

A **whip** is a weapon that can be used at 2<sup>nd</sup> rank only. It only promotes half normal strength modifiers, but on a critical hit it wraps around a target limb and an opposed strength check (vs. attack score) may tumble/upturn large or smaller opponents – making them prone until the next round. A called shot (unfavourable to hit) crit can be used to wrap around a weapon or

## Arcane Fantasy v8.88

other held item and the opposed strength check then indicate the weapon/item is lost into the hands of the whip wielder.

Except the trident, none of the other weapons score continuous damage even though some other effects last until freed.

The dual star is a two-handed epic weapon giving an attack with a primary hand and an off-hand. None prof penalty applies to the off-hand unless using dual weapon wielding feat.

### Lance

A Lance is a piercing thrusting weapon. Its size should make it an awkward two-handed weapon, but the lance, even if large can be held one-handed as long as the wielder is mounted, thus using the size of the steed for support. In addition, the large sized polearm guisarme is included in this group.

The lance only grants normal strength modifiers as it is held in one hand only. The light lance is held in two hands when not mounted or used by a small mounted wielder the same way the larger lance is to a medium sized. As a bonus this group get the glaive.

Each time the lance makes a poor to hit (for steps lower than needed) it is broken. Magical lances have a +2 to the check modified by their magic (6 or more steps lower).

### Mace

A mace is a blunt swung weapon. They come in three sizes; small warhammer, medium mace, large maul and the large Lucerne hammer, a polearm. The exception is a war pick that is a medium martial swung piercing weapon. Priests often favour this group.

### Oriental

This group is a composite of weapons used by many oriental characters. The small staff bo-stick, the small hand-held scythe kama, the ranged edged shuriken; the small flail rentsuru and the metal reinforced gloves called cestus. Cestus increase damage made by fists by 1 but at a cost of increasing the critically miss chance to 1-2 on your attack roll.

### Rogue

This group is a composite of weapons used by Rogues. A ranged weapon, the dangerous and hideable sap, the dagger and the short sword.

The critical hit by the sap requires a physical save DC 10 or become unconscious until a save is made any following round.

Weapon	Cat
Guisarme	M
Light Lance	M
Glaive	E
Lance	E



### Scythe

A Scythe is an edged swung weapon. They come in three sizes: tiny sickle, small Kama, large scythe and polearm Fauchard. Included is the shuriken that is a tiny edged throwing weapon.

Weapon	Cat
Shuriken	S
Sickle	S
Fauchard	M
Kama	M
Scythe	E

### Spear

A spear is a piercing thrusting weapon. Those who learn spear also learn how to set spear. The small spear is a javelin; the medium is spear and the long spear is large.

Weapon	Cat
Javelin	S
Spear	M
Long Spear	E

In addition to any polearm all spears can be set against charge

### Staff

A Staff is a weapon you can use in one hand or in two. It ranges from small Bo-stick (small club) to a large two-handed weapon. A staff is a blunt swung or thrusting weapon except the pike that is a piercing thrusting weapon. Pikes can be set against charge and they negate two points of defence when facing defence 5 or more armours (armour piercing property). Those who know staff also know how to use the small sling. Group is often favoured by wizards. The hoopak is like a quarterstaff, but also works like an enhanced sling. In the hands of a kender it is a simple weapon, although two-handed.

Weapon	Cat
Bo stick	S
Pike	S
Quarterstaff	S
Sling	S
Hoopak	M

### Sword

A Sword is a swung edged weapon. The most common is medium-sized long sword and the large great sword, but there is also the small sabre, the medium bastard sword and the large pole arm glaive. The sabre is an epic small blade. The Scimitar is a medium epic blade. Kopesh is a small martial curved blade with a special disarm - instead of doing damage on a hit to an opponent wielding a weapon or shield you may try to disarm. Target must make an opposing strength check vs your passive attack score (as if you rolled 10 on your 1d20 to hit) or drop one item targeted.

Weapon	Cat
Bastard Sword	S
Great Sword	M
Long Sword	M
Glaive	E
Sabre	E
Kopesh	M
Scimitar	E

## Arcane Fantasy v8.88

### War Machines

A war machine is a large weapon that requires two or more people to handle. At least one of them need to be proficient. A large creature could handle an Arbalest as a crossbow and gain proficiency to arbalest from the crossbow group as well. The same is true for a huge creature and a ballista.

Arbalest shoot Javelins, Ballista shoot Spears, Catapults use medium boulders and the Mangonell large boulders.

### Weapons Pictured



1. Halberd; 2. Longbow; 3. Handaxe; 4. Short sword; 5. Shorthow; 6. Longsword; 7. Maul; 8. Greataxe; 9. War pick; 10. Bastard sword; 11. Warhammer; 12. Flail; 13. Battleaxe; 14. Throwing hammer; 15. Scimitar; 16. Glaive

### Renaissance Weapons

These weapons came in an age often a bit more modern than normal adventuring. But a GM might want a more modern setting. These are all martial weapons except the simple dynamite and a character is usually non-proficient in them unless the setting allows the Renaissance weapon group to be selected at start.

Renaissance	Type	Rnds	Size	Crew	Gp	Wt	dmg	cr	Str
Cannon	Cannon ball R80	3	L	2	600	300	-	19	8
Dynamite	Explosives R5	1	D	1	40	1	4d6	-	3
Cannon Ball	M	-	T	-	5	2	5d10	-	5
Pistol, fl*	Bullet R15	2	S	1	80	2	2d8	18	7
Rifle, fl*	Bullet R25	2	M	1	120	3	2d12	19	8
Powder horn	15 doses	-	D	-	10	1	-	-	-

**Cannon** is a large war machine of old, with a large metal pipe mounted on a wheeled frame. First round you pour in 5 uses of powder, then (2<sup>nd</sup>) you drop in a cannon ball and finally (3<sup>rd</sup>) you aim and discharge it using a torch. Creatures in the path must make a reaction save vs DC 14 or be hit. Once four small or smaller, three medium, two large or one huge or larger has failed their/its save and take damage the ball loses its momentum and stops.

**Dynamite** is an explosive stick with a fuse. You light the fuse and throw it away up to 5sq. those in a 2x2 area take the damage or half if they make a reaction save vs DC 12.

**Pistol, front loaded** - is a small handheld weapon that need to be loaded using a charge of powder from you powder horn, then a bullet. Aim then shoot. Your agility modifier applies to both attack and damage.

Weapon	Cat
Arbalest	M
Ballista	M
Catapult	M
Mangonell	E
Ram	S

**Rifle, front loaded** - is a medium two-handed weapon, that need one round to be loaded using a dose of powder from your powder horn and a bullet. Aim then shoot. Your agility modifiers apply to both attack and damage.

**Powder horn** - one of these simplifies the refilling of powder and they are often bough filled with 15 doses of powder. The powder itself stands for 8gp and 2sp. One dose is needed for a rifle or gun. Five doses for a cannon.

### Modern Weapons

These weapons are from a modern age. But a GM might want a more contemporary setting and allow these. These are all martial weapons except the simple grenade and a character is usually non-proficient in them unless the setting allows the Modern weapon group to be selected.

Machine	Type	Rnds	Size	Crew	Gp	Wt	dmg	cr	Str
Gun, automatic	R20	1/2	S	1	400	2	2d6	18	7
Rifle, automatic	R30	1/2	M	1	600	4	2d10	19	8
Bullet Pack	M	-	D	-	22	1	-	-	-
Rifle, repeater	R25	1/3	M	1	800	5	2d8	9	-
Grenade	R6	1	T	1	180	1	5d6	-	5

**Gun, automatic** is a small handheld weapon that allows two shots per round with a bullet from the bullet pack each shot. Agility adjusts both attack and damage.

**Rifle, automatic** is a medium two-handed weapon that allows two shots per round with a bullet from the bullet pack each shot. Agility adjusts both attack and damage.

**Rifle, repeater** is a medium two-handed weapon that allows three shots per round with a bullet from the bullet pack each shot. Strength adjusts attack but not damage.

**Bullet pack** - the metal case holds 20 bullets. Refilling a case cost 20gp in bullets and takes 2 rounds. Many have a few extra filled cases just in case.

**Grenade** - this hand-held tiny spherical object has a sprint, once pulled the grenade detonates in four seconds. It can be released and thrown with a 6sq. range and when it explodes it cause 5d6 points of force damage to all in a 5sq diamond. A reaction-save DC 13 halves the damage.

### Futuristic Weapons

These weapons are from a future age. But a GM might want a more sci-fi setting. These are all martial weapons except the simple grenade and a character usually non-proficient in them unless the setting allows the Futuristic weapon group to be selected at start.

Futuristic	Type	Rnds	Size	Crew	Gp	Wt	dmg	cr	Str
Gun, stun	R6	1	S	1	500	2	stun	-	5
Rifle, laser	R30	1	M	1	700	4	3d10	18	7
Energy Pack	M	-	D	-	50	1	-	-	-
Rifle, sound	R12	1	M	1	800	4	4d8	18	7
Grenade, disintegration	R6	1	T	1	240	1	6d6	-	5

**Gun, stun** is a small handheld weapon that allows one shot per round with a charge from the energy pack each shot. Those in a narrow cone 6sq. long must make a DC 14 men-save or be stunned for a minute, but are allowed another save at the end of each of their rounds to remove the effect.

**Rifle, laser** is a medium two-handed weapon that allows one shot per round with a charge from the energy pack. Agility modifiers apply to both attack and damage. The damage type is fire.

## Arcane Fantasy v8.88

**Energy Pack** is the energy source of futuristic weapons. It holds 40 charges and is reloaded two charges per hour while in sunshine.

**Rifle, sound** is a medium two-handed weapon that allows one shot per round with a charge from the energy pack. Agility modifiers apply to both attack and damage. The damage type is sound.

**Grenade, disintegration** - when activated and thrown up to 7sq. it explodes when it lands and all in a 5sq diamond must make a physical save DC 14 for half damage or take 6d6 points of disintegration damage.

### War Machines

**Rounds** is the number of rounds per shot.

**Crew** is the number of crew needed to load, direct and fire the machine.

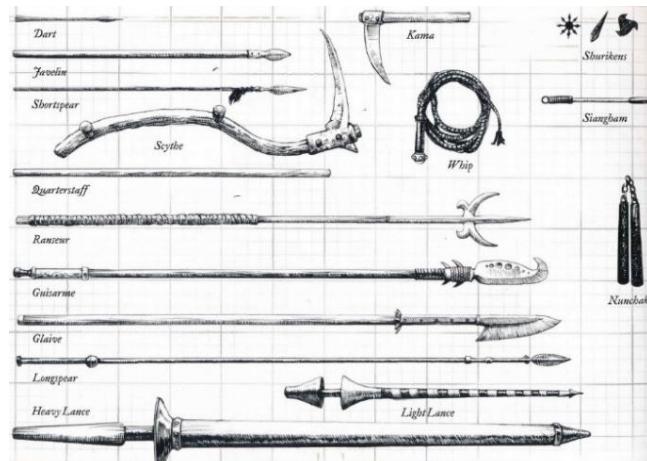
**Weight** is in kilos.

**Str** - is the strength needed to handle the machine. At least one in the crew need that strength.

War Machine	Type	Rnds	Size	Crew	Gp	Wt	dmg	cr	Str
Arbalest	R Javelin M50	2	H	2	300	12	3d8	19	14
Ballista	R Spear M60	3	C	3	500	40	3d12	20	16
Catapult	R L Bldr	4	H	3	1400	250	6d6*	20	18
Mangonell	R H Bldr	4	C	4	4000	500	6d8*	20	20
Ram	bt	2	H	6-10	100	80	4d6	20	12
Boulder, L	M200	-	L	-	10	20	6d6	20	-
Boulder, H	M240	-	H	-	20	40	6d8	20	-

*Catapult and Mangonell hit all failing a reaction save in a 1sq x 6 sq. long path vs DC 10 + defence hit, most common is to use it against constructions.*

*Ram hits with the worst attack modifier of the crew, but missing a stationary portal is hard (defence -4 to 4 depending on material and size). All strength modifiers combined apply to damage.*



### Wizards Pack

Wizards hat 44 2, pole 10ft. 1 10, shoes 2 5, quill 1 1 & parchment 1 1, ink 3 2, trousers 1 2, belt 2 1, pouch 1 1, travelling spell book 160 16 20 pages, cheese 2 5, water skin 6 53 and small back pack 4 12. **Worth** 57gp, weight 111hg, sells for 51gp.

### Priest's Pack

Robe 72 9, trousers 4 2, shoes 2 5, holy symbol 80 4, 3 x torches 3 12, flint & steel 1 4, bread 1 7, water-skin 6 53 and small back pack 4 12. **Worth** 43gp, weight 94hg, Sells for 39gp

### Traveler's Pack

Cloak 10 gp, 6 hg, Bedroll: 5 sp, 14 hg, Boots 3 sp, 8 hg, Jacket: 19 gp, 20 hg, Waterskin 6 sp, 3 hg, Bread 1 (sp), 7 hg, Cheese 2 (sp), 5 hg, Lantern 8 gp, 5 hg, Lantern Oil 3 sp, 3 hg, Set of Fine Clothes 7 gp, 7 hg, Towel 2 sp, 2 hg.

**Worth** 46gp 2sp, weight 83hg, sells for 42gp.

### Rouges Pick

Leather Jacket 19 gp, 20 hg, Fine Rope 3 gp, 15 hg, Backpack 2 gp, 12 hg, Trousers 1 gp, 2 hg, Shoes: 3 sp, 5 hg, Belt 2 sp, 1 hg, Bedroll 5 sp, 14 hg, Thieves' Tools 20 gp, 3 hg, Load Stone 1 gp, 2 hg, Ball Bearings 3 sp, 3 hg, Piece of Fruit 1 sp, 8 hg, Waterskin 6 sp, 3 hg, Hooded Lantern 10 gp, 12 hg, Grappling Hook 3 gp, 10 hg, Lantern Oil: 3 sp, 3 hg

**Worth** 61gp 3sp, weight 113hg, sells for 56gp.

### Warrior Pack

Backpack: 2 gp, 12 hg, Mallet: 2 gp, 7 hg, Set of Spikes: 1 sp, 10 hg, Bedroll: 5 sp, 14 hg, Slab of Smoked Ham: 3 sp, 4 hg, Waterskin: 6 sp, 3+50 hg, Small Tent: 3 gp, 4 hg, Weapon Belt: 4 sp, 2 hg, Large Sack 5 sp, 3 hg, Blanket 3 sp, 8 hg, Towel 2 sp, 2 hg, Set of common clothes 17sp, 12hg

**Worth** 11gp 4sp, weight 81hg, sells for 11gp

### Hunter's Pack

Back pack 2gp,12, bed roll 5sp, 14, water skin 6sp, 3+50, belt 2sp,1, Flint & Steel 1gp,4 hg, 3 torches 1sp, 4, salted fish 2sp, 3hg and a hunter's trap 20gp, 20hg, Set of common clothes 17sp, 12hg.

**Worth** 38gp 2sp, weight 73hg, sells for 35gp

### Merchant's Pack

Traveling Robes 72sp, 9hg, Iron Rations 7,35, two Leather Pouches, medium 2sp, 2hg, Compass 3sp,1hg, Bedroll 5sp, 14hg, Abacus 5sp, 1hg, Small lockable Chest 3sp, 14hg.

**Worth** 38gp 2sp, weight 73hg, sells for 35gp

### Noble's Pack

Courtly Attire: A set of finely tailored clothes befitting a noble's station, including a silk doublet, velvet cloak, and embroidered trousers.

Travel Provisions: Luxurious edibles such as fine cheeses, cured meats, and wines to maintain the noble's comfort during travels.

Signet Ring: A signet ring bearing the noble family's emblem or symbol, used to seal documents and letters.

Heraldry Book: A compact book containing the family's heraldry and genealogy, detailing the noble lineage and history.

Noble's Etiquette Guide: A manual on proper behaviour, manners, and protocol for navigating high society and courtly events.

Compass: A small compass to aid in navigation during travels to unfamiliar regions.

Bedroll: A plush bedroll with embroidered linens for rest during overnight stays while traveling.

**Worth** 66gp, weight 86hg, Sells for 60gp

## Adventuring Equipment

Adventuring Item	Cost (gp)	Wt (hg)	Description
<b>Abacus</b>	5sp	1	Calculate things. Give +1 to skill trading
<b>Back Pack</b>	2	12	Hold 25 kg
<b>Back Pack, quality</b>	6	18	Hold 37 kg, +1 to its save
<b>Back Pack, small</b>	1.5sp	10	Hold 16 kg
<b>Ball Bearings</b>	3sp	3	Contain three handfuls of small marble balls. Each may detect slopes.
<b>Bandoleer</b>	3	3	Shoulder belt hold 8 T or 4 S weapons
<b>Bedroll</b>	5sp	14	Comfortable rest in the wilderness. You make a willpower DC 10 check automatically.
<b>Belt, normal</b>	2sp	1	1 L, 2 M or 3 S weapons
<b>Belt, weapon</b>	4sp	2	2 L, 3 M or 5 S weapons
<b>Blanket</b>	3sp	8	2x2 m
<b>Caltrops</b>	5	10	2d4 damage to feet in 2x1 sq. 5sq range
<b>Candles</b>	1sp	1	Pack of four candles, each burn 1h, light 3sq
<b>Chest, small</b>	3	14	4x2x1.5dm with dc 17 lock and key
<b>Compass</b>	3sp	1	Show direction north - give +2 to survival checks to navigate.
<b>Drums</b>	20	5	Instrument
<b>First Aid Kit</b>	1	2	Small healing kit - allows a new check to become stable when dying.
<b>Flask, acid</b>	12	3	Cause 3d6 points of damage R6 and items hit need to save or be destroyed
<b>Flask, empty</b>	2sp	1	Glass
<b>Flask, ink</b>	3sp	2	Used to write with (50 pages)
<b>Flint &amp; Steel</b>	1sp	4	Used to create fire 1 on 1d6
<b>Flute</b>	20	5	Instrument
<b>Greek Oil</b>	5	5	2d6 fire dng on a hit or 1d6 on a splash (touch to hit). On a hit second round 1d6 points of fire damage.
<b>Guitar</b>	20	5	Instrument
<b>Harp</b>	20	5	Instrument
<b>Hexant</b>	5	1	Give +2 to survival navigation checks by using the height of the sun as a marker for time
<b>Holy Symbol</b>	20	3	Needed for priests and turning
<b>Holy Symbol, Blessed</b>	100	3	+1 to turn
<b>Holy Water</b>	10	3	Damages undead 2d6 points 1sq. range 5sq.
<b>Hook, grappling</b>	3	10	Used with rope to scale walls
<b>Hunter's trap</b>	20	20	A hunter's trap need to be laid out, set, and covered (one round). If stepped on it score 2d6 points of damage and target is <b>restrained</b> until removed. It is removed using a DC 12 strength check providing you have two gripping limbs free.
<b>Ladder, rope</b>	5sp	30	6 m long, climb DC 6
<b>Ladder, siege</b>	16sp	80	9m long, climb DC 5
<b>Ladder, wood</b>	6sp	40	3.2 m long, climb DC 5
<b>Lantern</b>	8	15	6sq light (-2 to surprise) detectable DC 8

<b>Lantern, bulls' eye</b>	30	13	10sq light, detectable with spot check DC 14, light in only single spot
<b>Lantern, hooded</b>	10	12	8sq light, detectable with spot check DC 12
<b>Oil, Lantern</b>	3sp	3	Last 4h.
<b>Load Stone</b>	1	2	Learn direction of north
<b>Mallet</b>	2	7	Used to hammer with (spikes)
<b>Mirror</b>	2	6	3x4dm, can be used to reflect gaze weapons, sturdy metal construct.
<b>Parchment</b>	1sp	1	Roll of three parchments
<b>Pole 10'</b>	1sp	10	Find pit traps, hold open, prod ex. 3m
<b>Pouch, medium</b>	1sp	1	Hold 2 kg
<b>Pouches, set of small</b>	6sp	1	Six, hold .5kg each
<b>Quill</b>	1sp	1	Pack of five. If it matters a quill last about 200 pages before losing its sharpness.
<b>Quiver</b>	3sp	2	Can hold 30 arrows
<b>Rope</b>	3sp	20	12m, hold 400 kg
<b>Rope, elven</b>	5	12	20m, hold 500 kg
<b>Rope, fine</b>	3	15	40m, hold 300 kg
<b>Rope, gnomish</b>	12sp	16	14m, hold 250 kg, climb DC 7 (knotted)
<b>Rope, long</b>	6sp	40	26m, hold 400 kg
<b>Rope, mithril</b>	10	10	30m, hold 800 kg
<b>Sack</b>	3sp	2	Capacity 10kg
<b>Sack, huge</b>	7sp	4	Capacity 40kg
<b>Sack, large</b>	5sp	3	Capacity 20kg
<b>Sack, small</b>	2sp	1	Capacity 5kg
<b>Sheet</b>	6sp	2	Woollen sheet 2m x 1m to sleep on
<b>Spell Book</b>	100	20	Empty 50 pages
<b>Spell Book, Light</b>	60	18	Empty 30 pages
<b>Spell Book, Travel</b>	40	16	Empty 20 pages
<b>Spikes</b>	1sp	10	Set of ten strong spikes
<b>Tent, large</b>	10	7	3 large or 6 M or 9 S
<b>Tent, medium</b>	6	5	2 large or 4 M or 6 S
<b>Tent, small</b>	3	4	1 L or 2 M or 3 S
<b>Thief Tools</b>	20	3	Needed to open locks and disable traps. Five picks. Miss by 4 breaks a pick
<b>Thief Tools, exquisite</b>	180	3	Same as thief tools picks at +2
<b>Thief Tools, fine</b>	70	3	Same as thief tools picks at +1
<b>Tinder Box</b>	3sp	3	Used to create fire 1-2 on 1d6, checked each round.
<b>Tinder, alchemic</b>	2	3	Used to create fire 100% 10 times.
<b>Torch</b>	1sp	4	.5sq light, burn 1h (-2 to surprise)
<b>Torch, Gnomish</b>	3sp	3	7sq light, burn 1h (-2 to surprise)
<b>Towel</b>	2sp	2	Always practical, 1 point warm if wrapped around you, can be used as small sack, can shield from sun, 5ft long can be used to help someone up from a pit, can be used to signal defeat (white), you may use it to avoid touching something foul and you may dry yourself with it. You may avert an attack from a bull, blind an opponent by placing it above its sensory organs

# Arcane Fantasy v8.88

			(eyes) use it to signal with at twice range (flag, darken a window, use it as modest clothing or as a simple swinged small blunt weapon dam 1 no str mod crit 19.
--	--	--	---

## Provisions

Food Item	Cost	Weight	Comment
Ale, Cask	6sp	4+50	5 litres, 5 days
Bacon	3sp	4	One day food, last 1 month
Beef	4sp	4	One day food, last 1 week
Beer, keg	3sp	24	Keg of beer, 2 days, 2l
Brandy	12sp	10	Flask 1 litre, flammable (see Greek oil but 2d4/1d4 instead), makes 4 people greatly intoxicated.
Cheese	2sp	5	One day food, last 2 weeks
Chicken, grilled	3sp	9	One day food last 3 days
Eggs	3sp	5	One day food, 8 eggs, last 2 weeks
Fish, salted	2sp	3	One day food, last one month
Fruit, Exotic	5sp	8	One day food, last a week
Fruit, Local	1sp	8	One day food, last ten days
Ham, smoked	3sp	4	One day food, last 1 week
Iron Rations	7	35	1-week food for M, last 3 months
Loaf of Bread	1sp	7	One day food, last 1 week
Vegetables	1sp	6	One day food, last a week
Water Skin	6sp	3+50	Leather, hold 5l
Wine, common	3sp	1+10	Flask of wine, 1 day
Wine, fine	7sp	1+10	Flask of wine, 1 day
Wine, noble	1.5sp	1+10	Flask of wine, 1 day

## Steeds and Transport

Item or Animal	Cost	Wgt	Comment
Barding, Chain	500	40kg	Large, def 3 horse armour
Barding, Leather	100	20kg	Large, def 2 horse armour
Barding, Plate	2000	60kg	Large, def 4 horse armour
Blanket, horse	1	12	3 x 4m
Camel	40		Capacity 230 kg, move 12, drink only once per week. Same as horse in regard to food.
Canoe, large	60	600	Capacity 800 kg - up to 8 people
Canoe, medium	40	350	Capacity 450 kg - up to 4 people
Canoe, small	30	180	Capacity 280 kg - up to 2 people
Cart	180	400	Capacity 240 kg - 3 people
Cat	6		Company or combat in self defence
Chariot, large	800	3000	Capacity 1.400 kg - 7 people, 2 horses
Chicken feed	2sp	3	Per week
Chicken, live	1		Food for one day, or one egg each day 50%

Dog food	1sp	I	Per day
Dog, hunting	15		Used to track and spot pray
Dog, sled	10		Capacity 20 kg pull (40 kg load on a wagon/sleigh)
Dog, war	33	M	Used in combat
Donkey	18	M	Capacity 105 kg, move 6
Horse food	1sp	4	Per day
Horse, riding	50	L	Capacity 200 kg, move 12
Horse, war	200	L	Capacity 250 kg, move 12, does not bolt
Pig	12	M	One-month food for 4 people or medium mount
Pig food	1sp	5	Per day
Pony	30	M	Capacity 140 kg, move 11, use $\frac{1}{2}$ amount of horse feed
Rowing Boat	40	800	Capacity 700 kg
Saddle	5	30	To ride on
Saddle Bags, huge	5	30	Hold 90 kg, 45 kg each, size relates to creature wearing it
Saddle Bags, large	4	16	Hold 40 kg, 20 kg each
Saddle Bags, medium	3	8	Hold 16 kg, 8 kg each
Sailing Ship	400	1000	Capacity 4000 kg, 5m
Sled	10	10	Capacity 150 kg, need 6 dogs
Sled, large	20	20	Capacity 240 kg, need 10 dogs
Tack & Bridle	1	1	Used to rein in and control a steed.
Wagon, 1 horse	120	180	Capacity 700 kg 4-5 persons
Wagon, 2 horses	220	260	Capacity 1.200 kg 7-8 persons

## Clothing

Food Item	Cost	Wgt	Comment
Boots, Common	4sp	8	
Boots, Fine	3	7	
Cap or hat	3sp	1	
Dress	2	6	
Dress, Noble	8	8	
Gloves, fine	1	1	Style
Gloves, thick	2	2	-4 to open locks, avoid frost bite in cold regions.
Gown	1	6	Simple dress
Hat, Fine	3	1	Style
Shirt	3	1	
Shoes	3sp	5	
Shoes, Fine	2	5	
Shoes, Noble	5	5	
Skirt	4	1	
Sweater	5sp	4	
Sweater, fine	3	3	
Trouser, fine	3	2	
Trousers, common	1	3	
Set of common clothes	17 sp	12	Common trousers, sweater and shoes
Set of fine clothes	7	7	Fine sweater, fine trousers and a headwear

## Arcane Fantasy v8.88

### Potions

A small ceramic bottle with an enchanted fluid. Weight 1hg. Some of these may not be available in small villages or none at all in some places.

Potion	Value (gp)
Awaken	20
Courage	30
Dancing*	30
Darkvision	30
Detect Invisible	20
Gibberish*	30
Healing Touch	30
Intoxicate*	20
Resist Poison	30
Senses	20
Sober	20
Warmth	30
Armour	50
Bless	50
Cure Wounds	50
Dense	40
Detect Magic	40
Endure	50
Forget*	40
Inspiration	40
Jumping	40
Recuperation	50
Resist Cold & Fire	40
Spider Climbing	40
True Strike	50



### Saves

You make a save to avoid or reduce a malign effect. There are six types of saves. One for each ability. Three of them are most common.

Saves are made when someone else or something else is affecting you. Ability checks are when you instigate something or try to do something.

You make a save using 1d20 and adding your modifier from ability and any modifiers from the feat Save. If the score is higher than or equal to the Danger Class (DC) then you avoid the effect (or reduce the damage – as stated in the description of the attack you try to avoid).

**Reaction** (agility modifier + any feat modifiers) avoid things by acting quickly, jumping away or take cover.

**Physical** (health modifier + any feat modifier) avoid things by being healthy, resisting poisons or disease or other body affecting attacks.

**Mental** (willpower modifier + any feat modifier) avoid mental affecting attacks, resist fear, charm, hold and so on.

There are three more uncommon saves.

**Strength** saves to get free from being held or avoid getting pushed back from force. Anything requiring you to stand your ground is a strength save

**Intellect** saves to avoid or reduce the effect of illusions. Illusions are the domain of intellect saves.

**Presence** saves to avoid fear and diplomacy. Presence gives a base modifier to magic resistance and have few specific areas where used.

**Critically failed save** – on a roll of 1 your save has failed miserably. A power that causes damage may also destroy your equipment. See item saves.

A **bad save** on a roll four or more, lower than needed some powers have an additional effect, such as stun.

A **save fails** if you roll less than the DC needed with 1d20 adding your modifiers.

A save is made with a roll of 20 is a **supreme save**. A supreme save negates all effects totally.

If you have 20 or more in presence you are allowed a save even against magic that don't allow a save, to see if it is negated, reaching the supreme saving throw.

The 20 is modified by your magic resistance if you save against a power or magical innate ability. Thus, having +2 MR, you make a supreme save by rolling 18-20. Having +6 MR, your supreme save is 14-20.

If your Supreme save is better than your normal save, you use the supreme save score when saving against magic. Thus, avoiding all effects if the save is made.

Magic from a machine has DC  $10 + \text{Power Score}/2$ , i.e. A fireball from a glyph of warding with a PS = 4 has a DC  $10 + 4/2 = 12$ .

Magic from an item with a set PS such as a PS 10 wand of fireballs has a DC equal to  $10 + \text{PS}/2 = 15$ .

Generally, at the beginning of an adventurer career the party face DC 10-14 obstacles, later on things get more dangerous at DC 15-18. Then at high levels, the DC is 19-22 or so. At divine levels the DC could reach 23 or more – but this is **not** the norm.

Having a MR of 20 or more you are unaffected by magic powers, unless you allow the magic to affect you.



## Common Skills

Skills are things a character can do. They usually take a round of time (full action) but some, the informative skills, are instantaneous.

**Everybody** has access to (know) two common skills and have no penalty (non-proficiency penalty) to the skill checks related to those skills. You succeed in a skill by rolling 1d20 + the ability modifier that apply to that skill and scoring higher than or equal to the DC of the skill.

In a non-combat situation, you may take-10 for a skill check instead of rolling 1d20, sometimes called a passive check. Example passive perception is used to detect hiding creatures as you adventure.

Learning a common skill first removes the non-proficiency penalty (that is -4). The following times by the use of the skill feat you add **+2** to the skill and you become skilled. Learning it again you become expert at **+4**, master at **+6** and grand master at **+8**.

It is quite possible that the GM state some common skills are unavailable. You cannot select them and you remain non-proficient in them depending on your background. A rogue lad living in a desert may not know swimming or a halfling may not have had a mount in the village to learn riding. In those cases, the normal non-proficient modifier of -4 apply until you learn the skill and you then remove that penalty.

Learning skills are done by the feat **Skill**.

Skill	Ability	Time	Opposed by
<b>Acrobatics</b>	Agility	full	
<b>Climbing</b>	Agility	full	
<b>Jumping</b>	Agility	Full	<b>Height/length</b>
<b>Spot</b>	Health		
<b>Survival</b>	Health/Int	During rest time, minimum 1h.	<b>Terrain</b>
<b>Evaluation</b>	Intellect	Free	<b>Value/rarity</b>
<b>History</b>	Intellect	Free	<b>Rarity</b>
<b>Investigation</b>	Intellect	Full+	
<b>Search</b>	Intellect	1r/surface sq.	<b>Craftsmanship</b>
<b>Deception</b>	Presence	Full	<b>Insight</b>
<b>Intimidation</b>	Presence	partial	<b>Willpower</b>
<b>Performance</b>	Presence		
<b>Persuasion</b>	Presence		
<b>Spot</b>	Presence	instant	<b>Stealth</b>
<b>Trading</b>	Presence	full	<b>Trading</b>
<b>Parry</b>	Strength	Instant	<b>prone</b>
<b>Riding</b>	Strength	free	
<b>Swimming</b>	Strength	full	
<b>Craftsmanship</b>	Strength*	days	<b>Value/rarity</b>
<b>Insight</b>	Willpower	Instant	<b>Deception</b>
<b>Perception</b>	Willpower	partial	

### Acrobatics (agility)

Acrobatics is the skill to do acrobatic stunts and remain standing or walk on top of something narrow, such as a wooden board across a pit. Somersaulting out of a moving wagon, jumping onto a steed, doing gymnastics or feats of agility.

Surface is;

- Easy (DC 10) such as a log
- Medium (DC 14) such as a board
- Hard (DC 18) such as a rope
- Slippery or loose surface DC +4

*Having tumble give +2 to the acrobatic check.*

### Climbing (agility)

Climbing is the characters chance to climb 2m up on a vertical surface in a round. Climbing a ladder, you can move half your move if you climb check succeed.

You can use the take 10 rule if you can climb without stress, taking your time. Use 1d20 + agility modifiers if attacked or disturbed instead.

The DC of a climb is 10 for easy rough wall with handholds, 15 if it is smoother and rather hard to climb. DC 20 indicate a hard-smooth wall to climb, while DC 25 is slippery/wet sloping outwards.

Climbing a thick rope could be DC 11 and 9 if knotted. A ladder is DC 7.

A failure indicates a fall but you may catch yourself with another check. However, if two check fails in succession you fall (all the way) to the ground. If you fall onto another climber they must check their climbing as well or start to fall.

Encumbrance adds 2 to DC. Heavily encumbered add 4.

### Craftsmanship (strength or other)

This skill can be one of many different skills, from masonry to being a metal smith, gem cutter or most any craft. Some skills don't rely on strength but agility or intellect - the GM must decide. The DC is generally 10 to make an item, 15 to make a quality item, 20 to make a quality item ornamented and 25 to make an ornamented into a piece of art. +1 DC for each 500 gp. Takes one day +1 day per 200gp. A failed check indicates loss of half time and half material cost.

### Deception (presence)

Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, earn money through gambling, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

### Evaluation (intellect)

A character can try to find out if an item is valuable. A success will give an approximate answer. Ex: This gemstone can be worth hundred gold. The real value is 225 gold pieces. Nothing about the value is known if you fail.

DC is 8-12 for common items (equipment/clothing), 13-17 for uncommon items (gems/jewellery) and 18-22 for rare items (magical items) and 23 for very rare and 26 for unique items (artefacts). The higher the value the higher the DC generally. The game master rolls this check hidden.

You always know the value to obvious things such as a gold piece (unless it is non-standard or ancient foreign currency)

### History (intellect)

Find out facts about old, or ancient places, items or other historic lore with a successful skill check DC 10, 15 or 20 if it is common, rare or very rare facts. DC 25 is outer-worldly lore or divine knowledge.

## Insight (willpower)

Make a check to realise some information that the situation or creature talking does not reveal – such as negating a deception or intimidation or realise that some info is more important than stated. It can be made instantly as a reaction, but only once per round. The DC of such a check is the deception/intimidation DC or between 10 and 20 depending on how hidden the info is.

## Intimidation (strength)

Make other people do what you want in an obvious way. Making a show of brute force or authority to make another do what you want. One typical example is to dress up as an officer and fool the guard to open the gate - by intimidating them not to ask questions.

Modifiers to Intimidation DC (base 10)

Best willpower modifier of opposing group.

If those you try to intimidate is well disciplined and strong DC is 15.

If you act in a convincing way the check is favourable.

A failed intimidation makes those you tried to intimidate one-step more hostile (benign, friendly, neutral, threatening, hostile).

*The GM may state that a Strength (intimidation) check be made if the show of force is a show of strength and not a bluff.*

## Investigation (intellect)

Trying to understand how something works. DC is generally 10-20 where 10 is easy to understand and 20 is hard to understand. An investigation takes a minimum of one round. But at higher DC and complexity, time required is a minute or ten minutes. The GM will decide. Some problems cannot be solved using investigation only, you must try some combinations or learn more about how it works using hands on techniques before an investigation check is allowed, GM decides.

## Jumping (agility)

You may **jump** twice your length with a DC 10 check if having 2sq free to build up speed. Each 10% more distance adds 1 to the DC. Jumping without 2sq start move or encumbered DC is 15 or 20 if both.

Jumping over a pit you may reach further by catching the edge of the floor on the other side, with your hands with another agility check DC 15 and then **climb** up with another check. This way you add 50% to the **jumping** distance above.

If **jumping up**, the height you may **clear** is half your height, each 10% more adds one to the DC.

The height you may **reach** with a jump, say to grab hold of a ledge or edge of a roof, is 133% of your height (you plus your arms) + the height you may **clear**.

Modifiers to Jumping DC

- Ground is uneven add 1-2 to DC.
- Ground is soft or wet add 1-2 to the DC.
- Ground is sloping upwards add 1-3 to the DC
- Ground is sloping downwards remove 1-3 from the DC
- Encumbered (33%) add 2 to DC
- Heavily Encumbered (50%+) add 5 to DC
- Standing still add 5 to DC

Example: competing on high jumps on the beach (soft) gets DC to 12. A human 180 cm high rolls 13 and add 2 from agility. Making the check by three steps (15-12) The height he may clear (jump over) is  $180/2 + 3 \times 10\% = 90 * 1,3 = 117\text{cm}$ .

Example a barbarian 185cm tall, jumping +4 wants to jump up and reach the edge of the pit trap he is in (3m up) without a running start (standing still). DC 15.  $185/2 + 185 * 1.33$  makes a jump 388cm at DC 15 (rolling 11). And 3m when rolling a 7 (4 less as 10% of 92 cm is 9.2 cm and four of them is less than 38cm) he makes it and grabs the edge.

## Parry (strength)

When hit or affected by something making you prone.

You add 2 to the check to avoid getting prone. If your parry modifier is higher you use that score. If the reason you get prone has no save you get one DC 15.

If the attack making you prone has a secondary effect (such as pushing you back or scoring damage), making the save disregard the secondary effect.

## Perception (willpower)

### Spot (health)

This skill measures your ability to notice things. A successful check indicates that you notice something. The opposing skill is often the stealth of your opponents or the level of noise in the area.

Listening at a door is one way to know if preparing before entering is required. Thick doors or background noise makes DC higher.

*Generally, DC is 10 modified by agility, lowered by 2 if wearing medium armour, 4 if wearing heavy armour (noisy). Increased by 2 if tiny and 4 if diminutive, decreased by 2, 4, 6, 8 if large, huge, colossal or gargantuan. Add 1-4 in various noisy conditions.*

*Perception is sound based while spot is sight based.*

## Performance (presence)

Your Charisma (Performance) check determines how well you can delight an audience with music, dance, acting, storytelling, or some other form of entertainment.

## Persuasion (presence)

This skill is how good you are at influencing someone or a group of



people with tact, social graces, or good nature, the GM might ask you to make a Charisma (Persuasion) check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. It is often opposed by willpower (best if many).

## Religion (intellect)

Find out facts about religious lore, temples, rites and code of conduct with a successful skill check DC 10, 15 or 20 if it is common, rare or very rare facts. DC 25 is outer-worldly lore or divine knowledge.

## Riding (strength)

Riding skill allows you to keep control of a steed not falling off. It has to be made when the horse (or another steed) is in combat or face another dangerous situation. Trained steeds only require checks when taking damage or facing supernatural foes with fear auras or similar.

**Damage:** DC is 10 + Damage taken /5 round up

**Foe:** 10 + Best presence modifier of supernatural foes

## Search (intellect)

*Takes time - 1 round per surface square of wall, floor or ceiling*

Detect something hard to find (something without a stealth score) such as a secret door. A party tries to find a secret door in a room. Roll for each character vs DC of the door. The door may be found if any character makes it. Finding the door may also let the characters learn how to open it - or not. Even if they find it, it may be locked from the other side - leaving brute force or magic as only options.

**Time taken:** a room up to 25sq. takes 10 minutes, larger rooms take 20 minutes. Rooms of more than 100 sq. takes half an hour. Adding more squares add time proportionally to that (200 sq. take one hour).

## Perception (presence)

*Opposite Stealth, Instant*

Detect something hiding or hard to see.

Default DC is stealth of the hiding creature 10+agility modifier

Passive perception is 10+ability mod. You detect anything hidden if your passive perception score is equal to or higher to the stealth of something hidden. A secret door can be seen by passing it, using passive spot but at +4 to the search DC.

Modifiers to the DC (base 10) or Search DC +4

- Dim Light +4
- Darkness +8

## Survival (health/intellect)

This skill enables you to live from the land and navigate across unknown lands. A check is made during the day to find game and plants to survive. A successful check give 1d4 rations. Another ration if you score 20 or higher with your check incl. mod.

- Bountiful lands (jungle, forest) DC 10
- Normal lands (plains) DC 14
- Wastelands or desert DC 18

You may also find direction and navigate towards a goal with a survival check.

- Familiar area or destination DC 10
- Unfamiliar area or destination DC 15
- Unknown area or destination DC 20

*In some cases, the GM may call for an intellect (survival) check instead of health - where reasoning is required more than hunting, gaming, finding paths and such.*

## Swimming (strength)

This skill measures your swimming ability. A successful check indicates that you manage to swim a stretch of water. Checks have to be made each round unless take-10 rule can be used. DC for swimming in calm temperate open water unencumbered is 10.

Modifiers to the DC

- Encumbrance adds 1 per 2kg of non-floating equipment
- Add 2 if choppy or moving water
- Add 4 if turbulent or large waves, rapids
- Add 1 if cold or hot
- Add 2 if serious danger lurks in the water

**Note:** Temperatures below 15 is cold and limit submersion to hours, below 10 to turns, and below 5 to rounds before cold damage set in, creating a lure of wellbeing while cumulatively penalized physical saves must be made or become incapacitated.

## Trading (presence)

A character who tries to barter to get a better price when it comes to selling or buying an item may need this skill. It is opposed by the trading skill of the one you barter with. If you make a trading skill check you can expect a cut in price if buying and a better price if selling by 10%. A one indicates twice reduction and a natural 20 indicate twice increase. These are cumulative and if you roll 20 and your seller rolls 1 you gain 40% on the deal.

A trader also has a favourable check finding out the value of an item. DC is 8-12 for common items (equipment/clothing), 13-17 for uncommon items (gems/jewellery) and 18-22 for rare items (magical items) and 23 for very rare and 26 for unique items (artefacts). The higher the value the higher the DC generally. The game master rolls this check hidden.

You always know the value to obvious things such as a gold piece (unless it is non-standard or ancient foreign currency)



## Class Skills

Creatures who do not have these skills have -4 on skill checks trying them (non-prof penalty). Having the skill removes this penalty the first time taken and. The second and following times taken you add +2 to the skill check.

Class Skill	Ability	Time
<b>Arcane Lore</b>	Intellect	Instant
<b>Concentration</b>	Willpower	Instant
<b>Creature Lore</b>	Intellect	Instant
<b>Diplomacy</b>	Presence	Turns
<b>Find &amp; Remove Traps</b>	Agility	Round
<b>Hunting</b>	Health	Turns
<b>Open Locks</b>	Agility	Round
<b>Stealth</b>	Agility	Round
<b>Tracking</b>	Intellect	Round

## Arcane Fantasy v8.88

### Arcane Lore (intellect)

**Need** initiate magic (any)

Check vs. DC10 + level of magic is needed to learn about the properties of a magical item, spell that is cast or other magical effect experienced seen or told of. Wands need a check to be used unless you have the spell in your list of powers.

### Concentration (willpower)

**Class skill** if having initiate magic, hexcasting or wild magic

Taking damage or being exposed to gas, bee swarms, nausea and so on, before casting a power or during concentration, forces a concentration check to be made. Failing the check, the power is lost without effect, removed from the day's total number of powers without having an effect.

The check is vs DC=10 or DC = damage / 2 round up, whichever is highest. Damage is calculated after any reduction or resistance.

### Creature Lore (intellect)

**Need** initiate magic(druid) or initiate magic (ranger)

Check vs. DC 10+Level is needed to find out information about a creature. Information is things as relative CR (Easy, Normal, Though), Special Attacks (Poison, Breath, Magic Use and so on), Special Defences (Immunities, Resistances, Special Reduction) and Special Weaknesses (double damage from fire or only affected by an ethereal attack).

### Diplomacy (Presence)

**Need** commander or initiate magic (paladin)

Make other people do what you want in a non-obvious way. If they don't know you (or the power behind you) your check is unfavourable. If they have lost a check against you your check is unfavourable again. (Having been alerted to your skills as a negotiator they are wary of any new suggestions).

### Find, Set & Remove Traps (Agility)

**Requires** +2 agility mod and surprise attack or tumbling seat

A check versus the DC of the trap is needed to disable a trap. A DC of 14 is an easy trap. DC 18 is normal, DC 23 Hard. Failing the check by more than 4 steps will trigger the trap.

This check also works to find a trap or to set a trap. Setting a trap, you need some basic material (trap kit) and the DC becomes four less than the skill check you roll to make the trap (modified by the trap kit). You may take 10 in a non-combat situation. A DC less than 5 is an obvious trap. Often not a good thing.

### Hide Motive (presence)

**Requires** inner strength, innate power(bard) or inner mind

Try to make your true motive hidden. Could be direct as to shake off pursuers, enter a guarded gate or help in gambling or indirect as to create an explanation that tells what they believe they got what they want while you may do what you want. Example: Tell the chief you will examine the warehouse during your shift, and a hide motive check will hide the fact that you want to go there for another reason while the chief likes the fact that you are ambition and take on more work.

### Hunting (willpower)

This skill allows the user to live from small game, hunting, using small traps, foraging and similar. The DC is set depending on terrain and abundance of game. DC 10 is plentiful, 14 is normal, 18 barrens and 23 is wastelands. If the check fails, you have to move to

a new area or wait until the next day. Each step above what you need is enough to feed an extra person (medium sized) or have food an extra day (up to three days unless cured/salted/conserved/chilled).

### Medicine (intellect)

**Requires** initiate magic (priest, ranger, druid or paladin), arcane recovery, body restoration or intellect 10 or more.

A medicine check can be made to stop bleeding or stabilize a dying person. Sometimes a medicine check can learn about an illness or disease and a check can help treatment. Many classes can use this skill – but not everyone can have them at start – that is why it is a class skill. Generally a DC 10 check is needed to succeed but when curing a disease it is the DC of the disease that applies.

### Open Locks (agility)

**Requires** Agility 12 tumbling or surprise attack.

A check versus the DC of the lock is needed to open a lock. A DC of 10-14 is an easy lock. DC 15-19 is normal lock; DC 20-24 is hard. A DC of 25+ so is of magical or demonic nature but are known to exist. Failing by more than four steps will break the pick.

### Stealth (agility)

**Requires** Agility 12 tumbling or surprise attack.

When using the stealth skill, a character will remain undetected, moving in shadows (dim light) or using natural surroundings to hide. Stealth is opposed the Spot skill.

Movement is walking while using stealth, half normal.

A successful stealth-check is made vs DC 10, modified by presence modifier of the most alert creature (highest presence modifier) within sight (5sq.). Good light and open/clear terrain will penalise the check further by 4 each.

If a stealth is successful, an attack with surprise can be made (if you reach it) or you may move past the creature.

If attacking, stealth is cancelled. If moving into an area where more creatures reside a new stealth check is required – but those that did not see the rogue/assassin the first time can still be surprised as the alarm takes some time. (This often happens in large areas with many creatures spread out and the rogue moves closer to attack)

### Tracking (intellect)

**Requires** initiate magic (ranger) or creature focus

Tracking allows a check to detect/find the tracks of creatures that have passed by.

The DC is determined from **ground** consistency DC 10(soft - large tracks), to 20 (hard - minimal tracks) and size and number of those making tracks.

- DC is +5 if ground is **moving** (mud, lava or similar).
- Time: +1 per hour that has passed.
- **More than one creature** -2, horde \*more than eight) -5.
- +2 if the creature is **tiny** and +4 if it is a **diminutive** creature.
- +8 if it is **flying**.
- -2 if it has a strong **scent**.

If the creatures tracked, know tracking, the intellect modifier of the tracked increases the DC.

## Arcane Fantasy v8.88

If check is made then the type of creature, size, number, time ago and direction is learnt.

### Movement

The movement is given as a number of squares you can move in combat during a round using a full action - which equals Marching Speed. You may not use faster speeds in combat (except that dashing requires jogging).

**A movement of 7** equals 14m per 6s or **7 sq. per round**.

When closing to melee you may move half your move (using a partial action) and still carry out a full round of attacks. Otherwise, you may opt to move or attack during a round according to your actions. Even if you attack, you may move to an adjacent unoccupied square - called **free step** (using a free action). If movement is the only thing you do, you move on your initiative. If you attack or cast a spell you move comes before or after the action. Finally, moving from melee trigger an attack of opportunity from the opponent, unless it is a free step done on your initiative.

**A diagonal move count as 1.5 steps.**

Move is always rounded down. So, that a partial move of  $7/2=3.5$  indicate three squares straight or two straight and one diagonal or two diagonals.

### Movement

Movement can be made in three ways.

**Outdoors** the move is kilometres walked per hour, on a good road.

**Indoors exploration**, the move is in 2 x squares per turn (minute) being alert and careful.

In **combat**, it is squares per rounds of six seconds.

**Marching**, which is the standard speed, require that you carry max half of your max lift capacity otherwise you are encumbered.

If carrying more, being **encumbered**, you have half move (walk only four hours per day) and your defence and reaction saves take a -2 penalty.

### Outdoor movement

A normal regional outdoor hex is 7km. A larger scale more fine-grained wilderness hex is 1km. A city hex is about 100m. A continent map is 50km to a hex.

Move	Hexes per turn City 100m	Hexes per Hour Wilderness 1km	Hexes per day Regional 7km	Hexes per week Continent 50km
<b>Flying 16*</b> <b>(giant eagle)</b>	32	32	32	32
<b>Flying 14*</b>	28	28	28	28
<b>12 (horse)</b>	12	12	12	12
<b>10</b>	10	10	10	10
<b>9</b>	9	9	9	9
<b>8</b>	8	8	8	8
<b>7 (human)</b>	7	7	7	7
<b>6 (dwarf)</b>	6	6	6	6
<b>5 (sailing ship)</b>	5	5	5	5
<b>4 (canoe)</b>	4	4	4	4

\* Flying for 8h is done at jogging speed regardless of ground. But it limits your load to a 25% of your max lift (or that of your steed). Between 25% and 50% flyers are encumbered

Travel by ship you use its speed and can keep up 8h of 24h with an oared boat without an extra crew of oarsmen. A sailing vessel keep up 12h during a day unless having an extra 25% crew to keep going during night.

The outdoor move is in kilometres per hour (7km/h) on a **road**.

In **difficult terrain** (forest, wastelands, deserts, rubble) each hex cost twice normal move. You reach half distance. Creatures native to that terrain move at full speed.

**Miserable terrain** (cliffs, swamps, jungles) brings it down to a quarter. Steeds or flyers not native to that terrain cannot be used.

A **forced march** may increase distance reached by 50% but require health checks (DC 10 road, 15 difficult, 20 miserable (and add +4 o DC if carrying more than 33%)) depending on terrain at the end of the day or become **fatigued**, see condition.

Eight effective hours is the normal maximum per day and it often takes twelve hours to do so. Time to unpack camp, eat, rest, navigate and so on generally take the rest of the time of a day. During a forced march, this turns to 12 hours effective time instead of eight and it takes 16 hours to do so.

### Indoor Movement

The indoor movement is in 2 x move in squares per turn (one minute) - considering examining your surroundings, having chance to spot enemies or hidden things. While it may seem slow it is the prudent pace. Going faster you may double the pace but then you will be surprised more often and be walking into traps more frequently (-4 to spot, stealth and initiative).

In well known, safe locations, this is the common speed. Some may argue that you can walk even faster if having no obstacles, such as down a long safe corridor and indeed you may then count it as outdoor movement.

Moving with **stealth** you halve the rate of movement.

### Combat Movement

In combat, your movement is in squares per round. That is with a move of 7 you reach 7 squares per round of six seconds. Moving half (partial) move reach 3.5 squares per round. A free step reaches 1.75 squares, one step in any direction including diagonals as it is rounded down.

Moving diagonal count as moving 1.5 squares.

### Special Speeds

#### Sprinting - Strength

Ability to move top speed m/s (21 sq. at move 7) for a number of rounds equal to your strength score divided by six. After this you must walk or rest at least three minutes. Max load 10% to be able to sprint at all.

#### Running - Strength & Health

Running is when you move at 2/3 top-speed (14 sq. at move 7). It can be done for a number of rounds equal to the sum of your strength and health. Max load 20%. After this you must walk or rest at least three minutes. This is the same as the dash movement action during combat.

## Arcane Fantasy v8.88

### Jogging - Health

Able to jog at half your top speed for a number of minutes equal to your health score. Max load 33% Flyers have this speed at 8 hours a day but have a max 25% load.

### Marching

Marching is a speed you can keep up for eight hours per day at a third of your top speed (about 2.3 m/s). In combat this is the normal speed and you reach your movement in squares if you use a full action to move that round. During a round, this gives you a movement of seven squares as a human. See base move in your racial description. Max load 50%

### Walking

You move at an 8<sup>th</sup> of your top speed. You may have to do so if you are encumbered or you are sneaking using stealth. If unable to move faster in combat, you will have a penalty of two on your defence and your reaction save. Max load 100%

### Drag/pull

Drag/pull up to two times the max load at 1sq. per round (a quarter move). On rollers or slippery surface this is increased to five times max load.

### Flying

When flying there are manoeuvrability classes A-E.

A - you can fly any direction each round, forward or backwards, up or down or to the sides. Generally, those with manoeuvrability class A do not have different speeds going up or down.

B - you may not fly backwards, only hoover or go any direction in a 180-degree span from where you are facing. Going up is limited to half distance moving forward and each sq. up cost two. Going down is limited to your move. Thus, a move 7 flyer with manoeuvrability class B may go three steps forward and two sq. up. Or drop five sq. and move two to the right.

C - You have to keep a forward momentum of at least half move and turn no more than 180 degrees in a round. Going up is limited to a quarter move each round and cost two squares. Going down is easier and you may drop three squares at normal cost.

D - You have to keep a forward momentum of at least half move and turn no more than 90 degrees in a round. Going up is limited to a sq. each round and cost two squares. Going down is easier and you may drop two squares at normal cost.

E - flying is only possible in a limited way. Either you start from an elevated position or you build up speed running for a round to gain a square of height. Once you fly you are limited to change direction up to 90 degrees in a round and you lose a square of height each round.

### Planar Travel

There are two big places in the multiverse except the universe your character start adventuring in. These are the inner planes and the outer planes. The inner planes or the elemental planes are places of primordial elemental energy such as plane of fire, earth, air and water, but also bordering places such as shadow, lava, mud, and steam. On the far side of the elemental planes are two places called the concordant opposition, a maelstrom of positive and negative energy creating all the energy and life/death force in the elemental planes and the elemental planes are the source of material for the prime plane (where your character lives).

The outer planes are the place where your gods live; There is one such plane per alignment; one of lawful good (Heaven) and one of chaotic evil (Abyss), lawful evil (Hell) and so on. Each of these planes are still further divided into layers. The topmost layer is where that plane connect to the astral.

One of the most striking features are the loss of enchantment. A magical +1 sword becomes non-magical in the ethereal or the astral. On an outer or inner plane, they lose two plusses. This is true for every other item with a plus enchantment, such as a bracer of protection +3, that would become +1 on an outer or inner plane (lose 2 plusses). An item turning +0 lose any other magic it has. A designated sword +2, +4 vs giants become non-magic in an outer plane.

Furthermore, wishes or miracles are granted by the closest power (they are rarely granted). Invocations (inner planar magic) have -4 to PS in an outer plane and evocations (outer planar magic) has -4 to PS while on an inner plane. Summoning does generally not work at all (except if the summoned creature live naturally in the plane you are visiting). Conjuration only work if there exist material needed naturally on that plane (conjuring a wind may work in the elemental plane of air but not on the elemental plane of water).

All outer or inner planar creature has +4 on saves vs mental powers, poisons and diseases - unless specifically made for that creature or plane. They also have an innate +4 MR.

Enchantments have -4 on their PS. Divinations may work but Ultravision and true sight require a mental save each round (DC 10) or be stunned by the pure power of an outer plane and concentration is lost.

Commune and augury will not function on an inner plane. Plane Shift will not work on an outer plane, except from its top layer.

### Inner Planes

In order for you to get to an inner plane, you have to travel ethereally. The ethereal is a place of perpetual grey. Everything is ghost-like and if you enter there, you become colourless. Distance (on the prime) is compressed by a factor 10. There are two distinct versions of the ethereal. The border and the deep ethereal. Around a plane up to a distance of a 2-3 km is the border ethereal. Here everything on that plane is visible. You may move in all cardinal directions as normal but also in or out / deeper into the ethereal or towards the plane. The deep ethereal is where you enter a grey nothingness and may come to the border ethereal of an inner plane or the prime plane.

Becoming ethereal, your movement is based on 5 + intellect modifier. But your movement is ten times than relative the prime plane. You gain a resistance to non-magic prime planar attacks in the border ethereal. Physical obstacles can be traversed, even floor or ceiling, unless coated in gorgon blood, led, hallowed or wizard marked surfaces. Crossing solid matter is treated as moving though difficult terrain.

Everything on the plane is insubstantial except gorgon blood, led, blessed or hallowed areas and a few other preventive substances. Some creatures may see you or attack you. Basilisks have their gaze reaching into the border ethereal and ghosts have this as their natural place of existence.

Perhaps the most common use of the border ethereal is to walk around close to the prime plane as ethereal and be able to move ten times as fast and through walls or other obstacles, often undetected.

## Arcane Fantasy v8.88

Prime planar beings only detect ethereal creatures as vague translucent shadows and while ethereal you have a +6 stealth modifier if trying not to be detected (soundless and translucent).

### Outer Planes

Much like the ethereal, the outer planes are reached by going through a border astral, deep astral and then to the outer planar border astral to end up at the top/first layer of the plane you came to.

The outer planes are roughly adherent to the different combinations of ethos or alignment. There are two upper layers of good and the lower of evil. There are the chaos planes and the planes of law.

### Astral Movement

When becoming astral you do so in two ways. Either by entering a gate or by an astral projection. Entering a gate, you remain yourself but move by thought using  $5 + \text{presence modifier}$  as move (minimum 1).

Using astral projection, you become immaterial (having an out of body experience leaving your body as a dead husk, trapped in perpetual timelessness, on the plane you leave it) and your spirit gains a resistance to non-magic weapons and immunity to positive, and negative damage and your move is dependent on willpower ( $5 + \text{willpower modifier}$ , minimum 1) instead of presence. Your spirit is a translucent image of yourself much like a ghost.

### Magic Resistance

Magic resistance is a special property of some creatures and a magic effect granted by some magical items. Magic resistance is an increased chance to avoid all effect of a magic spell, prayer or bard song – but not the psionist **mental** powers (those with the tag **mental**, not all their powers).

The magic resistance is based on your presence modifier and then built upon by innate magic resistance or by feats. It modifies what is called a **supreme save**.

Magic resistance deduct from your **supreme save** score. The supreme save is 20 without MR and 20-MR otherwise.

If you have a +5-presence modifier or greater or innate magic resistance of +4 or greater, you are allowed a save to negate magic, even if the power do not allow a save.

What happens is that the spell that is exposed to the creature with magic resistance will disappear locally. An area spell will still affect other creature in its area even if one of them manages to disregard its magic.

Magic resistance is automatically set aside-/disregarded if you want to be affected by the magic cast on you. This makes it possible for evil spell casters to trick you to lower your guard.

Do not accept ‘healing’ from a possible foe, it could well be an offensive spell. For example; Iron golems use this to always get affected by their lightning attack and they always choose to fail their reaction save as they get healed by lightning.

### Item Saves

When an item is exposed to damage, say when a sword is used to hit a stone door, in an attempt of breaking it or you **miserably fail** (roll of 1) a save against a fireball, you have to make an item save

for each exposed item. Containers protect items within as long as it makes it’s saving throw.

### Base DC of Damage vs. Material

Damage	Wood & cloth	Stone	Metal	Paper, dry weeds	Leather	Glass
Blunt	4	6	2	4	4	12
Piercing	6	4	2	8	8	14
Edged	8	2	2	12	6	12
Fire	12	0	4	14	10	4
Cold	2	2	2	8	4	6
Lightning	4	4	6	12	6	4
Acid	8	0	4	14	12	0
Sound	2	6	2	8	4	4
Negative	2	0	0	4	6	0
Positive	2	0	0	4	6	0
Poison	0	0	0	0	0	0
Force	8	6	4	12	10	8
Disintegration	10	6	4	12	8	10
Sum	70	36	32	112	84	74

There is no need to save if the attack is weak or the item is constructed to handle the damage (such as a pick hitting the wall) or the material is resistant to the damage type (as glass or gold is to acid). Generally, an attack need to score  $20 - \text{DC}$  points of damage to consider an item save. A DC of 0 indicate that the material is immune to that damage type.

The DC is increased by 4 if the attack is strong (greater than twice (20-DC)) or the item is constructed in a way susceptible to the damage as glass is to a hammer or paper is to fire.

Magical Items get +4 on the save. Artefacts do not generally need to save, they always make the save, unless it is their weakness.

### Lichdom

#### Dead but yet living

Becoming a lich is not easy. Only magic of highest power can do so and then turning back is ‘almost’ impossible. Using wish, miracle or being a spellcaster of evil alignment, killing yourself.

A lich is an undead that keeps its mind and does not age, nor need food, drink or air. Its body starts to deteriorate and shrivel, leaving a skeletal form after a year or so.

As a lich you die and turn undead, you gain the properties of skeletal form (PS = level of you). You become the creature type undead and your alignment shift to Chaotic Evil. You lower your health 2 steps and gain +2 to your power using ability (even above 30). You learn four powers.

In *skeletal form* you get resistance to non-magic weapons and piercing and negative damage whether magic or not. You become immune to suffocation, poison and disease and get +4 to mental saves.

If you die as a lich, you can only get raised with a wish or miracle. During the first 20 weeks you can be raised using atone. Raise dead, resurrection and such does not work. Evocation magic that heals instead harms. Necromantic powers heal instead of harm.

Aging has no direct meaning. But 10x your previous max age your bones start to deteriorate and you eventually turn into a pile of dust and take the form of a demilich.

## Vampirism

### Once bitten not yet dead

If bitten by a vampire you eventually die. You do not return as a vampire. But if you drink its blood you become one in two steps.

**First** you become a living vampire and you gain the following changes;

Strength increase by 2 (even above 30), and intellect lowers by 2. You gain an innate MR of +4 (note, this may reduce the effect of the feats magic resistance and lesser magic resistance).

You may summon bats, rats, wolves or worgs depending on level 1/day.

Tier 1: 2-5 huge rats, huge bats or 2 wolves.

Tier 2: 2-8 giant rats, 2-7 giant bats or 2-5 wolves.

Tier 3: 2-12 giant rats, giant bats or 2-5 worgs

Tier 4: 2-8 monstrous rats, 2-5 monstrous bats or 2-7 worgs.

Tier 5+: 2-5 epic rats, 2-5 epic bats or 2-12 worgs

You turn LE without any negative effects on experience.

You may fly 3/day as the power at PS 4+will modifier, minimum 1.

If killed or drinking the blood a second time you die, then come to "life" as an undead vampire the following dusk.

Removing vampirism requires target to die then be atoned and raised. Using Restoration on the corpse works instead of atone.

## Lycanthropy

### Once bitten twice shy

If you take damage from a were-creature you have to make a save after the battle. A physical save DC =10+PM+Health Mod. If it is made you have no further ill effect. Otherwise you become afflicted with lycanthropy.

Lycanthropy is gained in two stages. The first is that you turn into a Lycan each full moon. You rage uncontrollably, following your inner urges until dawn. After each time you may make a willpower check DC 25-times turned to Lycan, to take control.

Once in control you may turn Lycan twice per day for a period no longer than two hours each time, or three times for a period of 30 minutes each time.

When you turn Lycan you gain resistance to non-magic weapons and non-silver weapons 15p. You gain the characteristics of your Lycan creature growing pelt, gaining height and weight of about 10%. You gain the skill **spot** or it is +2 if you have it already. And you gain +2 to agility, +2 to strength and -4 to intellect minimum 3.

Being a Vampire prevents lycanthropy. Being a lycan prevents becoming a vampire. Being a lich prevent both.

## Combat

Combat is when moving close to your opponent and attack in melee or used ranged attacks or magic to defeat your opponents. Each round you may move and act such as strike a blow with your weapon or cast a spell. The order between groups are determined using initiative unless surprised.

Moving away from combat is a bit tricky. The last one leaving an opponent trigger something called an attack of opportunity – an extra melee attack of your opponent, unless using tumbling to avoid it or it is done on your initiative. An attack of opportunity uses a free action.

## Surprise

One party facing another, where one is aware and the other is not, indicate a surprise situation. The aware party get a free round before initiative and the unaware is surprised.

Surprise is something you can get (better chance to) if you use stealth and carry non- or light armour. The worst stealth score in a party applies. To not be included in a party you need 5sq distance from the rest. That is why the stealthy once move ahead of the party to scout.

Note that carrying light is a giveaway to those that can see the light and prevent surprise even if using stealth. That is why stealthy characters have a bullseye or hooded lantern that can be directed or darkened.

Not having or using stealth carry a -4 to your passive stealth score as does wearing medium or heavy armour.

An active stealth check opposes a passive spot score (unless the opponents actively guards or have a lookout). Otherwise it is a passive stealth score that an active spotter needs to make.

## Initiative

Roll 1d20 + agility modifier of the most agile party member or the one closest to the enemy if the most agile is more than 3 squares away or cannot see the situation. The group with the highest initiative acts first.

### Initiative Order

During a round you may do things three ways **Free**, **Ordered by Initiative** or **Structured**. You must select a system that works for you, speak to your GM.

**Free** - Roll 1d20 for each group (party, and each set of monsters). Each member of each group act in any order. You may start with this and see if it works for you. OR

**Ordered by Initiative** - In an ordered initiative all members of the party and each group of monsters roll initiative. The all act in order of initiative, highest first. OR

**Structured** - Roll initiative for the groups. Each member of the party must act in the following order;

Stating Intent - determine placement below

- 1 Speak or Examine
- 2 Ranged attacks\*
- 3 Casting a spell\*
- 4 Melee\*
- 5 Use an item (not one above)
- 6 Second action (slashers and archers)

In each sub group you act in order of initiative modifier. If two have the same the one with highest agility act first. If the same agility the one with the smallest weapon or lowest level of spell.

**Holding initiative:** If say the wizard would want to wait casting his fireball until after melee of his companions, it is possible. But it must be stated during the intent phase. It is not possible to hold

## Arcane Fantasy v8.88

your initiative into your opponent's initiative if you won initiative. You then must forsake your actions this round instead.

\* Movement can be either before or after the action if you want to.

### Actions in Combat

An action is a thing you do in combat. Some things take longer time and some take shorter time. This is indicated by the action type.

**Full action, partial action or free action.** You may make **one of each during a round** except that you can use a full action to do a partial or free action and a partial action to do a free action. Generally, a partial action is quicker than a full action and a free action is quicker than a partial action.

Actions	Type	Effect
<b>Move</b>	Full	Move your full move
<b>Move</b>	Partial	Move half your move
<b>Move</b>	Free	Move a quarter of your move
<b>Attack</b>	Full	Full attack or touch
<b>Attack</b>	Partial	Touch attack – does no damage but may deliver a touch power. Or used as a full action to do the attack, scoring damage on a normal hit and deliver a quickened spell on a touch.
<b>Attack</b>	Free	Some feats may grant use of your free action to attack, such as slashing.
<b>Spell</b>	Full	Use a normal power
<b>Spell</b>	Partial	Use a quickened power
<b>Spell</b>	Free	In some cases, a spell can be cast as a free action.
<b>Use</b>	Full	Drink a potion, use a wand, read a scroll activate some magical item.
<b>Use</b>	Partial	Find an item in your pouch or belt. Activate a magical item, standard.
<b>Use</b>	Free	Change weapon, open a door, pull a lever
<b>Ready</b>	Full	You spend your turn preparing, knocking an arrow, raising your weapon, getting your mind focused in preparation of some unknown but anticipated danger. You may then as a reaction use your full round action when the condition you prepare for is met. Up to a minute.
<b>Disengage</b>	Special	Spend your free action to move away while using your full and partial action to defend. Allow you to leave melee without attracting an attack of opportunity.
<b>Dash</b>	Special	Spend all your actions; full, partial and free moving. You may now move twice your move in a round. You may only keep up dashing for a few (4) rounds while in combat. For longer time you need to use the outdoor movement (jogging, running, sprinting).
<b>Flee</b>	All	(Reaction out of turn) move a full action away from opponents.
<b>Set weapon</b>	Free	You may set a spear or a pole arm held when charged upon. The longest weapon then acts first, and the set weapon score double weapon damage.

### Reactions

Some actions take place outside your turn. These are; Attack of opportunity, flee and divine action. Some powers may be used as a

reaction and can be released if a set condition is true. A reaction takes a minimum of a free action to do. Thus, a reaction can only be done if you have a free action left unused.

Example: a Master Slasher may not use a reaction to Flee or make Attacks of opportunity after spending all his actions on attacks.

**Attack of Opportunity** – when the last opponent within your threat range leave melee you may use your free action to make a weapon attack with your weapon in hand (or natural weapon).

**Flee** – you move a full move away from your opponent – this may trigger an attack of opportunity if you are the last to leave. If many leave at the same time your opponent chooses who get attacked.

Some Powers can be cast as reaction in given circumstances – such as feather fall on falling creatures. The Reactor must have a free action to spend to cast the power this way.

Divine actions apply after the end of an opponent's initiative. It can be combined with any magical reservoir of actions, such as from boots of action.

### Power Use

A quickened power uses a partial action. A normal power takes a full action. Thus, some combinations of powers may be cast more than once per round. Example: You may cast a normal full action power; a quickened power and a feather fall as a reaction during a round – but forsake all movement. This is a big change compared to other versions of this game and compared to 5<sup>th</sup> edition D&D.

### Intents

The meaning of intent is to create a structured round. It carries the risk of misjudging the situation but it also helps to create some order in the chaos of combat.

**Speak** – if your action this round is to try to parley or negotiate or stop your opponent you act in the first group. You may **not** do this and still act normally this round. The effect is up to the GM but presence should have an influence. You may speak as a reaction as well but then no more than six seconds are allowed.

**Examine** – if you walk close and discover a creature you may act before others in the party.

**Ranged Attacks** – include using a hurled weapon or a missile weapon to shoot your first shot (if having more they come last in the round). Movement can be before or after the action.

**Casting Spell** – those having stated this now perform their magic. Movement can be done before or after casting the spell. Turning is included here.

**Melee** – Those entering melee or trying to, act now. They may move before they make the attack. Moving after attacking is called retreating, and may trigger an attack of opportunity.

**Use Item** – those not having acted now may do so. This time slot includes using a first aid kit or drinking a potion.

**Movement** – you may move before or after your turn spending the type of action needed.

### Attack and Hit

If you 1d20 + attack score -10 is equal to or higher than your opponent's defence you hit and cause damage.

## Arcane Fantasy v8.88

A **touch** attack disregards the physical armour and shield of the target but score no physical damage if it is a partial or free action, but normal damage if used with a full action.

A touch attack can be done with a quickened spell to deliver it. Such as casting cold touch and try to touch your opponent the same round. You may deliver the power of the magic with a full round attack with your weapon and then the magic is in addition to the damage done physically.

### Buying Healing or Other Magic.

In most places, you may go to the temple and sacrifice gold to their cause to get a certain power used on you or on a friend, such as healing or remove disease. Powers that cost 1000 gold or more is available only in greater cities or large temples or you must be very lucky to find a powerful priest in a small temple or little village. The game master will determine the chance.

Cost is generally 25 gold for a cantrip, else 50 \* level x level.

### Called Shots

If you want to hit a specific part of an opponent, a called shot is made by stating your **intent** before you attack and then your attack becomes **unfavourable**. However, if you hit you damage the specific part of the opponent. If the hit score 25% of your opponent maximum life points the part you hit will be disabled for 2-12 turns if a physical save DC 10+ 1/5 points of damage fails. Disabling a head will cause **unconsciousness**, a leg will reduce movement to half, and an arm will prevent shield or weapon to be used. Some creatures such as a hydra - has special weaknesses that requires a called shot to exploit. Some weapons have special effects that require a called shot to be used (see, tres bolas).

### Fatigue and Exhaustion

Traveling a day exposed to heat or cold without proper clothing. Having less than half rations of food or water. In such circumstances the character become **fatigued** at the end of the day.

Unless the condition that caused fatigue is removed (cool or warm shelter, enough food or water) the long rest is disturbed and only half normal healing is possible and powers above 2<sup>nd</sup> level cannot be memorized.

At the end of the second day fatigued and still not having access to shelter, food or water you become **exhausted**.

Unless the condition that caused exhaustion is removed (cool or warm shelter, enough food or water) the long rest is pitiful and no normal healing is possible and no powers can be memorised.

In the morning you must make a DC 10 phy-save or die. You continue being exhausted and the next morning the save is DC 15, each day you survive the DC increases by 5.

Unless you find food or shelter you will eventually die.

**Fatigued** and **exhausted** are conditions.

Other situations may cause fatigue such as forced march or special attacks of some creatures or powers of magic users.

Someone already fatigued when becoming fatigued becomes exhausted. If exhausted you must make a death save, see the rules in condition exhausted.

### Charging without a feat (Untrained)

**Requires** all with a medium or larger thrusting weapon.

All using a thrusting weapon (of same size as the creature or larger or a natural thrusting weapon), may do this untrained and do not need a feat to do it. Add +2 to hit and damage and reduce your defence by 2 until your next round. Move up to your **full** move and attack once using your full round action. If unable to reach your opponent you still get the -2 to defence without being able to attack (no measurements before stating intent). If charging an opponent having a set weapon, the longest weapon act first. Thus, charging a group of pike men with a spear, the pike men attack first as their weapons are longer.

Sometimes charging is done with a risk. Setting a spear or other thrusting weapon is a free action **reaction** to a charge.

### Charm

The charm makes the charmed regard the charmer as a trusted friend and willingly follow his instructions. If a charmed is ordered to do something lethal to it (jump off the cliff) or something opposed to its alignment (tell paladin to kill an innocent), a new save is allowed to break the effect. However, if the save fails the instruction is followed.

### Higher Ground

An attack with a physical weapon from higher ground give a +1-attack modifier.

### Flanking & Rear

An attack from the flank gives +1 to attack if the target is unable to face you.

Rear, an attack from the rear gets a +2-attack modifier, unless the target may use a reaction to turn.

### Combat in Water

Wading you get -1 to hit, damage, reaction save and move. In water, movement is halved unless having underwater feat. Using weapons, you are at -2 to hit and damage and you get a -2 to reaction saves as well.

Swinged weapons have an additional -2 to hit and damage.

Blunt weapons have an additional -2 to hit and damage.

The underwater action feat removes one -2 penalty on attack, damage and saves.

### Magic in Water

Water prevents line of sight unless water is clear, or target is well lit. The range is generally limited to 10sq. This makes placement of spells at long range hard.

Some magic that has a physical manifestation such as a juggernaut will move less (1/2 move) and is treated as a blunt swung weapon (-6 to hit and damage), a tentacle is a piercing thrusting weapon the round it hits (-2 to hit and damage) while its grip is unaffected.

A power that cause fire damage is rather useless (will eventually heat up some water), but cause no direct damage.

Cold creates a block of ice where it hits and have half range and reduced area. A freezing hand will create a 1 sq. cone of ice floating to the surface, trapping any creature in that square failing a reaction save. Lightning will discharge in an area as soon as it hits the water. The area being 1sq for chromatic orbs or spark, 5sq diamond for a lightning bolt. The rule is a similar amount of area but in a spherical shape at range adjacent.

## Arcane Fantasy v8.88

Summoning magic summons either aquatic creatures or creatures able to survive under water or summon no creature. Illusion, charm, conjuration (except anything fire) and enchantment are unaffected. Phantasm must follow physical rules (half move and so on as above), but a phantasmal creature may be created but the likelihood affects the save. Seeing a dark shadowy tiger under water may allow a save to disbelieve.

### Superiority – Subdue.

Sometimes you do not want to kill your opponent. When scoring a killing blow, you may opt to let the target remain at 1 (awake) or 0 (unconscious) life points.

The target is then **subdued** (unless mindless, dominated, charmed, confused, insane, paralysed, sleeping, unconscious or otherwise not functioning mentally) and refrains from attacking.

You can also state that the damage done is subdual (withheld, not scoring real damage) **that only count as half**. In that case, when the creature has equal or more subdual damage than remaining life points it must surrender, knowing the superiority of the opponent and treated as **subdued**.

### Concealment

When something non-solid hides you, but you are not totally unseen.

**Partial Concealment:** In fog or smoke or during dusk and dawn is typically when you may gain partial concealment. It grants a +2 to reaction saves, hiding skill and defence. In melee, you gain a reaction save vs DC 12+opponent's presence modifier to avoid an attack of opportunity if fleeing or retreating.

**Full Concealment:** If you stand in darkness, or dense fog magical or normal, you gain +4 to your defence and reaction save and you may leave melee without attracting attacks of opportunity at all (unless opponent has blind fighting).

You do not count as concealed if your opponent can see you (due to infravision, Ultravision, true seeing or other magic).

### Conditions

**Blinded** The character cannot see. He takes a -2 penalty to defence, loses his agility bonus to defence (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Agility-based skill checks. All checks and activities that rely on vision (such as reading and spot checks) automatically fail. All opponents are considered to have total **concealment** to the blinded character. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them (learn blind-fighting)

**Concealment** If you stand in darkness, magical or normal or are unseen you gain +4 to your defence and reaction save and you may leave melee without attracting attacks of opportunity at all (unless opponent has blind fighting). You do not count as concealed if your opponent can see you (due to infravision or magic).

**Comatose** - The target falls into a catatonic slumber. Target can only be awakened by dispelling this effect or use of *awaken* unless otherwise specified. A comatose creature normally dies within a few days (3-5) unless being administered to by a healer. There is a 1% per week that a comatose will end naturally.

**Confused** for a short duration, see *confusion* spell. Roll 1d6. On 1 you wander any direction using a partial action. On 2-5 you do nothing on 6 you act normally.

**Coup the Grace** an enemy can use a melee weapon to deliver a coup de grace to a **helpless** foe. An enemy need to be adjacent or within reach of the target. On a hit it includes any surprise attack damage and the total is doubled unless immune to critical hits.

**Daze** - prevents you from attacking or cast powers but defend normally.

**Deafened** -4 penalty on initiative, automatically fails perception checks based on sound, and has a 20% chance of spell failure when casting spells with verbal components. Prevents blind fighting. Last only 1d4 rounds unless otherwise specified.

**Debilitated** - anything you do is unfavourable; casting power is lowered by four, move is halved. Ends when you take a short or long rest. Debilitated is often a condition you have when returned from having had negative life points being unconscious.

**Fat** - when fat you reaction saves are unfavourably and your move and defence is lowered by 1. If **excessive fat** your reaction saves are only made if you roll a superior save (four higher than needed). An excessive fat has half move round up, and the defence is penalized as much as your move is.

**Fear** - a character struck by fear will try to avoid the thing it fears and move away using a free action it must move away using a reaction. Any attack when being afraid is at -4 to hit and concentration must be checked for any powers cast or maintaining concentration. If the condition is induced through magic or supernatural power another save is allowed at the end of each of your turns to break the fear. Once the save is made, that magic will not affect you until the end of your next long rest. A character already struck by fear failing another save vs. fear is put into **terror**, see condition.

**Fevered** - a character with fever have disadvantage on any ability related check, including attacks. Unable to move more than half move and after any combat you participated in another save must be made or become fatigued (or exhausted if fatigued already).

A **fatigued** character can neither *run* nor *charge* or take a dash or tumble action. A fatigued takes a -2 penalty to Strength and Agility scores. Doing anything that would normally causes fatigue causes the fatigued character to become **exhausted**. A short or long rest in a shelter with access to food and water removes a fatigue.

An **exhausted** character moves at half speed and takes a -4 penalty to **Strength** and **Agility**, minimum 1. After a short rest, with access to water and food and favourable temperature, an exhausted character becomes **fatigued**.

Each morning you remain exhausted or when gaining another level of fatigue, you must make a physical **death** save (DC 10 or die). Each day or check thereafter add 5 to DC. Another level of fatigue when exhausted is still only exhausted.

If having had food and water the previous day you instead become fatigued after the long rest. Do not count more than two fatigues, exhausted + fatigued is still exhausted, except that you have to make an instant **death save**.

**Flat Footed** - a condition before you act on your first initiative if you are surprised. Attacks against you are favourable and your reaction save is unfavourable - unless you have the free action feat or legendary actions you cannot do anything except reactions.

## Arcane Fantasy v8.88

**Grappled or Gripped** - You are *restrained* and attack unfavourably and are attacked favourably. You have unfavourable reaction saves. A grip can generally be broken by a strength or agility check done by a partial action.

**Helpless** - unable to move, defend or otherwise act. You have -4 to defence and reaction saves and no agility modifiers. You are subject to **Coup the Grace**. Sleep, mindless, comatose and paralyzed are helpless conditions.

**Invisible** - as invisible you cannot be targeted by line of sight. Unless your opponent's notice you, you can attack with surprise. Attacks against you are unfavourable if they attack in your general location. If they don't, they automatically miss. Reaction saves are favourable.

**Killed** living creatures are reduced to 0 life points and undead creatures die.

**Mindless** - in a mindless state, you do not speak or act of free will. You may stand or sit - whatever you were doing. If someone push at you, you will move. If someone feeds you, you will chew and swallow. Being forced to do something lethal will allow a new save to wake up. You are subject to a *coup the grace* and treated as *dazed* in combat.

**Pain** - use of powers require concentration. -2 to most attacks and ability checks.

**Panicked** - A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path (a nice GM can allow less chance to **obvious** wrong turns). It can't take any other actions. In addition, the creature takes a -2 penalty on all saves, skills and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defence action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

**Paralysed** A paralyzed character is frozen in place and unable to move or act. A paralyzed character has an effective Agility and Strength scores of 1 and is **helpless**, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature—ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares.

**Poisoned** - A poisoned character have disadvantage on attacks, reaction saves, skill checks based on strength, health and agility and has half move. A poisoned character must make a concentration check to be able to cast a spell. The condition is removed once the poison is out of the system and a long or short rest is had, unless otherwise stated.

**Prone** - a prone target is unable to attack or cast spells – must use his action (full) to rise. Is attacked favourably and makes reaction saves unfavourably until not prone.

**Restrained** - while restrained your movement is 0 and you will follow the movement of that which restrains you. However, your weight count as load to the restrainer.

**Sickened** cause -2 on attacks, damage, saves skills and abilities. Powers need concentration to use. Remove curse, (lesser) restoration, or a short rest removes effect.

**Shaken** - the creature takes a -2 penalty on all saves, skills and ability checks.

**Stun** unable to do anything except a free step. Def Rea save -2.

**Surprised** if unaware of your opponent when combat starts (often indicated by failing a perception check against the stealth of a hiding opponent) you are flat-footed, see condition.

**Terror** - a frightened creature failing another save vs. fear or an effect of some creatures directly induce terror. Terror is when you try to move away using all actions to do so, often in a dash. A new save each round allows terror to become fear.

**Unconscious** - you fall to the ground, **prone** and **helpless** until you wake up after 2d6 x10 minutes, unless otherwise specified. While unconscious no mental powers or concentration can be maintained.

**Weakness** - all ability checks based on strength and attacks based on strength are unfavourable and you max lift is halved. A weakened condition is removed from a short or long rest unless otherwise stated.

### Cover

Taking cover is when hiding behind something that block the path of an attack, to avoid taking damage. There is **partial cover** (cover is smaller than you are) and **full cover** (cover is larger than you are, but you are still exposed – slightly as when looking around a corner, behind a wall or through an arrow slit).

**Partial cover** gives +2 to defence, +2 to saves vs directed physical attacks, and removes 25% from directed area damage such as dragon breath or cones of cold. While taking cover you are limited to stay behind your cover. If you take cover behind a tower shield you get partial cover and may not move (unless you have **active shield use**, see feats). Taking cover is a situational property but requires a free action when using a tower shield.

**Full cover** is when you stand behind some sturdy construction larger than you and no more than 10% of your body is visible, such as behind a house wall or behind arrow slits. Damage is reduced 75% from directed magical attacks and you get a lifesaving +4 to your defence and saves vs. directed physical attacks.

A tower shield count as full cover to a small or smaller creature. (That is why a small creature would be dragging around a large shield in the first place, as it cannot be wielded in one hand).

### Critical Hits

**Normal:** If you score a critical hit, you always hit and you may try to hit again. If you hit again your **total damage is doubled**. You may not repeat.

**Variant Repeated critical hits:** your critical hit only does one additional weapon damage, and you may repeat if your second hit is a crit. Allowing multiple to hits as long as you critically hit.

**Variant Automatic critical hit:** You do not need to check again when scoring a critical hit. You automatically score another weapon damage when scoring a critical hit.

In any case disregard a critical miss result when rerolling a critical hit and vice versa.

Critical hit rerolls are never favourable or unfavourable, just a plain 1d20 roll.

*A critical hit score of a weapon, regardless of if it is vorpal or you having the critical attack feat, can never be lower than 13.*

## Critical Miss

If you score a 1 it is always a miss, and as long as it would have been a miss another to hit must be made. If the second to hit is a miss, you make a critical miss.

**Variant:** No critical misses. Speeds up play.

When you critically miss, you fail your attack in a bad way. Things that can happen are among the following;

### 1d6 Critical-Miss Outcome

- 1 Throw away weapon (direction 1-8, 3-6 sq.)
- 2 Hit wall or floor (item save for weapon or it breaks)
- 3 Hit any friendly target nearby (select randomly who, then make a new attack)
- 4 Fall prone to the floor (get -2 to defence, lose one attack getting up)
- 5 Turn around and show back (-2 to defence and make surprise attack possible)
- 6 Anything else such as fall off the edge of the cliff, drop off the bridge, step into the fireplace, stumble into the waste pit, accidentally hit the valuable vase and so on depending on nearby items, obstacles or dangers. Poison yourself if using a poisoned weapon.
- Reroll if any inappropriate result appears (such as throwing away your fist or hitting wall or floor in space)

## Critically Failed Saves

On a roll of 1 on a save vs. an attack scoring damage of type; fire, lightning, cold, acid, force, disintegration or sound, you must make an item save for each exposed item you are wearing if the amount of damage scored is enough to warrant a save, see item saves. Positive and negative damage don't affect non-living matter nor does mental damage or poison damage.

Being exposed without a save, say falling into a vat of acid, count as rolling a 1. I.e. saving for items should the acid be strong enough.

## Damage of Weapons

The weapon you use and the strength you wield it with or precision you aim it with (agility) determine damage. Modifiers apply such as magic and feats. Using a ranged weapon or a finesse weapon, you use your agility modifier instead of strength.

Ex: A long sword does 1d8 points of damage and the warrior wielding it has a strength score of 14 (which give a +2 modifier) and add a +2 to the damage. If having weapon specialisation feat (sword) another +2 to damage is allowed (and +1 to hit). If the weapon has magic, say a long sword +3 it scores another +3 to damage (and +3 to hit).

An Archer (agility mod. +3) using a short bow +2 and arrow +1 score 1d6 +4 in damage and hit with +5 to hit. (The arrow magic adds to damage the bow adds to attack. Resistance vs. non-magic/magic weapons counts the arrow.)

## Damage Type

There are numerous types of damage;

**Physical** - normal damage from weapons, claws or bite. Physical damage is divided into edged, piercing and blunt damage.

**Magical physical** - damage from magical weapons or natural weapons of some powerful creatures as specified in their description.

**Force** - magical damage from magic missiles and explosions; affecting creatures only hit by magic.

**Fire, cold, lightning** - damage from fire, cold or lightning (electricity).

**Acid** - damage from exposure to acid. Sometimes you need to wash it off or it lingers and do damage the following round.

**Sound**, sometimes called thunder - damage from the force of sound waves. A critically failed save often indicate that you are deafened for 1d4 rounds.

**Negative** and **Positive** energy damage that pass through any non-living material. Positive energy damages undead though and negative damage could be harmful of outerplanar good entities.

A variant of negative energy is called **necrotic** damage and necrotic damage has a dampening effect on the vitality and life force on the character. Necrotic damage can only be regained by natural healing, short or long rests or the use of special powers such as atone or restoration. Each 5 points of necrotic damage give 1-point penalty on attack rolls, saving throws and power score. Your number of powers that can be memorized are affected after a long rest if you still have necrotic damage.

**Disintegration** damage will destroy the body if that damage makes target reach zero life points. Disintegration does not affect immaterial creatures.

## Death

If you have reached below zero life points and failed to stabilize (see **Dying** below) you die. As long as your body remains, you may raise dead or resurrect it. This is quite expensive so perhaps not an option at start. Or you can make a new character. The new character does not have to start from zero experience – you may retain experience from the dead character and start with the gold according to its level (see start up gold).

**Inheritance limitation:** Stripping your dead character and giving to the new is considered bad form. It gives both a chaotic and an evil marker to those involved.

**Stupidity limitation:** Sometimes the going is tough and selling a few items of the diseased is a must to gain some funds for the party. The new character could have a share of the funds without any markers. GM is the ruler.

## Dying

Once damage is determined, it is deducted from your opponent's life points. At zero life points or less, your opponent is defeated (not always dead). The same is true for you. If reaching zero life points you will be unconscious for 2-12 rounds and awaken **fatigued** until a short or long rest is had.

If reaching **negative life points** you fall unconscious and each round thereafter you have to make a physical save vs DC 10, a success by four steps (or a 20 in any case) stabilize you and you don't have to check any more, you awaken after a turn with one life point - **debilitated** until a long rest is had. A failure by four steps (or a roll of 1 in any case) and you are **dead**. Anything in between you have to check again next round. Each time wounded while unconscious you have to make a save, or **die**. This extra check cannot awaken you. Negative damage do not count if healed. If having -8 life points and the priest heals you 4 life points you end up at 4 life points.

**Massive damage:** If reaching as low as minus your normal life points at the time you are wounded (not from bleeding above), you

## Arcane Fantasy v8.88

are instantly killed and dead, you pass the point of no return and cannot stabilize to awaken.

### Defending

In melee, you sometimes want to block your opponent – not trying to hit or score damage. Just stand in the way. When doing so your attack and damage becomes unfavourable but your opponents also have unfavourable attacks (but not damage) even against other attackers adjacent to you. The requirement is that you actually attack your opponent in some way, spending actions.

### Disease

When a character is injured by a contaminated attack, touches an item smeared with diseased matter, or consumes disease-tainted food or drink, he must make an immediate physical save. If he succeeds, the disease has no effect—his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward, he must make another successful saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

These saves should be rolled secretly so that the player does not know whether the disease has taken hold.

### Disease Descriptions

Diseases have various symptoms and are spread through a number of vectors. The characteristics of several typical diseases are summarized and defined below.

### Infection

The disease's method of delivery—ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).

### DC

The Difficulty Class for the physical save to prevent infection, or if the character has been infected, to recover from the disease.

### Incubation Period

The time before damage begins.

### Damage

The ability-damage the character takes after incubation and each day afterward.

### Table: Diseases

Disease	Infect.	DC	Incub.	Damage
Filth fever	Injury	12	2-12 h.	Sickened, see conditions.
Mind fire	Inhaled	12	1 day	Dazed, two failures in a row indicate mindless, see conditions
Shakes	Contact	13	1 day	Any stressful action requires an agility check DC 13 or you fall prone. Your critical miss chance increase by 1.
Devil chills <sup>3</sup>	Injury	14	1d4 days	Fevered, three successful saves in a row to get well.
Slimy doom	Contact	14	1 day	Each failed physical-save cause loss of 1d3 points of health. Skin is humid and slimy. Upon 0 health character die turning into a pool of slime.
Red ache	Injury	15	1d3 days	Red blisters cause pain,
Blinding sickness	Ingested	16	1d3 days	Sickened, Blindness on second failed save, permanent blindness on third failed save.

Cackle fever	Inhaled	16	1 day	Fevered, uncontrollable laughter ruins concentration.
Demon fever	Injury	18	1 day	Fevered, any hostile situation requires a mental save DC 10 or become panicked for 1d4 rounds, a new save is allowed each round to end panic.
Mummy rot <sup>4</sup>	Contact	20	1 day	No normal healing possible while sickened and take 2d6 points of necrotic damage each day the save fails

### Types of Diseases

Typical diseases include the following:

**Blinding Sickness** - Spread in tainted water.

**Cackle Fever** - Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. Also known as “the shrieks.”

**Demon Fever** - Night hags spread it.

**Devil Chills** - Barbazu and pit fiends spread it. It takes three, not two, successful saves in a row to recover from devil chills.

**Filth Fever** - Dire rats and Otyughs spread it. Those injured while in filthy surroundings might also catch it.

**Mind fire** - Feels like your brain is burning. Causes **daze**, a second failed save indicates **mindlessness**

**Mummy Rot** - Spread by mummies. 2d6 points of necrotic damage each time a save fails, normal healing is prevented while the disease is in effect. Magical healing does not restore necrotic damage (except atone and greater restoration).

**Red Ache** - Skin turns red, bloated, and warm to the touch.

**The Shakes** - Causes involuntary twitches, tremors, and fits.

**Slimy Doom** - Victim turns into infectious goo from the inside out. Can cause permanent ability drain.

### Healing A Disease

Use of the Healing skill can help a diseased character. Every time a diseased character makes a saving throw against disease effects, the healer makes a check. The diseased character can use the healer's result in place of his saving throw if the Healer's check result is higher. The diseased character must be in the healer's care and must have spent the previous 8 hours resting.

Characters recover points lost to ability score damage at a rate of 1 per day per ability damaged, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

### Falling

When willingly jumping down a known pit you take damage but remove 1sq. from the falling height.

Damage from a fall is 1d6 each 1 sq. rough ground add 1d6 and spikes and other sharp objects add 2d6.

Water or soft snow or sand may reduce damage to half.

No more than 100 points of damage is taken from a fall.

Falling into water. Make an acrobatics or swimming check (select the most favourable) and reduce damage to half if it is made or a quarter if it is made by four steps.

### Favourable and Unfavourable

If something is favourable, you may roll twice and select the best outcome. If something is unfavourable, you roll twice and select the worst outcome.

## Arcane Fantasy v8.88

If having two conditions granting “favourable” you roll three times and select the best. In the same way, if having two unfavourable conditions you roll twice and select the worst.

Favourable and unfavourable conditions negate each other, so having two favourable conditions and one unfavourable leave only one favourable and thus roll twice – select the best.

### First Aid

If giving a character first aid while it is unconscious (from having negative life points) makes his stabilizing check favourable. Healing a character have the same effect but if life points reach zero or more, he is automatically stabilized.

Having proficiency in medicine your medicine check will stabilize a creature having a physical living body (excluding molds, slimes, constructs, undead and immaterial beings).

The check is generally a DC 10-life points of creature (medicine) check. Ex: DC 15 if having -5 life points.

### Flanking & Rear Attack

You and an ally are both directing your attacks at an opponent in melee. You are on different sides of it. You then get a +1-flanking modifier on to hit. Or one gets front and the other a rear attack if the rear person enters melee second.

#### Rear Attack

If you and one ally attack your opponent from opposing sides, you gain the rear if being second to enter melee; if you use tumble or attack with surprise, you get +2 to hit and may use the feat surprise attack to score extra damage. A target often turns to show two flanks instead of front and rear. A target attacked from four directions cannot turn to avoid one rear attack.

Note that shield only cover one flank and not the rear unless the shield-wielder have greater shield use.

Some creatures such as slimes do not have a defined flank or rear and you may not flank or attack the rear with these modifiers.

### Flatfooted

You are treated as flatfooted from the start of an encounter until you get to your first initiative, even when surprised. You may return to flat footed status by using a dimension door, returning from a sleep spell or when having been disoriented. While flatfooted you may not act or move unless having the free step feat. Flatfooted are hit favourably and have unfavourable reaction saves.

### Fleeing

Once you determine that you want to flee, you can do so directly out of turn, unless flatfooted. Fleeing is not retreating/disengaging that is done during your initiative. You will attract an attack of opportunity when you leave melee and then (if still standing) you may move a full action movement away from your opponent. Note: Opponents only have one attack of opportunity each, so being many running away simultaneous, only one may be attacked with an opportunity attack

### High Ground

When attacking from high ground you attack at +1 while opponents attack at -1.

### Holding your Breath

If submerged, you must keep your breath. You may do so for five rounds + health mod or twice that if being prepared. Thereafter you must make a health check each round at DC 10 or loose 1d4 health. Failing by four steps or rolling a 1 will turn you unconscious, which is an often-lethal condition underwater. Making the check by four steps or rolling a natural 20 awakens you (if unconscious). You recover one point of health each short rest or all from a night's sleep.

### Level Drain

Some monsters such as Wights, Spectres and Succubi has negative energy damage called necrotic damage. When taking such damage, it is removed from your maximum life points and it cannot be restored using magic such as healing touch or heal. Atone, wish, miracle and restoration remove this damage as does normal healing from resting and sleeping. **Each 5 points of this damage give a -1 modifier to all attacks, power scores and saves.**

### Life Points

Its life points determine the measure of how much damage a character, creature, or item (then called structural points) can take. The life points are determined by adding the life points from your size, health modifiers, 2 x level and feat modifiers. The size modifier is roughly the square root of the weight, but simplified to the table below. A feat **Stamina** modify the life points and the armour feats add life points, up to ten each. The modifier is a modifier to defence and initiative.

### Size and Life Points

Size	Facing	Weight(kg)	Base Life Points	Mod
Diminutive	1/3 x 1/3	To 3	1	+3
Tiny	½ * ½	4 - 15	2-3 (2)	+2
Small	1 x 1	16 - 48	4-6 (4)	+1
Medium	1 x 1	49 - 143	7-11 (8)	0
Large	1 x 2	144 - 540	12-20 (16)	-1
Huge	2 x 2	541 - 2.2 ton	21-40 (32)	-2
Colossal	2 x 3	2.2 - 9.3 tons	41-80 (64)	-3
Gargantuan	3 x 3	9.4 - 39 tons	81-160 (28)	-4

- Life points is actually calculated using the square root of the weight of the creature, round down. A humanoid usually has a relationship weight ~ height^3. Thus, a 160kg ogre is  $(160/80)^{1/3} * 180 = 226$  cm long. A giant some 3000 kg is  $(3000/80)^{1/3} * 180 = 602$ cm tall (or slightly less as larger creatures are more heavily built). A human base 180cm and 80 kg is used above.

### Long Distance

While further away than half move you are limited to movement, ranged attacks, magic use, charge or doing a miscellaneous action (such as searching the backpack or lighting a torch).

In missile combat, long distance is targets further away than the range given by the missile weapon you use. Your maximum range is twice the range given. The range is in squares. If you shoot/throw at opponents at long range, your attack is at -4 to hit or unfavourable as you select.

**Outdoors the range is doubled, both short and long.**

### Max Range and Elevation

Your max range is increased one square for each square up you are above your target, up to the range of the weapon. That is, you may reach triple range if attacking from a height a number of squares up

## Arcane Fantasy v8.88

equal to the range of the weapon. To decide whether you are within close range or not you should add the height in squares to the distance.

Thus, going up your range increase but the short-range decrease, making more attacks end up at long range. At a height when all is long range your missile attack is handled with a reaction save instead to avoid it (DC 10 + your attack modifier - 4 from long range).

Example three archers (short bow) attack +5, stand atop a 20sq high tower. They now have a reach of 20+max range up to three times the short range of the weapon and targets need to make a DC 6+5=11 reaction save to avoid each missile.

### Mêlée

Once you have entered mêlée you fight. You may retreat using your free step on your initiative or attract an attack of opportunity if moving away outside your initiative or using more than a free step while still in threat range, if you are the last one to leave. During mêlée, you roll attacks vs. the protection\* of your opponent in order of initiative.

\*Protection=Defence+10 (or +1d20 as an optional rule).

### Spells & Danger Class

When invoking a magical power, the targeted opponent often has to make a save. The save is made vs a DC depending on the ability of the caster.

The DC of a spell is 10 + modifier from spell using ability.

**Example:** Neela the Wizard has intellect 20 with a modifier of +5. She cast a charm person spell on a guard. The guard must make a mental save vs. DC 15 (10+5) to avoid being charmed or see Neela as a trusted friend.

When invoking powers from a magical item it has a DC depending on its frequency that is set from its value

Frequency	Approx. Tier	Approx. PS	DC	Value
<b>Very Common</b>	T1	3+1d4	10-11	Up to 300
<b>Common</b>	T1&T2	3+1d6	12-13	301 - 1.000
<b>Uncommon</b>	T2&T3	4+1d8	14-15	-1001 - 3.000
<b>Rare</b>	T3&T4	5+1d10	16-17	-10.000
<b>Very Rare</b>	T4&T5	6+1d12	18-19	-20.000
<b>Unique</b>	T5&T6	8+2d6	20-21	-40.000
<b>Divine</b>	T6	8+2d8	22-	-70.000

- Use DC 10 + PS/2 to save against, if frequency is unknown.

**Example:** William the Warlock makes a PS 10 wand of lightning bolts. This new item has DC 10 + (10/2=5) = 15. Not the DC of William himself. An uncommon item worth around 1001-3000gp.

### Paralysed

While paralysed you may not move or act, not even blink. Defence is lowered by 4. Remove Shield and Agility modifiers instead if more than four. Reaction saves are lowered by 4. Mental action without use of verbal or somatic components can be used as well as at will innate abilities. (Your mind works but your body is paralyzed).

### Poison

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes

poisoned food or drink, or is otherwise poisoned, he must make a Physical saving throw. If he fails, he takes the poison's damage and becomes poisoned (as the condition).

One dose of poison smeared on a weapon or some other object affects anyone exposed/damaged up to three times unless otherwise specified.

Poisons can be divided into four basic types according to the method by which their effect is delivered, as follows.

#### Contact

Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison can still affect it. A chest or other object can be smeared with contact poison as part of a trap.

#### Ingested

Ingested poisons are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone into drinking or eating something poisoned. Assassins and other characters tend to use ingested poisons outside of combat.

#### Inhaled

Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack within 3sq (up to 6sq. as long range). When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spread to fill the volume of a 2 sq. cube. Each creature within the area must make a saving throw. (Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts, and other parts of the body. But grant a +2 to the save.)

#### Injury

This poison must be delivered through a wound. If a creature has sufficient physical damage reduction to reduce the damage fully, the poison does not affect it (even if one point always remain). Traps that cause damage from weapons, needles, and the like sometimes contains injury poisons.

The characteristics of poisons are summarized on Table: Poisons. Terms on the table are defined below.

#### Type

The poison's method of delivery (contact, ingested, inhaled, or via an injury) and the Physical save DC to avoid the poison's damage.

#### Damage

The damage the character takes immediately upon failing his saving throw against this poison. All effects except life points are temporary and last only a minute and you allowed a new save each round to see if the effect is removed. The exceptions to this are; **fatigue** that last until you rest and **comatose** that last one week with a new save allowed each day to break out of it and **ability loss** that last until a short rest.

#### Price

The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is always illegal, and even in big cities it can be obtained only from specialized, less than reputable sources.

## Perils of Using Poison

A character who critically miss an attack roll with a poisoned weapon may poison himself or any friendly creature depending on the type of critical miss. A creature with a poison attack is immune to its own poison and the poison of others of its kind (mostly).

## Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Non-living creatures (constructs and undead) and creatures without metabolism (such as elementals) are always immune to poison. Oozes, plants, and certain kinds of outsiders are also immune to poison, although conceivably special poisons could be concocted specifically to harm them.

A creature resistant to poison normally takes half damage from poisons but can be affected by any secondary effect unless having immunity to those. Thus, an elf cannot be put to sleep by Nitharit poison. Even if having poison resistance, a failed save causes the poisoned condition.

C stand for Contact, I-Ingested, H-InHaled and J-inJury.

Name	Type	Damage	Cost
Nitharit	C DC 13	0 sleep	80
Malyss root paste	C DC 14	1d6	100
Blue whinnis	J DC 14	2d6	120
Giant spider venom	J DC 14	3d6	150
Centipede poison	J DC 11	1d12	100
Striped toadstool	I DC 11	2d6	120
Black adder venom	J DC 11	2d6	120
Greenblood oil	J DC 13	2d6 from max	260
Sassone leaf residue	C DC 15	2d12	300
Bloodroot	J DC 12	0 + fatigue	300
Arsenic	I DC 13	3d6 from max	350
Insanity mist	H DC 15	0 + confusion	400
Oil of taggit	I DC 15	0 +dazed	400
Shadow essence	J DC 17	1 Strength	400
Ungol dust	H DC 15	2d6 + mindless	500
Drow poison	J DC 13	Unconscious	500
Burnt othur fumes	H DC 18	3d6 + blinded	600
Large scorpion venom	J DC 16	5d6	720
Terinav root	C DC 16	5d6	750
Lich dust	I DC 17	5d6	750
Wyvern poison	J DC 17	5d6	750
Giant wasp poison	J DC 18	5d6	770
Dark reaver powder	I DC 18	7d6	1000
Black lotus extract	C DC 19	8d6	1200
Deathblade	J DC 20	5d6 from max	1400
Id moss	I DC 14	3d10+ comatose	1500
Purple worm poison	J DC 21	10d6	1600
Dragon bile	C DC 22	10d6	1800

## Petrified

A petrified creature is turned into stone – not really dead, but all vital signs are off and time stands still. If the petrification is removed the creature turns alive again as it was the moment it was petrified.

A petrified creature has all his worn and carried equipment turned to stone, returning to normal once the petrification is over.

If the stone figure is broken, once getting back alive those broken things are missing. There could be pain from a missing finger to instant death if broken in half. GM will adjudicate.

## Pursuing an Opponent

Pursuing an opponent requires an intellect check at the beginning of each round if you are more than 5 sq. behind or you will lose track of the one you pursue (unless having good light and clear line of sight then use 10sq or 15sq.). The intellect check is penalised by one per square more than 5/10/15 sq. behind.

## Ranged Attacks

When attacking with ranged weapons you gain your agility modifier as attack bonus instead of strength. Hurled weapons allow the user to choose to use agility (precision) or strength (force) as their attack modifier. Enchanted bows, slings or crossbow add their enchantment to attack score, the enchantment of the missile adds to the damage done and their magic count when determining whether affecting a target or not if it is resistant to magic weapons or not. Outdoors range is doubled unless free height is blocked by foliage or other obstacles.

*Example: John the archer has a +2 bow and is using +1 arrows. He has a +2 to hit and a +1 to damage. The missile hits creatures as if hit by a +1 weapon not +2.*

- A missile is generally destroyed 33% of the time when used. Magical such are destroyed 25% of the time.

## Rank and Reach

Some weapons such as long spear, glaives, lances and other pole arms have a reach of two. That means that you must stand two squares away and fight. The total reach is one square more than normal. Some weapons are made in such a way that they can be used in second rank only, some can only be used while in 1<sup>st</sup> or 2<sup>nd</sup> rank.

Some creatures with long weapons/body parts have even better reach. Most creatures with reach may attack at any reach up to maximum, being able to bend their necks or tentacles.

The numbers or ranks you reach is sometimes called threat range. Creatures within your threat range are in melee with you. Trying to move away could trigger an attack of opportunity.

## Resurrection

Some magic can restore life into a character. These powers are quite high level and expensive so it may be hard to find someone having access to them or finding the money to raise the character. However, in some cases it is possible that some surviving party member can bring the body back for resurrection, see spells and their cost.

## Shooting into melee or over friends

When shooting into melee and the target is behind other creatures it has partial cover (+2 to defence). If the attack is a miss by one or two steps, you may hit one of those in the way (one in the line of attack). Determine randomly another target and roll again to see if it hits.

If you target is behind more than one creature or of a size larger than it, it gains full cover and has +4 to defence. In this scenario a miss by 1-4, require you to try to hit again any one creature in the line of attack.

## Rest and Recuperation

Once you have rested you get 2d6 life points restored in a good bed or 2d4 if camping outside. A short rest restores 1d6 life points, all modified by health. Always a minimum 1 point.

## Arcane Fantasy v8.88

A full night's rest allow all powers to be used again. If interrupted the powers are regained in the following order; Level 0-3 after 4 hours, level 4-6 after 6 hours, level 7-9 after 8 hours and level 10-12 after 10 hours. Yes, being able to cast level 13+ powers you need to sleep 12 out of 24 hours.

Having the feat **arcane recovery** and taking a short rest several levels of powers (cantrips count as level  $\frac{1}{2}$ ) are regained equal to the modifier from your spellcasting ability.

It takes **a minute** per spell and level (cantrips half level) to memorize them. Remember this! That is, a wizard with casting 7654321 need  $4+6+10+12+12+10+6 = 64$  minutes of preparations. It matters more and more at high levels. Until this time is spent in preparation only the powers not used the day before is available.

A short rest can be taken after any strenuous activity such as a combat but climbing a 100 ft. cliff or swimming across a rapid river is equally valid. A short rest is a minimum 30 minutes and a short rest can be made three times per day.

A battle always takes at least 10 minutes – resting, checking equipment, finding things on opponents, except if the party press on and leave all in pursue or having time constrains, then at least a minute of time (round up), is spent.

During a march three short rests are included in the traveling time. Total amount of regained life points is then  $2d4 + 3d6 + 4 \times \text{health mod}$  each day, unless staying at inns (then it is  $5d6 + 4 \times \text{health mod}$ ). This rule applies also if all you do a day is resting. Minimum regained from a day's rest regardless of health is 5 life points.

### Sleep

The sleep (effect) makes creature fall to the ground and start to sleep. If disturbed a physical save wakes them up (Loud sound DC 15, touch DC 13, damage DC 10). While sleeping, no actions can be taken and reaction saves and defence are penalised by 4 or more, see **paralysed** and **helpless**.

If sleeping normally the same penalty apply and you wake up from any damage or shaking. Loud noise will awaken with a willpower DC 6 as from screams and loud explosions. DC 10 is sound of combat and DC 14 talk or movement close by. You are automatically surprised while sleeping.

### Stun

A stun is like when you are hit on the head and everything tumbles around – you are dizzy and can do nothing but a free step (possibly crouching behind a shield or rock or something to gain cover). You are not alert, nor responsive and well. No powers can be used unless they are at will. Magic resistance still works as do reduction, but defence is lowered by 2.

### Subdued

When being subdued you have been defeated by a superior opponent, that spared your life. Code dictates that you yield and stay out of this combat, surrendering. Chaotic creatures or neutrals in situations they find compromising may make a willpower check DC 10 at the end of each of their turns to act freely again.

### Surprise

Surprise is a state where one party gets a free round of action before initiative. If being aware of the opponents and getting within threat range without them knowing it, a surprise check is allowed. The surprising party makes an agility (stealth) check (of best surpirser aware of the situation within 5sq.) vs. the presence check of the

opponent with the highest spot (that is aware of the situation and within 5sq.).

*Attacking from Invisibility or stealth allows a surprise check.*

*Being aware of your opponent prevents surprise.*

*Sleepers are always surprised.*

### Time & Scale

Combat divides into rounds. Each round is 6 seconds. Ten rounds are a turn (a minute) and there go 60 turns in an hour.

### Facing & Squares

A square (sq.) is actually 1.67m x 1.67m. But say 2m x 2m for simplicity unless it is of utmost importance. Outdoors the range of missile weapons is doubled.

A small or medium sized creature is contained in one square. A large creature such as a horse is 1x2 squares; an ogre with a large club is 2x1 squares. Tiny creatures are four to a square and diminutive creature are nine to a square.

Huge creatures generally fit in 2x2 squares and colossal creatures will fit in 3 x 2 squares. Gargantuan creatures will take 3x3 squares.

These are general guidelines; specific creatures could have different sizes (or facing as it is called). These are specified in the creature description if it deviates from the above.

A creature can be larger or smaller than its facing. A huge snake could have a facing of 4x1 while being 7sq long. The extra length is often held within the facing and the extra is raising its head to gain reach. An ogre (large humanoid) is not 4m wide – however, with its huge club and reach it protects two squares and could not stand shoulder to shoulder with another ogre in less space and still move freely.

In combat you may move across friendly creatures' squares, but you may not end up in one and still take action. Outside of combat you can squeeze into a facing one step smaller than you, thus medium and small creatures can stand four in a square.



### Mass Combat

Sometimes the enemies are gathered in formation and work as combat units. This generally apply if there are more than 20 combatants of the same type. Think armies.

Each figure (marker on the board) equals ten creatures. More powerful creatures can be grouped in 5, 2 or 1 creature in a figure, but then scale down damage and life points. The facing of a creature determines the size of the figure.

Only one action is possible of a troop, move or attack (no free or partial actions). Scale is 10m to a square. A turn is 1 minute so a move 7 is 14 battle squares.

Each figure must remain close to another marker (unless skirmishers that can have one sq. in between each figure). Skirmishers do not need to make turnabout moves. They may pass through other friendly troops at half move, as long as they are free

## Arcane Fantasy v8.88

of entanglement at the end of their move. Skirmishers are not the norm and requires training.

Figures must use movement to turn their whole width. Count from their pivot point to the centre of the figure farthest away.

Turnabout manoeuvres can only be done by spending 25% move. Changing the facing of each individual figure 90 or 180 degrees. Can only be done by bipedals and cavalry in general.

A formation of similar figures roll one to hit as a group. However, a to hit equal average damage scored by each figure adjacent to another opposing figure. Each step above or below rises or lowers damage by 5%. A crit increase damage by 10% extra, a critical miss decrease damage by 10% extra. A formation facing several units must split their damage between those units according to how many formations they are adjacent to. Counting figures diagonally as adjacent.

Damage is deducted from the opposing figures by removing as many figures as possible equal to the life points done, rounded up. Thus 10 figures of 100 infantry with 12 life points each has 120 life points. A damage of 100 would remove one figure.

Optional rule. A damage less than half a figure leaves a wounded figure instead of removing it. Two wounds remove it. Turn wounded figures upside down to keep track.

If a formation is reduced to half the number of figures, a morale check is needed. Mental save DC 10 or disband. Damage that kill more than 25% in a turn likewise require a morale check. Doing a turnabout while in contact with the enemy may require a morale check if the purpose is to retreat. A commander close to a troop (within command radius) give morale boost of its presence modifier.

Command radius is Presence combat squares.



# Chapter 6 - Feats

Generally, a feat is a special ability that modifies some of your basic scores. Some feats give new abilities. Even magic use can be affected by feats to enhance or alter your magic powers.

A feat is gained at even levels, 2, 4, 6 and each even level thereafter. You generally have 3 feats at level 0, 5 feats as level 1 and then one additional at even levels.

Each race has access to a racial feat. This feat is learnt from the beginning and must adhere to the restriction of that race unless the GM accept it.

Some minor feats can be selected at level 3, 7, 13, 21, 31 and 43.

The number in parenthesis ex. (\*3) is the number of times a feat can be taken. The description applies to the x1 version (taken first). If a sequence of numbers or modifiers are listed (+1, +3, +5) it applies to the first, second, and third time you take the feat.

You may never take two feats of the same kind (such as slashing and greater slashing, stamina twice or archery and greater archery) the same level. *This rule prevents some strange character builds at start.*

## Combat Feats

### Action Surge

**Requires** Having marital weapons and health 14 or more.

Can be selected at the start of your turn, three times per day and allow the use of an extra full action that round. Regain one use from a short rest and all from a long rest. You may choose to have a partial or free action from an action surge instead of a full action.

### Archery

**Requires** Proficient in bow, Agility 14 or more. Martial Weapons

Allow use of a partial action to make an attack with a bow.

### Archery, Greater

**Requires** Proficiency in bow, Agility 18 or more and Archery.

Allow use of a free action to make an attack using a bow.

### Archery, Mastery

**Requires** Use of bow, Agility 22 or more and Greater Archery

Disregard close- and long-range penalties when using a bow and get +2 to attack using a bow.

### Armour, Light

**Requires** Strength 6

Allow use of light armour and gain 1 life point per level including the first level you take this feat. Not having this feat, the defence of any light armour worn is lowered by 1 and your move by 1 sq./round. Arcane magic cannot be used while in armour unless having the combat casting feat.

### Armour, Medium

**Requires** Strength 9, Light Armour

Allow use of medium armour and gain 1 life point per, including the first the level you take this feat. Not having this feat, the defence of any medium armour worn is lowered by 2 and your move by 2 sq./round.

### Armour, Heavy

**Requires** Strength 12, Medium Armour

Allow use of heavy armour and gain 1 life point per level, including the first the level you take this feat. Not having this feat, the defence of any heavy armour worn is lowered by 3 and your move by 3 sq./round.

### Assassinate

**Requires** Strength 12, surprise attack, critical attack & martial weapon, cannot be lawful.

**Precludes** inner strength.

All attacks in the first round, on a creature that hasn't taken its turn yet are favourable. Any attack that hits this way or during a surprise are critical hits (score one extra weapon damage). Having repeated critical attacks, the roll even if automatic to see if it repeats. Only the first is automatic.

### Bashing

**Requires** Use of melee-weapon using two hands (often large or larger) and strength 12 or more.

Add half strength modifier (x2) to damage with large or larger swinged weapons. (Instead of x1.5)

### Bashing, Greater

**Requires** Bashing and Strength 16

Add half strength modifier (x2.5) to damage with large or larger swinged weapons.

### Bashing, Mastery

**Requires** Greater Bashing and strength 20.

Add half strength modifier (x3) to damage with large or larger swinged weapons.

### Berserk

**Requires** Rage or Reckless

You may enter a berserk as a reaction by spending a free action, if being attacked or attacking an opponent yourself, and gain favourable attacks, but all attack rolls against you become favourable. You cannot end the berserk unless the combat ends or you are killed or by a mental save DC 10 if you want to stop. Saves vs Fear are favourable while raging.

### Bladesinger

**Requires** martial weapon, non-silenced voice

**Precludes** shield, medium armour and heavy armour.

Three times per long rest, regain one after a short rest, you may start a blade song for one minute. You may end your blade song at will or when becoming incapacitated, unconscious, dons armour or shield. While the blade song is active you gain the following;

- +3 to defence
- +2 to move
- Favourable acrobatics and concentration checks

### Blade Song Defence

**Requires** bladesinger, power use or hexcasting

**Precludes** shield, medium armour and heavy armour.

As a reaction, you may each time taking damage use one spell slot to reduce that damage by an amount equal to 5 points per level of the spell slot. Cantrips count as a 3 points reduction.

## Arcane Fantasy v8.88

### Body Restoration

**Requires** willpower 12 or more

Allow the user to restore willpower mod x 1d6 life points during a day, each time taking a short or long rest. You may select the number of dice before the rest.

Three times per day you may take half damage from any ranged attack including spells and area attacks with a successful mental save DC as below.

Once per day you may completely disregard damage that kills you, death attacks or even petrification, disintegration or other body destruction with a successful mental save, DC as below.

Effects without a set DC count as DC 10+1 per 5 points of damage or DC 10+1 per 2 PS if magic. Use DC 15 if still unknown.

### Brutal Strike

**Requires** Strength 22 and epic weapon or Willpower 22 and unarmed combat mastery.

**Precludes** Brutal weapon enchantment (best apply),

Your strength-based or willpower-based weapon, that you are proficient in, scores an extra weapon die of damage. Thus, 1d8 becomes 2d8 and 2d6 becomes 3d6.

### Charging

**Requires** large (or larger compared to your size) handheld or natural thrusting weapon.

**Precludes** surprise attack, ki, slashing and bashing when used.

Add two to your move when charging. You may negate slopes and uneven terrain. In aerial combat you may change altitude by one during your charge.

*You add another damage from your weapon to damage instead of +2. Thus, 1d12 becomes 2d12 and 2d6 becomes 4d6. A dragon lance doing 14d8 would do 28d8 against a dragon in a charge.*

### Charging, Greater

**Requires** large (or larger compared to your size) handheld or natural thrusting weapon, Charging, Strength 22, Presence 14.

**Precludes** surprise attack, ki, slashing and bashing when used.

Add four to your move when charging instead of two. You may negate slopes and rough terrain. In aerial combat you may change altitude by two during your charge.

*You add another damage from your weapon to damage. Thus, 1d12 becomes 3d12 and 2d6 becomes 6d6. A dragon lance doing 14d8 would do 42d8 against a dragon in a charge.*

### Combat Training

**Requires** Strength 6, spending two feats.

This period of training (minimum one week) will give you three feats by spending two feat slots. These are;

- Simple Weapons
- Light Armour
- Shield Use

*You may at any time having two of these gain the third as long as you've had at least three days with combat during the last seven days. Thus, qualifying for the combat training feat.*

### Commander

**Requires** Presence 14

As a commander you have a command dice that is 1d6 at start. You can use it 3/day, and regain one use from a short rest, and you can

do one of the following once per round with each command dice as a free action using a reaction (outside your initiative) as long as you have a free action to spare (or better).

- Select one creature that hits around you. Add your command die to its damage.
- Add one die to any save of a creature around you if it needs to save, but before the save is rolled.
- Add one die to any attack roll of any creature around you if it tries to attack, before the attack is rolled.
- Add one die to the defence of any creature around you that is trying to defend itself, before it is hit.
- Give up one partial or full action and allow another creature around you to gain an extra partial or full action and your command dice is added to its damage if it hits with a physical attack or add half your command dice to its PS if it uses magic.

*Around you is within 6sq. and friendly to you except you.*

*At presence mod +4 command dice increase to 1d8. At presence mod +6 command dice increase to 1d10. And at presence mod +8 the command dice is 1d12. At Divine presence +10, +12 and +14 the command "die" becomes 2d6, 3d6 and 4d6 respectively.*

### Cleave

**Requires** swinged weapon, more than one opponent

If you kill an opponent with a swinged weapon you may attack another opponent next to it, that you have in melee (within reach) and one that has not yet been hit by you.

However, a cleave can never be tried on a single target more than once each round. If having more than one attack – each attack may trigger a cleave attack upon their death as long as you have more opponents. The cleave is counted as part of your action.

### Creature Focus

**Requires** Strength 12 and willpower 12.

Learn to fight a special kind creature type due to specialised understanding and knowledge of the anatomy of that creature type. Gain +3 to attack and damage vs. that creature type in addition to any other modifiers. When learning this feat, you also learn (one racial) language of that creature type (if it has one – dragons, elementals, fiends, giants and celestials have).

1d20	Creature Type	1d20	Humanoids*
1	Animals	1-5	Human
2	Aberrations	6-7	Elf
3	Beasts	8-9	Dwarf
4	Constructs	10	Lizardman
5-7	Dragons	11	Goblinoid
8-9	Elementals	12	Thiefling
10-12	Fiends	13	Gnome
13	Celestials	14	Halfling
14	Giants	15	Bugbear
15	Humanoids*	16-17	Orc
16	Plants	18	Gnoll
17	Slimes & Molds	19	Kobold
18-20	Undead	20	Half Ogre

### Critical Damage \*1

**Requires** Martial Weapons and attack modifier +4

Improve your damage with another weapon die each time you roll max on a weapon die and add the new die to the score. A weapon-die of set damage doubles.

### Critical Attack \*3

**Requires:** intellect mod +1, +2, +3

Improve your critical hit (lower the score needed) chance by 1, 2 or 3. Minimum critical hit is 13.

## Arcane Fantasy v8.88

### Dazing Strike

**Requires** unarmed combat & willpower modifier +2

You can make a dazing strike three times per long rest. Regaining one from a short rest and all from a long.

When you hit and damages the opponent, you can opt to spend a dazing strike, that requires it to make a physical save at DC 10+willpower modifier or become **dazed** until the end of its next turn.

### Death Punch

**Requires** unarmed combat, willpower mod +6 & natural weapon

Each time you critically hit an opponent and you have this feat you do one of two things; If target is not wounded the damage scored from the crit is increased by another damage (x3 instead of x2 or an extra weapon damage using the repeated variant). If already wounded you must select if you score more damage (as above) or have it make a physical save DC 10 or become **dying**.

### Defensive Weapon Style

**Precludes** use of shield and dodge feat

Add two to defence when not using a shield and using a melee wpn.

### Diamond Body

**Requires** Inner Strength

**Precludes** heavy armour

Reduce any physical damage by your willpower modifier down to minimum 1 point. Physical damage is force, blunt, edged and piercing damage.

### Disarm

**Requires** epic weapon, agility 12+

When you critically hit a target with a melee attack, and the target holds something, you may opt to withhold the damage and instead force it to make a strength or agility save DC 10+your agility modifier, or it will drop it. If the creature fails the save by four or more (poor save), you may also grab the item if you have a free hand and the item dropped is one that you can grasp.

### Dodge

**Precludes** heavy armour.

You get +3 to your defence against the first weapon (natural or not) attack per round.

### Dual Wielding

**Precludes** weapons larger than you (held in two hands) unless having three or more arms.

**Requires** two weapons (natural or not)

Allow use of two weapons of same size than you and removes your non-proficiency penalty from your off hand's to hit. The extra attack(s) is during your full round action.

Having three or more natural weapons such as claw/claw/bite gain the same advantage, removing the normal 'off-hand' penalty. Most omnivores, beasts and carnivores have this feat for free.

Having say four arms you could use one as your primary, two as secondary (without attack penalty) and the last arm wielding a shield. When calculating defence using an extra shield you only gain +1 to defence, but shield off hand side as well and gain the shield bonus against one extra opponent.

Limit to number of limbs used in a round is three, four at tier 3, five at tier 4 and so on, regardless of number of actual limbs.

*Off-hand ability modifiers to damage is normally halved*

*Using two hands with one weapon give 1.5 x ability modifier to damage.*

Determining what hand is your primary and what your off-hand is, is done using 1d12 and 1d6. If you roll higher on 1d12 than on 1d6 your right hand is your prime hand. If they score the same you are ambidextrous, and you may select from combat to combat which is what. If your 1d12 is lower than your 1d6 your left hand is primary. You check this once and only once.

### Duellist Charm

**Requires** dual wielding, surprise attack and Presence 12+

You add your presence modifier to your initiative.

If you make an attack against a creature without allies in reach, and you have won initiative, you gain the benefit of any surprise attack feat, unless they have a better surprise attack.

### Elusive

**Requires** evasion & stability.

**Precludes** heavy & medium armour

No attack against you is favourable as long as you are not prone or incapacitated.

### Epic Weapons

**Requires** Martial Weapons

Learn another weapon group (you know four) and become proficient in simple, martial, and epic weapons in all your groups. Gain a +1-attack modifier.

### Evasion

**Precludes** heavy & medium armour.

Reaction saves become favourable and if you make a reaction save (against something you would take half damage from) you take no damage instead.

### Feinting Attack

**Requires** martial weapon, dual wielding.

You may use your free action to select one adjacent creature. Your attacks this round, against that target, becomes favourable.

### Forceful Fist

**Requires** unarmed combat, willpower mod +2 and natural weapon.

A forceful fist can be used three times per day, activated with a partial action. One use is regained after each short rest and all uses from a long rest. A use last three rounds.

Add willpower modifiers to the damage with your natural weapons, in addition to strength (or agility if finesse) modifiers.

### Free Move

**Requires** tumble or evasion

**Precludes** heavy and medium amour.

You may move from or through an enemy's area (it does count as rough terrain), without attracting an attack of opportunity, nor are

## Arcane Fantasy v8.88

they able to block you reaching their rear. Perfect for Greater Ki or just in general making surprise attacks and moving in melee.

### Group Attack (Pack Attack)

**Requires:** Epic weapon or Gnoll.

Your attack rolls are +1 attack if your target is attacked by an ally that has your target within threat range and are attacking it (have tried to hit it during its previous initiative)

### Group Damage (Martial Advantage)

**Requires:** Group Attack and (lawful or gnoll)

Your damage increases by +1 damage if your target is attacked by an ally of yours and the ally are within threat range and are attacking it (have tried to hit it during its previous initiative)

### Heart of the Brute

**Requires** Martial weapons and both strength and willpower greater than intellect.

Gain advantage on saving throws against being charmed, stunned, dominated, frightened, paralyzed, poisoned or put to sleep.

### Improved Initiative

Your initiative is favourable.

### Indomitable \*1

Two times per day you can succeed on a failed save. Regain uses after a long rest. You may discern the consequence of failing the save beforehand.

### Inner Strength

**Requires** Willpower 12 and Unarmed Combat

**Precludes** light, medium and heavy armour.

Half modifier round-up adds to **defence** and **reaction saves** in addition to agility and to your **move**.

You may use your willpower modifier instead of strength or agility modifiers when attacking (attack score and damage mod) with a handheld weapon (natural, melee, hurled or ranged). But your attack is then willpower based not strength based (brutal strike needs strength based to work).

### Ki

**Requires:** must be lawful, must be using a melee or natural weapon, have (martial weapon or inner strength)

Three times a day, all **opponents in melee** with you that you reach without moving, can be attacked **once**. You may move into melee, but once you start attacking you may not move.

Having more than one attack (by use of such as slashing or dual wielding) one opponent can be the target of the remaining attacks.

Regain one use of Ki each short rest.

### Ki, Greater

**Requires:** Ki and unarmed combat

As Ki, but you may attack all targets that **you can reach** with a partial or free move. You do attract attacks of opportunity during a greater ki when leaving opponents still having a free action (a reaction) left. Elusive and free move may negate those attacks of opportunity.

### Lasting Blow

**Requires** unarmed combat, willpower mod +3 and natural weapon

A lasting blow can be used three rounds per day. One round use is regained after each short rest, all after a long rest. Natural damage scored is repeated each round thereafter as long as a physical save DC 10 + willpower modifier fails. Lasting blow can be used in conjunction with other martial feats such as pulsating fist. Multiple lasting blows will add up.

**Example:** Leanna the monk (will 20) selects to attack the stone golem with lasting blow and hits doing 12 points of damage. Each round thereafter the stone golem must make a physical save vs. DC 15 or take 12 points of damage. If the save is made no further damage is taken from that lasting blow.

### Knock Down

**Requires** +4 strength modifier, use of melee weapon or +4 willpower modifier and use of a natural weapon.

On a critical hit, medium or smaller opponent must make a strength save (vs. DC 10 + attack modifier) or be pushed back one square and fall prone. This will enable you to use a move action to move out of mêlée without provoking an attack of opportunity if you want (unless you have other opponents or the target pushed has reach). The opponent will also lose one attack (a partial action) to get back up during its turn. While prone, defence and reaction save is lowered by 2, see **conditions**.

### Martial Weapons

**Requires** Simple weapons

Learn another weapon group and become proficient in simple and martial weapons in all your groups. Gain a +1-attack modifier.

### My Hero

**Requires** Presence 12

This vocal inspiration can be done using a free action as a reaction, as long as not silenced. You may by an inspirational call, boost an ability check, saving throw or attack roll of an ally within 5 sq. three times each short or long rest by 1d4. 1d6 at presence 18, 1d8 at presence 24, 1d10 at presence 30 and 1d12 at 36. However, you may not boost yourself.

### Nimble Escape

**Requires** Skill Stealth +3 or more.

You may disengage (retreat without attracting an attack of opportunity) if all you do is move away or hide (use stealth) as a free action, once each round. The difference to a normal disengage is that you may use a full or partial action to move.

Also, with a free action as a reaction you may make a reaction save DC 15 (or 10 + attack) to avoid any ranged attack (and damage) you don't get to save against, such as a missile or boulder that hits.

### Precision

**Requires** Agility modifier +2. Weapon Mastery

Five time per day a called shot cost nothing to perform, except that it has to be stated before the attack.

### Rage (Barbarian)

**Requires** Health modifier +1 & simple armour or Stamina x1.

**Precludes** Unarmed combat, Ki and heavy armour.

Enter range three times per day. Give health modifier to damage in addition to any other modifier, each hit you make. During a rage you gain resistance to non-magical physical damage (half damage)

## Arcane Fantasy v8.88

taken. You may start a rage with a free action (as a reaction) if the danger is sensed or seen.

Rage lasts during a combat situation or three rounds, out of combat. While raging you will not surrender or cease fighting until you win or facing an obvious lethal situation such as having to jump off a cliff to keep fighting the escaping dragon. You regain one rage during a short rest and all during a long.

### Rage, Greater

**Requires** Rage and Health modifier +5 & simple armour or Rage and Stamina x3

**Precludes** Unarmed Combat and heavy armour

Enter range six times per day. Give 2x health modifier to damage each hit you make. Otherwise as rage.

### Rain of Daggers

**Requires** duelist charm, proficient in dagger.

You may once during a short and long rest, use each action (full, partial and free) to throw two daggers, six in total.

### Rampage

**Requires:** Health 10 or half ogre/ogre

If you kill a creature with a single blow using your full action (not previously wounded by you or anyone friendly to you) and have more opponents within reach, you may make another attack during your full action against any of them.

### Reckless

**Requires** Strength higher than intellect and Agility higher than Willpower.

At the beginning of each round you may select to be reckless and get +4 to your attacks, but then all attacks against you have the same modifier until the beginning of your next round.

### Retaliate

**Requires:** martial weapon and Agility 14 or Orc

If a creature hits you with a physical attack, and is within your threat range and does not kill you and you have a partial action to use, you may make a retaliating attack using that partial action as a reaction once per round.

### Riposte

**Requires** martial weapon, agility 12+

When a creature within threat range misses you, you may use your free action to make a melee weapon attack against it.

### Simple Weapon

**Requires** strength to wield the weapon

Most adventurers start with the simple weapon feats. Select two weapon groups.

Some classes must adhere to restrictions to what weapons groups that can be selected. Example a fighter with strength 10 may not use two-handed sword. The simple weapons feat allows simple weapons in the two weapon groups selected to be used with proficiency.

Non-proficiency is -4 to attack. Using a weapon, you don't have proficiency in, give a non-proficiency penalty.

Unless you learn dual wield you are non-proficient in your off hand. Those with the shield bash feat are proficient with shield in their off hand.

When you learn martial weapons and epic weapons you become proficient in martial and epic weapons respectively in all your weapon groups.

Spell caster (not psionists) may select one weapon group instead of two and instead learn two additional powers.

### Skill

A character starts by knowing two common skills (see skills). But by using this feat they gain proficiency in more skills. Some races grant skills as well.

Select four skills to become proficient in. Taking a skill twice or more add +2 to the check (the first becomes proficient, the second and following add +2). A max of +6 is possible at grand master level in a skill. (+2 is expert, +4 is master and +6 is grand master).

Note that some skills have feat or other requirements, see more in chapter about skills.

### Slashing

**Requires** Use of hand held medium or smaller swiped weapon, 2<sup>nd</sup> level or higher.

Add an attack per round as a **partial** action.

### Slashing, Greater

**Requires** Slashing and strength 20 or willpower 20. Martial weapons

Add an attack extra per round as a **free** action, allowing three attacks each round.

### Slashing, Mastery

**Requires** Greater Slashing and strength 22 or willpower 22. Epic Weapons

Add one square to your reach and get +2 to attack using slashing weapons. A Medium slashing weapon held twohanded now qualify for the bashing and greater bashing feats.

### Shield Use

**Requires** Offhand free, Strength 6.

Allows a shield to be used and you gain defence (+2) from using it. You may take partial cover using a free action as a reaction and having a tower shield.

Not having this feat, you need to use your full round action to gain the defence modifier and a partial action to take partial cover. Small creatures may take full cover from a tower shield and partial cover from a medium shield.

When calculating defence using an extra shield (dual-wielding two (or more shields if having more arms)) you only gain +1 to defence, but shield off hand side as well and gain the shield bonus against one extra opponent. Thus a four armed humanoid wielding four shields (having shield use and dual wield) would get a +5 defence modifier against five opponents on both sides and front.

### Shield Use, Greater

**Requires** Shield Use, Strength or agility 18+.

Allows partial cover while moving and holding a tower shield without spending an action (medium shield suffice if small). Add +1 to defence when using a shield. The shield covers front, flanks and rear and add one opponent to the maximum number per round that you may defend against.

## Arcane Fantasy v8.88

### Shield Bash

**Requires** Shield Use, strength and agility 12+ and martial weapons  
Allows a shield to be used as a secondary weapon doing 1d4 point of damage crit 18 (shield) or 19 (tower-shield) during your full action. A Large or smaller target must make a strength check DC 10+your strength modifier or be knocked prone, see conditions. Removes non-proficiency penalty from off hand when using shield this way, see dual wield.

### Stabbing

**Requires** proficiency and use of medium or smaller thrusting weapon, agility or strength 16+ and level 3 or more.

**Precludes** Unarmed combat

Enable a partial action to be used to attack with. Allowing two attacks in a round normally if using a medium or smaller stabbing weapon. Allowing three attacks if having two weapons – you may not use your off hand with a partial action. Cannot add to unarmed combat.

### Stabbing Mastery

**Requires** Stabbing, and strength or agility 18 and level minimum 5

**Precludes** Unarmed combat

Enable a free action to be used to attack with your main hand. You may not use your off hand with this free action. Cannot add to unarmed combat.

### Stability

You can only be critically hit by a natural 20 and your check against a trip, push or something making you prone physically, becomes favourable.

### Stamina \*3 (\*4 if having rage)

**Requires** health 6, 10, 14, 18 or level 6, 12, 18, 24 as a creature.

Add one life point per level to your maximum life points.

### Surprise Attack

**Requires** medium or smaller thrusting weapon

A surprise attack, favourable attack or rear attack that hits during a round does 1d6 points of extra damage.

At agility modifier +3, +5, +7, ... an extra 1d6 damage is scored. Thus, ability mod +3 gives 2d6 extra damage, +5 gives 3d6 and so on.

A change is that this damage is extra if having more than one attack that fulfils the above circumstances - then all attacks get this extra damage. A reason why rouges often use a secondary weapon.

### Two-handed Fighting

**Requires** Agility modifier +1

**Precludes** Use of two weapons or shield and unarmed combat

When having this feat, the weapons of same size as the wielder in your weapon group can be used two-handed. Two-handed use grants the 1.5 x strength modifier to damage bonus instead of x1. And you get +1 to attack using a weapon two-handed.

Holding a weapon with two hands **does** fulfil the requirements to use the bashing feat.

### Tumble

**Precludes** heavy and medium armour

Make a successful Agility check against your opponent's agility to reach its rear using a **free action move**. Perfect if having surprise

attacks. Enable you to cross an enemy rank. The reach of your free step increases by 1sq if you make the check. If you don't reach the rear your action is forfeit.

### Unarmed Combat

**Requires** Willpower 12

This feat turns your hands into better weapons having one step better crit and scoring 1d4 points of damage with crit 17. Allows two attacks with primary hand. Hands are treated as martial weapons and you qualify for feats req. martial weapons.

*Large 1d6 crit 18, Huge 1d10 crit 19, Colossal 2d6 crit 20*

### Unarmed Combat, Mastery

**Requires** Unarmed Combat and willpower 18

Your hand becomes epic weapons having one step better crit. Damage is 1d6 (crit 16) and three attacks with primary hand is allowed.

*Large 1d8 cr 17, Huge 1d12 cr 18, Col. 2d8 cr 19, Garg. 3d8 cr 20*

### Unarmed Block

**Requires** Unarmed Combat and willpower 20

You may spend a free action as a reaction to being attacked with a physical weapon add 4 to defence against that attack.

### Uncanny Dodge

**Requires** Surprise attack or critical attack

**Precludes** heavy and medium armour

You may as a reaction to an attack that hits you, take half damage from that attack as long as you can see the attacker.

### Weapon Mastery

**Requires** Epic Weapons

You become proficient in another weapon group and gain a +1 modifier to attack and damage with all weapons you know and any weapon specialization modifiers apply to all weapons you are proficient with (including natural weapons if having unarmed combat).

**You may furthermore use a medium or smaller weapon (if medium) to attack using your partial action as long as you have actions to spare.**

**You may always make at least two attacks using your full action**

### Weapon Specialization\*3

**Requires** Martial Weapons

Select one weapon group you know and gain +1 to hit and +2 to damage with these weapons.

### Minor Feats

Gained at level 3, 7, 13, 21, 31, 43 or taken as a major/magic feat.

### Adjust Power \*1

**Requires** Initiate Magic

Adjust power allow a power to be cast at higher level than normal. This usually strengthen the effect of the magic as detailed in each power. You may memorize them as a higher level in the morning or you may spontaneously cast it as a higher level (if you have uncast powers at a higher level) but then you need to remove a memorized spell from the level used. Mental Excellence that allow

## Arcane Fantasy v8.88

you to freely select powers to use without need to memorize is a potent combination.

Note: adjust power works slightly different for psionists allowing them to use minor powers as major, master, and grand master level and so on. Each such step count as two levels and they cost psionic points as they are cast according the level it is cast at.

### Adjust Weight

You gain or lose 10% weight and may adjust your weight by 1kg each level hereafter within twice your racial standard span. Ex. A human has a span of Height - 115+ 3D8\* that translates to 68-89kg if male of 180cm. twice that span is 42kg around the average rounded up, giving a span of 59-100kg.

### Aiming \*1

**Requires** Simple weapons, use of bow, crossbow or sling

Spend a free action to aim to get +1 to attack and damage.

### Attack \*1

**Requires** Simple Weapons

Add +1 to attack score when using weapons.

### Blind Fighting \*1

**Requires** not silenced

Negate all blindness and darkness modifiers (penalties) as long as you have hearing, within a 6sq radius. You may navigate and move as a seeing person even if totally blind. You may even react to traps and catch missiles (having the feat) as long as you may hear them.

### Catch Missiles \*1

**Requires** unarmed combat or agility 18

You can try to **catch** a missile or hurled weapon targeted at you or someone adjacent using a reaction (free action) that must be available. Make an attack roll. It is made if your natural weapon attack is equal to or higher than the attack score of the missile. A caught missile do not score damage. A catch four steps better than needed, allow you to also retaliate the missile at a new target as a ranged attack using your catch roll as an attack roll. The range is the same but counts from you.



### Crossbow Master \*1

**Requires:** simple weapons (crossbow or rogue)

When using a crossbow, you have an extra +1 to attack. You may reload using a free action (or **no** action with a light crossbow) and may thus shoot twice if having two attacks on a full action or is able to attack with a partial action.

### Defence \*1

**Requires** agility lower than strength or Level 4, 10, 16 if not humanoid.

**Precludes** inner strength

Increases defence by 1.

### Dungeoneering \*1

Becomes proficient in detecting slopes, unsafe underground constructions (underground passages with weak/poor support, weak roofing/flooring, and water hazards and so on) regardless if it is manmade or natural. They also get +2 to find any secret or hidden doors or traps to **spot** and **search** checks. Trying to learn direction underground or consequences when handling underground hazards becomes favourable.

### Fancy Footwork

**Requires** martial weapon, dual wielding

When making an attack at a creature within weapon range, that creature cannot make opportunity attacks against you until the end of the round.

### Helm Use

**Requires** light armour

When wearing a helm, the always miss score increase by two. A cap becomes always miss 1-4, coif 1-5 and girdle 1-6. Magic helms improve this further.

### Inner Mind

**Requires** Split Mind

You may keep concentration on three powers at the same time. You gain another +1 on mental saves and a +1 on intellect saves.

### Language\*3

**Requires** intellect 6, 8 (\*2), 10 (\*3) or more

Learn another human language you have been exposed to. The second time the selection expands to include humanoid languages. The third time any language can be selected. GM may include a language to the selection fitting to the setting.

### Large Weapon Affinity

**Requires** weight of 100kg or more.

You become proficient in simple large weapons. Any weapon proficiency adds to this. Thus, simple weapon in sword allow you to use a martial large weapons.

### Lay Hands

**Requires** Initiate Magic (Priest or Paladin)

The use of lay hands is to heal a target a few times per day using a partial action.

The amount that can be healed is 10 points per presence modifier. Thus, a 4th level paladin with presence 16 (+3 ability mod) may heal  $3 \times 10 = 30$  life points per day. It may be distributed in groups of 5 points. Undead are harmed if touched this way (radiant damage) and the paladin can touch with his hand or through a weapon that hits.

Instead of healing wounds it can be used to remove disease or poison (as selected) of DC 10, but each 5 points extra give +2 to the DC it can remove. Example spending 15 life points of healing the paladin can remove a DC 16 disease. The amount needed is learnt beforehand upon touching the victim.

### Magic Attack \*1

**Requires** Initiate Magic

Add +2 to attack score when using powers with a to hit/attack.

### Mental Excellence

**Requires** Power Use or initiate magic (psionist)

You do not have to memorize powers but you are still limited to the number of spells per level and day or psionical points you have and you may only cast powers you know.

Those having mental excellence do not need to use a spell book, they know the spells in their mind.

Having mental excellence applies to all classes and uses of Power.

## Arcane Fantasy v8.88

Having mental excellence, you can still learn “extra” spells from scrolls.

### Minor Magic Resistance \*1

**Requires:** positive presence modifier.

Add +2 to magic resistance or +1 if having innate MR.

### Minor Skill \*3

Learn two skills. See Skills. Either removing the non prof. penalty (-4) or add two to a skill you have. Levels skilled +0, expert +2, master +4 and grand master at +6.

### Multiple Reactions\*2

**Requires:** Quick Reaction

You get an extra free action each round for three rounds once per day per feat. Regain one use from a rest. However, you must wait for one opponent to act before using the free action as a reaction. **Note:** Two free actions may be replaced with one partial, after the second opponent have acted.

### Nature Affinity

You get the skills **riding** and **survival** and any save against a natural hazard is favourable.

### Point Blank Shot \*1

You may attack with a ranged weapon while in melee without any penalties to attack or damage.

Normally you have -2 to attack and -2 to damage (minimum 1) while within the threat range of an opponent.

### Quick Reaction

If you have a free action, you may do it as a reaction as long as at least one opponent has acted.

### Rapid Healing \*1

**Requires:** Health modifier +1

Each time you rest or sleep (short or long rest), you regain twice the amount of life points as normal. See rest and recuperation. Generally, 1d6 + health modifier becomes 2\*(1d6 + health mod.)

### Read magic \*1

**Requires:** Intellect modifier +1

Learning how to decipher magical texts and symbols. Reading such texts allows for favourable checks to understand them and learning them, or transferring spells also becomes favourable.

### Running \*2 (Runner)

**Requires:** You have to follow the encumbrance rules for jogging/flying or running movement. Health modifier +1 or +3 is needed.

Enables jogging for four times the normal duration and running for double duration. Running x2 enables jogging for 16 times the normal and running for four times the normal and sprinting twice as long.

### Second Wind \*3 (third wind, blown away)

**Requires:** Health 12, 16, 20

You may regain (two, three or four d10) +health modifier life points as a free action as long as you have at least one life point left and in control of your mental faculties. You may do this once, twice or three times per short and long rest.

### Sling Master \*2

**Requires:** Simple Weapon (Staff) or proficiency in sling.

When you use a sling, you add +1 to attacks, +1 to crit chance and do an extra weapon die of damage. Includes Hoopak.

### Small Weapon Affinity

**Requires:** weight of 48kg or less.

You become proficient in simple small (or smaller) weapons. Any weapon proficiency adds to this. Thus, simple weapon in axes makes your hand axe martial.

### Smart Combat \*1

**Requires:** Intellect greater than strength or willpower

You may use your intellect modifier instead of strength or agility when making an attack and damage with a weapon smaller than you or held two-handed and the same size as you or natural weapons. Note: Using a weapon two-handed of same size often requires the two-handed fighting style feat, but give a 1.5 modifier to damage from strength.

### Spin

**Requires:** agility 12

You train to be able to use a reaction (as a free action) to turn around, thus avoiding the first *rear attack* or *surprise attack*.

### Split Mind \*1

**Requires:** Initiate Magic or Wild Magic

You train to keep concentration two powers. You may concentrate on one additional power (two at the same time). In addition, you gain a +1 on mental saves.

*If having two or more heads the +1 on mental saves is replaced with favourable saves vs mental saves.*

### Strong Power \*2

**Requires:** Power Use

Increase your Casting Power by 1, each time you take this feat. Each +2 equal 1d4 and add to the power focus feat.

### Underwater Action \*1

The character with this feat can use weapons better and may move in water at normal (Marching) speed if humanoid instead of walking speed. Aquatic creatures have this feat for free. Turn -4 to hit and damage with slashing weapon to -2 and the -2 to hit and damage with thrusting weapons have their penalty removed. Becomes proficient in swimming (or add +2 if knowing swimming) to swimming skill. Double the time you can hold your breath.

### Unyielding \*1

Anything trying to move you or make you prone allows you to use a free action to be neither.

### Weapon Finesse \*1

**Requires:** Use of natural weapons or smaller weapons than the wielder or weapons with the finesse tag.

Allows the use of the agility modifier when calculating attack score and damage modifier **instead** of strength modifier. Only useable with natural weapons or weapons that is one-step smaller than the wielder i.e. small weapon for a medium sized creature or natural weapons of a medium or smaller creature or weapons with the finesse tag.

## Feats of Magic

### Arcane Recovery\*3

#### Requires Power Use

Each short rest restores a number of levels of powers equal to your level +1, where cantrips count as  $\frac{1}{2}$  level. It also increases the maximum level of regained prayers in an outer plane by one level (up to third level). Psionists regain Level +1 Psionic Points.

The second and third selection of this feat add another level of regained powers (and PsP) and the level of regained powers increases by one.

### Arch Power \*(of Class)

#### Requires Power Use and PS 7

*Each arch power must be of a class that you have power use in.*  
Add 1 to both Base Power and casting power (CP) of that class. You gain a casting power of +1d4. With Power Focus your casting power increase to 1d8, or more, see power focus. You learn two powers.

### Combat Casting

#### Requires Power Use (Spell)

Allow spell caster (wizard and sorcerer) to cast spells even if wearing light armour & medium armour.

### Countersong

#### Requires: Agility 12 and Presence 12 and having an instrument.

It allows you to countersing any **sound based** magical or supernatural effect within short range as long as you are not silenced, with the use of a reaction using a free action. The check to succeed is an **agility check** compared to the DC of the power. Countersong is a free action but the exact effect to protect from does not need to be stated beforehand. If you make it, the effect of the sound-based attack is negated up to 5 sq. around you. Otherwise, it has a normal effect. The user may at any time countersing as long as not silenced, having the free action. Maintaining a countersong can be done for ten turns but requires concentration and prevents spellcasting using verbal components.

**Examples:** Facing a group of harpies the Bard states that he uses his countersong. Making his check, he negates any sound-based charm song from them, and all others 5sq. around him.

By use of his spell craft, the Bard learns that the dragon high lord is voicing a Power Word Charm. By making his Countersong check, he negates the powerful charm attempt.

### Counterspell \*1

#### Requires: (intelligence 14, presence 14 or willpower 14) & mental excellence

When attacked by a spell or magic power that penetrates your magic resistance (not rolling a supreme save against), you may negate it by spending a spell slot of equal or higher level than the spell as a free action reaction ( $1 + 2^*$  level in PSP).

You may do this once per round, by spending a free action, as a reaction, that must be available. The spell is negated having no effect on you or anyone else and your counter spell slot is likewise spent.

The exact nature of the power countered does not have to be known.

### Familiar Bond

#### Requires (intelligence 12 and presence 12)

This feat allows you to know the familiar spell. Once you have a familiar this one is special, allowing you to cast rituals and hexes from it as long as it is within sight and 10sq. range.

Casting power, unless you have better spellcasting, is based on your highest mental ability and it is treated as an **innate** ability.

### Hexcasting

#### Requires Familiar bond.

*Precludes power use, heavy armour.*

You may learn one enchantment power from the wizard and druid spell list each level as an innate ability. Cast 1 + level per day at casting power presence modifier + tier (+1 at 4, 8, 12...).

When you first take this feat, you also learn a ritual power from the wizard or druid spell list that work as one of your innate powers. Each time your power score increase you learn another ritual. The ability related to Hexcasting is Perception.

Feats that improve your PS apply to Hexcasting as do feats that add to CP. Except Power Use. Hexcasting replaces Power Use. Feats that require power use or initiate magic are available.

### Greater Learning

#### Requires Initiate Magic or +5 modifier or more in at least one of intellect, willpower or presence.

You may learn four more powers and one more each level you gain. Any learning checks henceforth are favourable.

This feat works the same even for psionists and are one of the few ways to access a greater repertoire of disciplines, if a psionist.

### Initiate Magic (of Class) \*special

#### Requires 12 in the ability score of the spellcasting class

Remove the non-proficiency penalty (-4) from the power score of spells both when it comes to number of spells usable per day and their casting power. You also learn two powers (of your selected class) and learn another **one each level** you gain, except psionists (they have their number of powers from their PS).

You may take this feat more than once. Once for each primary ability and one class of powers related to that.

Possible classes include; wizard, warlock, bard (intellect); priest, druid, paladin, ranger (presence); psionist (willpower).

As an initiate magic (**priest**) you have to choose a domain that will grant a set of prayers that you know and how your turning works (if you have turning). As an Initiate **Paladin**, **Ranger** or **Druid** you have domain powers but according to your class, see more in the section about powers - priestly domains.

As an initiate magic (**wizard**) you may select the subset bard or warlock. Selecting a bard or warlock limit your initial selection of powers up to third level but you may add half your intellect modifier to your attack modifiers. **Warlocks** may add half intellect modifier (round up) to attack modifiers based on strength. **Bards** may add half intellect modifier (round up) to attack modifiers based on agility.

As an initiate magic (**psionist**) you gain 1d4 psionical points per PS. As a psionist you may spend points to manifest your disciplines. A minor discipline cost one point, a major 3 points and a master level discipline cost 5 points. The points are regained from a night's rest.

## Arcane Fantasy v8.88

As a psionist you need to memorize what powers to use a day (place your psionical points on the disciplines you may want to use), until you learn the mental excellence feat.

You must select the mental excellence within two levels after taking initiate magic (psionist) or lose one point of casting power until learnt.

As an initiate magic (**sorcerer**) you have presence as your prime ability regarding power use and uses wizard powers, you may select fire, earth, water or air as your element if you want to access invocation powers. You start without a spell book and do not need one. First power learnt of level 0-3 must be conjuration, divination or summoning. Except, if belonging to an element, an invocation of that element is available.

You get only one power from initiate magic, not two. At third level you must have learnt mental excellence or lose one point of casting power until learnt.

As an initiate magic (**wind/earth/fire/water monk**) you have wisdom as your prime ability. You do not need or use a spell book. First power of level 0-3 must be divination, conjuration (air) or invocation (air) of the wizard's spell list.

You only learn one power from initiate magic, not two. **Your PS is one lower than normal.** At third level you must have learnt mental excellence or lose one point of casting power until learnt.

### Interference

**Requires Arch Power**

Lower CP of all magic cast or coming within 5sq of you by 4 or 25% if greater. CP of 0 or less indicate magic is never even created and the caster may have consequences.

The selection of targets can be changed using a free action as a reaction.

### Magic Penetration \*2

**Requires Power Use PS 7 or arch power.**

Increase the **supreme save** by four steps of those you cast powers at. Eight steps the second time. Never higher than 20, if they have MR.

### Magic Resistance \*2

**Requires Presence 12.**

Add +4 to your magic resistance or +2 if having innate magic resistance more than +2 due to race or origin (outer-planar) or magic. Or if already having magic resistance. Thus, the maximum magic resistance from feats is (first) +4, (second) +2, (minor) +1. With presence 28 (+10) this makes supreme save 3-20 vs. magic.

However, a ring of magic resistance (counts as innate) has an offset of +2 before helping. It will not lower the MR without it.

A Supreme save of 1 makes you totally immune to magic unless you allow it to take effect.

### Magic Weaver \*2

**Requires:** Initiate Magic

A Magic Weaver you can sense the magic weave around you, within range 5sq and within sight. You gain favourable checks to detect any magical traps or fields when you otherwise would gain a check.

You may **three times per day** with a free action as a reaction to a magic within range block a 1 sq. cube from being affected by that magic if it is an area effect.

The second time you take this power you may negate two squares within range. You may still do this three times per day but regain one use after a short rest.

### Mighty Magic\*3

**Requires Power Use**

Increase the save DC of your powers by two.

### Power Focus \*3

**Requires Power Use**

Add 1d4 (2) to CP when casting powers. Applies to all your classes. 2d4 becomes 1d8, 3d4 becomes 1d12, 4d4 becomes 1d8+4, 5d4 becomes 1d4+8, 6d4 becomes +12.

### Power Specialization \*3

**Requires Power Use**

Lower two powers you know of any of your power using classes, one level each or one power two levels. A power cannot become lower level than 0 (a cantrip).

Not only does this mean you can use those powers more often, but if you know the adjust magic feat you can memorize and cast them at higher level and they potentially become much stronger.

When it comes to psionists, only one discipline is lowered one step, from major to minor or master to major... Not lower than minor.

### Power Use (of Class) \*3

**Requires Initiate Magic (of same class)**

*Each power use must be of a class that you have initiate magic in.* Add a modifier to both the **casting power** and the **power score** based on your level. At level 1, 4, 8, 12, 16, 21, 26, 31 and 36 you gain +1 to PS and CP. Level 0 characters do not gain +1 to PS.

You may also learn **two powers** of that class except psionist that have their number of known disciplines based on their PS.

### Quick Casting\*1

**Requires Initiate Magic (of same class)**

Three times a day, regain one use from a short rest, you may cast a spell in a quickened way. If it took more than a full round (or when cast as a ritual) it now takes only a full action. A full action power becomes quick and a quick power can be cast using a free action. Note that having a power as a free action, it can be cast three times in a round, and once more if having extra actions such as divine action or extra actions from boots of action.

### Ritual \*3

**Requires Power Use**

Learn two powers with the ritual tag, of a level you can use. A power cast as a ritual either take 10 minutes if it has the ritual tag but with no additional cost nor additional effect and without spending a spell slot. The power is cast at base level (if having adjust power).

**Or** you may cast any other power you know taking a full action or less to cast in three rounds (released on initiative the third round) but then it cost gold, 10 gold + 10 gold per level to cast (often in various materials that you have bought). But spending a spell slot as normal. This power then has an enhanced effect, see below.

## Arcane Fantasy v8.88

Having more than one ritual feat you may combine more than one effect below (or apply the same effect twice or more) the cost of all rituals is summed. The effect may be changed by one of the following:

- The **duration** is increased from short to medium, and medium to long, generally at least 10 times as long as normal. Instant powers are not affected. No power last more than 24 hours (and no longer than to the end of next long rest).
- The **area** is increased to double normal in all directions. Two targets become four. Diamonds are rounded down to an odd number. Thus, a fireball 5sq diamond becomes 9sq diamond.
- The **range** is increased from touch to short, short to medium and medium to long, long is doubled, and same plane is to any plane.

Going from touch (with a touch to hit) to short range change the power and allows a save to avoid the effect instead of a touch to hit. The type of save is based on the following;

**Strength** force, push, grasp, and telekinesis effects

**Reaction** for lightning, thunder; projectiles and hold

**Physical** for poison, disintegration and acid damage and polymorph, stun, petrifaction and death effects

**Mental** for psychic damage or mental effects such as charm, and sleep.

**Intellect** for illusions

**Presence** for negative luck or curses.

- The **save** can be removed if any, always having an effect, except if the creature is indomitable and uses it's "to make" the save and Supreme saves still negates magical effects.
- You maximize your **power score**.  $7+1d8$  becomes 15.
- You may alter the damage type between fire, cold, lightning and acid. If it is one of them it can turn out as another one of them.
- Line of sight** is not required.
- You remove one **component** from requirements, vocal, somatic or concentration.

## School Focus \*8

### Require Power Use

Powers of the selected school have an effect as if being one level higher (except for psionists, see below). Learning powers of the selected school is favourable and both learning and memorizing are done against its normal level.

Powers of other classes (that you don't have access to through your selection of initiate magic) of the selected school can be learned (but not favourably) and used as their normal level as your own class, if you have the power score to learn and use them. That means having school focus (evocation) as a wizard you may learn and use cure/cause wounds if knowing 1<sup>st</sup> level powers.

Powers of your class (that you have selected with your initiate magic) of **other schools** can be learnt and cast normally.

For psionists the cost of using a major or higher discipline in the focused school is reduced by 1, minor disciplines in the focused school take only a half psionic point to use. Powers of that school are learnt favourably. Powers of other classes but of the school selected can be learnt as minor powers if level 0-1, major if level 2-3, master if level 4-5, grand master as level 6-7 and paramount grand master level if level 8-9. The GM must select the science if not stated.

*Mentals are farsense if defensive, coercive if offensive, healing is metabolic, energy is creation, force is telekinetic and so on.*

This feat can be taken once for each school.

## Scholar \*1

### Require Power Use

May with an intellect save DC 10+level of power, learn a spell that is being cast within line of sight and hearing it. And of a level that yo can use. The power once learnt can be scribed into a spell book if such is used, with the normal cost of materials and time. If you have a different power use than what is used your check is unfavourable. However, if successful the power is one that you can use! Yes, a friendly spellcaster could cast powers repeatedly for you to learn.

Some creatures have powers not available in the power list and this feat allows you to learn and use such as; dimensional rift, alien limb, alter ego, avasculate, spell seizure, gut wrench, cloak of chaos, drow enchantment, death spell, yellow mold and many more. If facing some very powerful creatures (or senior scholars) ☺

## Turning \*3

### Requires Initiate Magic (priest/ranger/druid), holy symbol.

Turning can be done two times per day and one use is regained in a short rest. A turn affects creatures within 4sq. radius of the turner. A long rest returns all uses.

Each type of priest or user of priestly magic have variations to the effect but generally the undead or other creature type take some form of damage (positive, negative, fire, lightning...) (and often about  $1d10+PS$  points of damage).

Turning usually affect one or two creature types and the damage may vary from one domain to another. The effect is magical. The DC is 10 + your presence modifier. No damage is taken on a successful save.

Those in the area must make a presence save for half damage. A poor save makes target creature **retreat** as his next action.

Taken twice (expert) it can be done three times per day with a 5 sq. radius and it scores one die extra damage.

Taking turning three times (mastery) enable four uses per day within 6 sq. radius and scores two dice more damage.

## Ultimate Casting

### Requires Power Use

Add 2 to the base power when finding out number of spells cast in a day. See Power Table. The PS (power score) of casting is unchanged. This gets you more and higher-level powers but do not increase their strength.

Psionists: They get to learn one discipline from the next higher level (major if knowing only minor, masterly if knowing major or less and so on). Upon knowing paramount grand master powers they gain an extra +. They gain  $2d4$  extra psionic points.

## Unlimited Casting \*1

### Requires Power Use

Add your ability score modifier of one your power using classes, to the number of powers extra you can use. Divide them by adding one to first level powers first, then one extra second, then one extra third and so on until you have spent all or have no higher-level powers you can use. If you have more power to divide, start over from first level again. You also gain this number of extra cantrips per day.

As a psionist you gain  $3d4$  extra psionic points only.

## Arcane Fantasy v8.88

Ex: as a wizard/priest with 18 (+4) in intellect and 16 (+3) in presence that may cast 4 cantrips, three 1<sup>st</sup> level powers and two 2<sup>nd</sup> level powers as a wizard or 3 cantrips and 2 1<sup>st</sup> level powers as a priest must select each day to use unlimited casting as a wizard or as a priest. As a wizard he gains 4 cantrips and two 1<sup>st</sup> and two 2<sup>nd</sup> level powers for a total of (8,5,4) powers that day. As a priest it would be three cantrips extra and three first level powers extra (6,5).

## Miscellaneous Feats

### Abilities \*3

Add one to any ability up to 30. It increases your target ability sum by one when you gain levels. Thus, you still increase your abilities as normal the next time you gain a level.

### Animal Companion

**Requires** a positive modifier willpower or presence.

**Precludes** being evil unless the animal is evil or chaotic.

With this feat, you learn how to befriend animals of intelligence 3-5 allowing you to make a presence check vs the DC of 10 + mental save + level /2 of the creature, to first make creature friendly. Then another check to make it a follower.

Giving the creature food and being calm and non-hostile makes the checks favourable.

If the **first** check fails, the creature is unswayed and act according to its instincts. If the second check fails the creature remains non-hostile as long as not threatened – but no further checks will make it bond until a long rest is had.

Once the bond (two successful checks) is made, the animal will follow and obey simple instructions such as wait, attack, come, lift and so on. When you gain level – having an animal companion – it will gain a level as well getting 4 (or so, GM decides) life points, and gain feats each even level and ability improvement each level.

At the end of the day, you may only keep one animal companion. This is often a though choice and avoided unless the feat is used to avoid needles encounters.

### Aquatic Ancestry

**Requires** Must be selected at first level.

Add underwater action and you may hold your breath ten times the normal time (instead of twice the time).

### Ascetic Ascendance

**Requires** a disciplined living (not chaotic) and willpower 12.

This feat removes the need for food and water for willpower mod days and air for willpower mod hours. You may adjust your weight within your racial bounds by 1kg per week up or down. This affects your life points eventually. Your physical save improves by 1.

### Demiurge

**Requires** Power Use, PS 7 or higher.

Learn two spells of the divination, conjuration or summoning school. Each of these can be cast as innate powers once per day at your normal PS and DC of your best casting class. You may of course memorize them and use them with your normal casting power as well – but then they must adhere to your casting class.

### Dark Devotion/True Bravery

**Requires** Must be selected at first level and being evil/good.

## Arcane Fantasy v8.88

Gain favourable saving throws to being charmed or frightened, including against *coward* and *sanctuary* powers.

### Dragon-born

**Requires** Must be selected at first level.

Add 1 to supreme saves and life points. The life points count per level of the character. If you start as level 0 you get one extra lp until becoming second level.

### Drunken Master

**Requires** Must be selected at first level.

Drinking alcohol (a pint of ale, glass of wine or shot of whiskey) is equivalent to take a short rest and can be done three times a day. You do not gain levels of intoxication from alcohol if the result is a short rest.

### Elementally Infused

**Requires** Must be selected at first level.

Your heritage includes some elemental power of either air, water, earth or fire (select one). Each of these grant resistance 2p per level to lightning, cold, acid or fire. The skin of one elementally infused gain a hue or blue, green, brown or red.

One of your languages can be elemental (of the correct type).

Any resistance magic or feat to the same element count as immunity to an elementally infused.

### Equilibrium

**Req.** Encumbrance (load) less than 25% of max lift and **Move** feat

Allows move across fragile surface (such as stretched paper), rough (such as branches of trees), slopes (such as roof tops) up to 45 degrees or even across water without going down as long as you don't stop moving. In addition, while there are protrusions, windows or rough ornaments (each square) you can even run upwards at half speed – but you cannot run up the smooth wall of a castle. When falling you remove your willpower points of damage.

### Fey Ancestry

**Requires** Must be selected at first level.

Your character has fey in their bloodline. Your character is immune to paralysing poisons and cannot be put to sleep by magic. Your max age increase by 50%. Elves have this at start.

### Luck \*3

**Req:** Presence 12, 16, 20

The luck feat allows you to select a die (before rolling it) to be favourable. You can do this three times per day. You regain a use with a short rest – It even works when gaining levels.

When taken twice you have six checks per day and you may select three of them as favourable after you have rolled your die, but before you know the outcome.

When taken three times you can make one favourable roll once each round, *before* knowing the outcome. Six rolls per day can be adjusted *after* rolling the score but before learning the result.

### Magical Prodigy

**Requires** Must be selected at first level.

You may replace your simple weapon feat with another magical feat. This leaves you non-proficient in all weapons (-4 to attack). The new feat must be one you don't have.

## Arcane Fantasy v8.88

### Move

**Requires** Encumbrance (load) less than 33% of max lift

Increase your move by 3 sq. per round.

### Poison Maker

**Requires. non-lawful**

You gain +2 to saves vs. poison and immunity to the poisoned condition (not any other effect). You can, given materials for half the listed price (unless you get some by hunting or foraging) create poisons up to a DC 6+ best mental ability modifier and make antidotes to those poisons at a quarter of the cost. Note that use of poison is scorned at in good and lawful communities as a rule. See list of poisons.

### Resistance \*12

Select one type of damage from these; poison, mental, acid, cold, lightning, fire and gain resistance to that damage. The second time you either gain immunity to the damage type you have or resistance to another type of damage.

### Saves \*3

Can be taken once for each save (physical, reactive or mental).

Improve one save by +4 or two saves with +3 and +1 respectively or +2 to one and +1 to the other two. The save taken is the one getting the most bonuses (+4, +3 or +2).

### Underdark Native

**Requires** Must be selected at first level.

You have spent so much time in darkness or underground that you have improved your senses – you gain the feat **blind fighting** and +2 to MR. As a drawback any failed (poor) save by four or more vs. a light/brightness attack indicate the blinded condition until a save is made at the end of each following round. You have favourable navigation checks in any part of the Underdark.

### Wild Shape

**Requires** power use (druid)

You may twice per day using a full action, magically polymorph into an animal with a challenge rating equal to  $\frac{1}{4}$  for a very long duration. Having a presence 14 and 16 allows forms of CR  $\frac{1}{2}$  and  $\frac{3}{4}$  respectively. Higher presence, maximum CR is presence mod. - 3.

Intellect, willpower and presence remains in each form, also retaining skills and mental save. Any equipment worn or carried is transformed with it. If you die you revert to your true form, back to your previous life points, but excess damage (negative lp) is carried over to your true form.

While in wild shape you may not use powers, but you may spend a spell slot to regain 1d8 life points per level of the slot, using a partial action.

List of Animals and their CR, up to CR 6 (presence 29)

Name	CR	Name	CR
Bat, Giant*	0,25	Ape, Giant (gorilla)	2
Cat, Wizards	0,25	Bear, Brown*	2
Dog, Hunting	0,25	Dinosaur, Pteranodon	2
Ferret, Giant	0,25	Lizard, Giant Pyro	2
Monkey	0,25	Otter, Giant	0,75
Rat, Huge	0,25	Panther	2
Shrew, Giant	0,25	Rat, Monstrous	2
Snake, Coral Snake*	0,25	Snake, Cobra, Giant, Spitting	2
Snake, Spitting Cobra	0,25	Snake, Giant Spitting Cobra*	2

Wolverine	0,25	Weasel, Giant	2
Ape, Rock Baboon	0,5	Bear, Polar*	3
Dog, War	0,5	Crab, Giant	3
Horse, Riding	0,5	Crow, Monstrous*	3
Lizard, Giant Chameleon	0,5	Dinosaur, Velociraptor	3
Monkey, Huge	0,5	Eagle, Giant*	3
Rat, Giant	0,5	Hippopotamus	3
Snake, Pit Viper	0,5	Hyenaodon	3
Wolf	0,5	Lion	3
Ape Carnivorous (baboon)	0,75	Shark, Deep Sea*	3
Crocodile	0,75	Toad, Giant	3
Dog, Elven (Coshee)	0,75	Wolf, Dire	3
Dolphin	0,75	Bear, Prehistoric*	4
Ferret, Monstrous	0,75	Boar, Giant	4
Frog, Giant	0,75	Crocodile, Giant*	4
Horse, War	0,75	Dinosaur, Allosaurus	4
Lizard, Giant Gecko	0,75	Dinosaur, Plesiosaur	4
Shark, Reef *	0,75	Dog, War, Monstrous	4
Snake, Rock Python**	0,75	Horse, Giant	4
Wolf, White**	0,75	Lizard, Monstrous	4
Ape, White	1	Rhinoceros**	4
Bat, Monstrous*	1	Slug, Monstrous*	4
Bear, Black*	1	Snake, Monstrous	4
Boar	1	Tiger*	4
Dog, War, Giant	1	Ape, Monstrous	5
Horse, Work	1	Lion, Prehistoric	5
Hyena	1	Rat, Epic	5
Leopard	1	Shark, Great White*	5
Lizard, Giant Draco	1	Tiger, Sabretooth*	5
Monkey, Giant	1	Dinosaur, Ankylosaurs	6
Slug, Giant*	1	Elephant	6
Snake, Giant	1	Octopus, Giant	6
Worg	1		

### Restrictions

Some rules allow an extra feat to be taken. These restrictions are more like rules of life for that character and they must be taken at first level. The restrictions are often bundled with a class and some classes have a set restriction and an extra feat is then granted for as long as the rule of the restriction is followed.

### Alignment Lawful Good (restriction)

**Requires:** Lawful Good alignment and abiding the code of honour.

Not having lawful good alignment infer a -2 situational modifier to all power scores, to hits, defence, damage and saves and use of the extra feat and any feat that requires it.



Selecting this restriction allows one additional feat: Initiate magic (Paladin) to be taken.

### Druidic (Restriction)

**Requires:** Neutral Alignment

Wearing metal infer a -2 situational modifier to all power scores, to hits, defence, damage and saves and use of the extra feat and any feat that requires it.



Druidic weapons include these groups; Scythe, Spear, Staff and the gladiator weapons net, whip and bolas.

## Arcane Fantasy v8.88

Prevented is use of steel, adamant and mithril. Thus, wooden or dragon shield is the only shields allowed, leather, dragon leather or barbaric leather are allowed.

Selecting this restriction allows one additional feat: Initiate magic (Druid) to be taken.

### Divine Entities

A character who become level 20 **or** having 20 in three abilities, 24 in two abilities or 30 in one ability and has attracted several followers or become renowned for saving people or performing other legendary acts – regardless of ethos – such as destroying temples, cities, people, leading armies, becoming president, king or warlord or such – is called a demi-power.

As a demi-power you may select divine feats. These divine feats grant innate powers, magic reduction, resistances or outer-planar bodies.

Once you have taken the divine metamorphosis feat you graduate from a heroic figure to a lesser power. This step removes all vestiges of mortal limitations and makes you a fully-fledged power where aging does not matter. This usually happens at level 30 (or 24 in three abilities, 28 in two abilities or 34 in one ability).

Once you have established your dominion and gathered priests and followers, you're on your way to become a greater god. Once you have an established dominion you may take on a greater divine status. This step gives you not only immortality but the power to reform your body should you be killed. This happens around level 40 (or 28 in three abilities, 32 in two abilities or 38 in one ability). *These rules do not fully encompass those changes yet.*

### Divine Feats

These feats can be taken at level 20 **or** having 20 in three abilities, 24 in two abilities or 30 in one ability and you fulfil the requirements of divinity as a divine entity, see above.

### Aura of Fear

**Requires:** presence 18 and MR 6+ or being undead level 12

If using a free action, you radiate a fear aura in a 3sq radius around you, and any thinking creature int 3+ entering must make a mental save 10+presence modifier or flee for 3 rounds, with a save allowed at the end of each round to remove the fear. A creature making its save are immune to this fear for 24 hours. The fear aura last for a round.

### Cloud Walker

**Requires:** Move or Inner Strength feat.

You learn the power air walk and use it with PS 6+best mental ability 2/day. In addition, you may, with a *dash* run across thin air for a full round, thus allowing you to cross pits or chasms as wide as twice your move. You must start and end on solid ground and not more than a square higher or two lower.

### Cryptomancer

**Requires:** Intellect 12

You learn the feats open locks, search and find/remove traps or gain +2 to them if you have leaned them already. Any check to decipher texts, solve logical puzzles or open secret doors and compartments carry a +4 modifier to the roll. Having power use you learn the power open/close portal as one of your powers regardless of class.

### Arcane Fantasy v8.88

#### Designated Survivor

Once you are killed (life point brought below 0) a stabilizing check is allowed instantly not to become unconscious and remain at 1 life points without any debilitation. If failing the check, you fall down unconscious as normal and the first check count as a failure to stabilize.

You need to be killed (brought below 0 life points) twice in a round to remain killed – otherwise you end up at one life point ready to do damage again at the start of your next round, but *prone* until then and no debilitation.

#### Divine Abilities \*3

Raises one ability 2 steps or two abilities one step. Each point above 20 cost 2 steps. Each step above 30 cost 3 steps. It increases your target ability sum by two (or one if having increased above 20 or 2/3 if increased above 30) when you gain levels. Thus, you still increase your abilities as normal the next time you gain a level.

#### Divine Absorption \*3

**Requires:** MR 10 or Resistance x1

You gain resistance to one of the following: non-magic edged, non-magic piercing, non-magic blunt, fire, cold, acid, lightning, force, poison, disintegration, or sound damage. Each time taken you must take a new damage type to become resistant against. Being resistant in that damage type already makes you immune.

#### Divine Combat Casting

**Requires:** Arch Power and Combat Casting

Allow caster to wear heavy armour and still cast spells. Damage below your power score does not require a concentration check. You may at any time create or uncreate a plate mail using a free action. The plate mail is donned and fitted to you. Any armour already worn is removed (kept in an extra dimensional pocket) while the plate mail is on you but replace the plate mail once it is uncreated.

#### Divine Critical Attack

**Requires:** intellect mod +5, critical attack x3.

Improve your critical hit chance by 4 (in total). Never below 13. Gain minimum Critical hit score of 19 even against stability and crit 20 against divine stability.

#### Divine Evoker

**Requires:** use of powers, at least one evocation of 6<sup>th</sup> level or more

As a divine Evoker you may cast evocation powers with a power die size larger to PS (+0 become +1d2, 1d2 becomes 1d4, 1d4 become 1d6 and 1d12 becomes 2d8) you may select 3, 4, 5 and 6 sq. to remove from the area of any evocation powers you cast, at your power using ability modifier 6, 8, 10 and 12.

#### Divine Exemption

Powers with a DC lower than or equal to your best mental ability modifier +6 automatically fails to affect you. Poison saves cannot fail by four or more (often preventing getting poisoned). You can only get gripped by a critical hit. And no physical attack can get you prone.

#### Divine Innate Ability

**Requires:** Mental ability (int, wil, pre) 12+

Select three 0-1<sup>st</sup> level power that can be used innately at PS = 4+ (best mental ability modifier) 3/day. If the power is non-offensive the GM can grant extra uses or allow a fourth one.

## Arcane Fantasy v8.88

### Divine Intervention

Sacrifice 20% of original maximum life points (round up) to negate an unwanted magical or supernatural effect (turning to stone, death spell, dragon breath...) once per round. For any ability with an ongoing or permanent duration, this merely suppresses it for 6 rounds.

### Divine Learning

**Requires:** Mental Ability 22

You learn all human & humanoid languages. You may learn another six powers among levels and classes that you can use. Your PS increase by 1.

### Divine Magic Weaponry

*Requires one ability of 30 or higher.*

You and any weapon you use count as magic regarding the damage it scores. Negating resistance and immunity to non-magic weapons.

### Divine Metamorphosis

**Requires** Four divine feats, qualify as lesser power

You leave your body and take an astral form in search of an outer-planar form - there you build your new outerplanar body and start to establish a dominion. This creation process takes a number of 2-12 months. You may use the body you left as an **avatar** like your former self to send on missions. Your new body gain the abilities of a lesser power, but unless you have the Create Avatar or Rebuild Avatar you are limited in how often you may recreate your former body, to once per year. The new outerplanar form gain the outerplanar immunities.

You may send the avatar using astral gate, plane shift or teleport twice per day (each) in addition to your normal powers with the addition of always having your avatar "within range" and "in line of sight" regardless of its real location. Your outer-planar form is prevented from entering the prime material unless it is summoned through a costly and time-consuming process by your followers.

If your true outer-planar form is destroyed it takes a century to recreate.

Your new form can be half to twice size but should generally have your racial and physical characteristics. This is not true for a greater power.

*This is usually the last feat you take, ending your career, unless the GM has something up his sleeve. See the module Ascendance.*

### Divine Power \*1

**Requires** Arch Power

*Can be taken once for each class that you have arch power in.*

Add 1 to both Base Power and casting power (PS). Learn two powers. And add 1d4 to your power die (1d4 becomes 1d8, 1d8 becomes 1d12).

### Divine Reduction

Resistance (half damage) to any non-magic blunt, piercing or edged damage. In combination to divine absorption x3 you could gain immunity to all weapons.

### Divine Save \*3

Select one save to become favourable that is not already favourable.

### Divine Stability

**Requires:** Stability

You are not susceptible to critical attacks. Except it allows additional effects to work. No extra damage but swallow on a crit or grip on a crit works.

### Divine Invoker

**Requires** use of powers, at least one invocation of 6<sup>th</sup> level or more

As a divine Invoker you may cast invocation powers with one power die better (+0 become +1d2, 1d2 becomes 1d4, 1d4 become 1d6 and 1d12 becomes 2d8) and you may select 3, 4, 5 and 6 sq. to remove from the area of any invocation powers you cast, at your power using ability modifier 6, 8, 10 and 12.

### Dormant Power (of class)

**Requires** PS of 10+ and arch power

This feat gives you a memorising PS increased by 2, minimum 12 in one of your power using classes (often a second power using class). It allows you to learn six more powers in the selected class. Yes, if you qualify you may enhance another power-using-class that needs it.

### Divine Stamina

**Requires** 200 life points or 3 x stamina feats

*When wounded down to 0 or fewer life point a DC 10 (or half damage if greater) phy-save can be made to remain at 1 life points.*

### Emporial

**Requires** Presence 26

Once per day you may increase your presence by 10 using a free action. This lasts for 10 minutes or one hour if spending 8 hours meditating first. This affects your casting power not memorizing power.

You may also invoke the following powers at PS equal to your PS as a priest or PS equal to your presence mod once per day each; Mass Heal, Atone, Intervention, Restoration, Resurrection and Reintegration. If **evil** you get Destruction, Devastation and Disintegration instead of Restoration, Resurrection and Reintegration. As **neutral** you may change which from a day-to-day basis, as you memorise powers.

### Greater Divine Innate Ability

**Req:** Divine Magic & Mental ability (int, wil, pre) 14+

Select two 2-3<sup>rd</sup> level power that can be used innately at PS = 6 + (best mental ability modifier) 3/day. If the power(s) is non-offensive the GM can grant extra uses or allow an extra one. Any previous innate powers get the same PS.

### Greater Divine Reduction

**Req:** Divine Reduction

Gain reduction equal to health modifier points to any physical damage taken; blunt, edged or piercing. Magical or not. This reduction applies after any resistance.

### Legendary Action \*3

You have another partial action after one of your opponent's rounds. The action can be used to move or make one attack if you have one that uses a partial action. It can also be used to cast a quickened power, a cantrip or a first level power. (minor)

The second legendary action you take you get two partial actions to use. Both as a full action after one of your opponents or separately as a partial action after two of your opponents. Powers are limited to 3<sup>rd</sup> level max or minor and major if disciplines. You can group

## Arcane Fantasy v8.88

two partial to get one full round action. The full action is limited to one attack only and one power (even if quickened).

The third time you get three partial actions, you can group two of them to get a full action. Each can be used at the end of one of your opponent's rounds or second opponent if grouped.

Regardless, powers are limited to 5<sup>th</sup> level max. (minor major & master disciplines)

All legendary actions are regained at the end of your ordinary turn.

### Legendary Indomation

*Requires willpower of 24 or higher or level 20 or higher.*

Three times per day you may choose to succeed a failed save after the outcome is known.

### Legendary Immunities

*Requires Health or Presence 24*

Immune to any attack that changes your form, mind-affecting effects (sleep, hold, charm and domination), ability damage, ability drain and level drain unless the caster/cause is higher level than you.

### Life Master \*3

*Requires: No more than 2 x Presence modifier subjects/believers*

Your most faithful subjects/believers grant you more life, one life point per subject as long as they live and believe in you. Each time taken another group of believers/subjects can be incorporated. There is a 5% risk of a believer dying or leaving your faith each year.

### Lord of Creatures

As a Lord of creatures you have to specify a type of creature type with your basic alignment that you have some sort of affinity for.

These creatures will try to do as you command (if they know you) unless obviously destructive and they must make a DC 10+your presence modifier mental save to be able to attack you any round.

### Mana Absorption

*Requires: Use of limited number of powers in a day*

If exposed to magic, cast by someone hostile, that penetrates your magic resistance, penetrates any shielding and affects you (regardless if you make the save or not) will have its normal effect. However, you will regain power use either as extra slots of same level or as psionic points equal to half level round up (same as psp spent if cast as base level). Innate magic is not replenished but can be absorbed. Level is then (DC-10)/2 unless specified. You may not gain more slots/points then your normal maximum. Half level count as cantrips.

### Mighty Retaliate

*Requires: Agi 18 and have Retaliate*

As retaliate but the minimum physical damage done is the same as the attacker did, not counting poisons, flaming and such (only edged, blunt or piercing part of damage). If hit more than once the same initiative you may delay to select which to retaliate on, at the end of their initiative. Furthermore, you may retaliate using divine partial actions if you have such or through boots of action, thus you may spend them to retaliate. (The same rule applies to spend divine action at the end of an opponent's turn, but if you have been hit you may retaliate with a minimum damage.)

### Outer-planar Immunities

*Requires taking on (or having) an outer-planar form*

As outerplanar you have a +4 on MR and +4 on saves vs prime planar poison, disease and powers of the charm school unless designed to affect outer planar creatures. An outer-planar body is immune to the energies in which it was created. Thus if born in a vat of acid it is immune to acid, if born in a cauldron of fire it is immune to fire and so on. Select one

### Pack Leader

*Requires Health or Presence 18 and Group attack*

As a reaction (free action) you may attack anyone you threaten (see threat range/reach) that is being attacked by an ally of yours and it is hit. But, only if not having spent a reaction that round. Having a legendary partial action or boots of action works.

### Scry Protection

*Requires Presence 16*

Additionally, the home layer itself protects you from any attempt to **scry** on you. Anyone that uses a divination effect on you or within 1 mile of you must make a DC 10+presence modifier mental save or become **dazed** for 1 round, and ending the effect automatically.

Additionally, if the save is failed and you wish it, you can use a full round action to transport himself or his avatar over to the location of the user of the divination effect, even if it is on a different plane.

### Treasures Galore

*Requires: Presence 18 and the Luck Feat*

Whenever a treasure is found all die rolls are favourable when determining it.

### Time Lord

*Requires Intellect 22*

As a Time-Lord your max age increase by 100%. You may select (once) to keep your apparent age (young adult, old, venerable...) or be apparently rejuvenated. (note the modifiers of aging)

As a time-lord you may negate the aging of a ghost, the aging from powers used such as haste and wish.

A time lord may once per day cast time stop as a partial action and may make a mental save to avoid being time stopped him or herself.

A time lord sees pattern repeating in time and may defer insight when this happens when seeing old relics, ruins, and such - history related intelligence using an intellect check DC 10-14 depending on circumstance or a favourable history check. DMs will tell.

### Ultimate Divine Innate Ability

*Req: Greater Divine Magic & Mental ability (int, wil, pre) 16+*

Select a 4-5<sup>th</sup> level power that can be used innately at PS = 8+ (best mental ability modifier) 3/day. If the power is non-offensive the GM can grant extra uses or an extra power. Any previous powers get the same PS.

### Unearthly Might

*Requires: Health or willpower 20.*

Using a free action or a reaction in response to being attacked you may three times per day increase an ability by 10 for 20 rounds.

### War Lord

*Requires: Weapon Master*

## Arcane Fantasy v8.88

Learn a weapon group and get +1 to hit and +2 to damage. You may attack at least three times using a full action regardless of weapon, even two-handed such. /Tim could be two on a partial?

### Lesser Power Feats

*These can be taken when becoming a lesser power and applies to your outer-planar form and your avatar. This usually happens at level 30 (or 24 in three abilities, 28 in two abilities or 34 in one ability).*

#### Anomaly

You may suppress three magical items within 5sq that are seen, using a free action. The wearers make a reaction save DC 15 to avoid the effect (it turns non-magic) on each magic item. This power can be done once each short or long rest. The suppressed magic returns after a turn.

#### Convergence

**Requires** Lesser Power, fulfil greater power requirements.

Using Convergence you may alter your form as follow once and permanently, select two of the followings

- Grow an extra head (see Split Mind)
- Grow to twice size (see weight and life points)
- Grow an extra pair of arms (see dual wield/multi-attack)
- Grow Wings gain Fly 12C movement.
- Change internal metabolism, gain +4 on mental saves and saves vs poison and disease. Allow water breathing.
- Change skin features - gain resistance to fire, cold, lightning, acid or sound and get a base defence of 4 when not wearing armour.

Once this transformation is done you become a greater god.

#### Create Avatar

**Requires** divine metamorphosis.

*Once per month you may create an Avatar that looks and works like your form before you metamorphed. You may send this avatar to perform tasks in your name (or work undercover). You may never have more than two avatars working and never two in the same location (within 1000m of each other).*

#### Eminence

As a lesser power you may at will radiate power. The power is in the form of might around you up to a radius of 4sq. The might may be glittering or darkness or look as you like but the effect is that hostile creatures to you that enters the area must make a mental save DC 10+ your presence modifier or they will become shaken, see conditions.

#### Lesser Learning

**Requires** Greater Learning

Learn one power more for each level you have and gain hereafter.

#### Shape Change

**Requires:** Power Use (Druid) or health 20

You may three times per day change shape as the power of the same name and you learn the power if using powers. If cast it is PS=10 + best mental ability modifier and level it is cast as is half that if higher than 9.

### Greater Power Feats

*These can be taken when becoming a greater power and applies to your outer-planar form and your avatar. This happens around level 40 (or 28 in three abilities, 32 in two abilities or 38 in one ability).*

#### Altar of Truth

All mortal knowledge is known to you. Not divine knowledge though. Includes facts of religion, history, facts and fiction, numbers, languages and so on. You can not be lied to or misled nor deceived, fooled or lost.

#### Alter Reality

**Requires** Divine Power

You may use the alter reality power at DC 20 three times per day as of a level equal to your highest mental ability modifier and PS twice that of your highest mental ability, unless you cast it higher yourself.

OR

You may cast and maintain an alter reality permanently as a domain (lair) effect.

#### Court of Followers

**Requires** Some history of affinity or liking of a creature type.

You gain a court of followers of a creature type. These are of a number equal your level as long as the sum of their levels is less than four times your level. If they die new followers appear within a month. (20 in 1d20 each day).

The exact creature type once chosen does not change. They should be neutral or unaligned or of your alignment.

#### Magic Essence

**Requires** Power Use PS 18 or higher in one class.

You learn all powers of all levels you can use in all your power using classes that you have. As you gain access to new one this is also true.

#### Rebuild Avatar

**Requires** Create Avatar

Once an avatar is destroyed you may create a new one within a day. You may have three avatars simultaneous but still not within the same location (within 1000m of each other).

#### Wishful Thinking

**Requires** Luck

Once per day you may cast wish without any harmful effect to yourself, no aging or risk of failure. It is cast as level 10 and PS 20 unless you cast it higher yourself. Wish becomes a known power if you use powers but if cast as normal you age and may fail as normal.

# Treasure

A treasure is valuable your find, often guarded by monsters or traps. A treasure may occur naturally as a pearl found while diving for oysters or a patch of gold ore deep in the mountain. Most often the treasure is left from previous adventurers or collected by the inhabitants or created as necklaces or pieces of art. There are two kinds of treasure monetary or magical.

The amount of treasure that can be found in an adventure should be related to the danger or level of the inhabitants. The GM may have a guide line of 100 gold per level and character or some such value.

The tables below are based on having four different **Tiers** of danger. Tier one is for beginning adventurers and Tier four is for high level parties.

Tier	Level	PS
1	Level 1-4	3+1d4 (5)
2	Level 5-9	6+1d6 (9)
3	Level 10-15	9+1d8 (13)
4	Level 16-22	11+1d10 (16)
5*	Level 23-30	13+1d12 (19)
6*	Level 31+	15+1d12 (21)

- Tier 5 and 6 are outside the scope of these rules. Somewhat.

## Monetary Treasure

Some things are not worth anything if you try to bring it to the city to sell, such as the rags on a zombie or the broken leg of a table. Except that this combination would work as a torch. The monetary value is null but some things can still be used.

Monetary treasure could be coins, gems, jewels or pieces of art. Also, equipment, raw materials, lands or livestock could all be traded for money. Most adventurers like a high value density as they have to carry their valuables around. Thus 10.000cp is equal to 100gp but it is easier to carry 1kg instead of 100kg.

A treasure consists of a few 1-3 items from the following main treasure table. The game is balanced for two rolls per character per level. Thus, you should roll twice on this table per character each level, try to make this fit your campaign.

## Main Treasure Table

T1	T2	T3	T4	T5	Treasure Type
1-4	1-3	1-2	1	1	Coin
5-6	4-5	3-4	2-3	2	Gems
7	6-7	5-6	4-5	3	Jewellery
8	8	-	-	-	Other
9-13	9-12	7-10	6-8	4-5	Potion
14	13	11-12	9-10	6-7	Scroll
15-16	14-15	13-14	11-12	9-11	Armour
17-18	16-17	15-16	13-15	12-14	Weapon
19	18	17	16	15	Wand
20	19-20	18-20	17-20	16-20	Miscellaneous

## Treasure Placement

1d20	Treasure Placement
1-6	Loose on floor
7-10	Hidden behind or in something
11-13	In a chest, 50% locked, 50% trapped
14-16	In a sack
17-19	Among the belongings of the owner
20	On a dead body

- Some intelligence can be used to override results

## Coins

Roll twice for the number of coins. In a hoard or treasure room roll four times. At tier 6 you gain twice of T5.

1d20	Coin Creed	T1	T2	T3	T4	T5
1-5	Copper	3d6*20	3d6*100	3d6*200	3d6*400	3d6*800
6-9	Bronze	3d6*10	3d6*60	3d6*100	3d6*300	3d6*600
10-11	Silver	3d6*5	3d6*40	3d6*50	3d6*200	3d6*400
12-13	Electrum	3d6*3	3d6*20	3d6*40	3d6*100	3d6*200
14-18	Gold	3d6*2	3d6*10	3d6*20	3d6*50	3d6*100
19-20	Platina	2d4	3d6*2	3d6*5	3d6*10	3d6*20

## Gems

You find 1d6 gems per tier, of the same type.

T1	T2	T3	T4	T5	Gem	Base Value
1-2	-	-	-	-	Agate	5
3-5	1-2	-	-	-	Citrine	10
6-8	3-5	1-2	-	-	Amber	20
9-10	6-8	3-5	1-2	1*	Jade	50
11-13	9-10	6-8	3-5	2-3	Pearl	100
14-16	11-13	9-10	6-8	4-6	Sapphire	200
17-19	14-16	11-13	9-10	7-9	Onyx	300
20	17-19	14-16	11-13	10-12	Opal	500
-	20	17-19	14-16	13-15	Ruby	700
-	-	20	17-20	16-20	Diamond	1000

\* Roll again, once.

## Jewellery

You find 1d2 pieces of jewellery of a type below

1d20*	Gem	Placement	Base Value
1-2	Wristband	*	10
3-4	Anklet	*	20
5-9	Ring	Ring slot	50
10-12	Medallion	Neck	100
13-17	Necklace	Neck	300
18-19	Tiara	Head	500
20-21	Crown	Head	1000
22-23	Sceptre	Hand	2000
24+	Ring, exquisite	Ring Slot	2000

- Add 1 at Tier 2, 2 at Tier 3, 3 at Tier 4 and so on.

\* Have no ordinary slot and cannot be used for magic effects.

## Jewellery Material

1d20*	Gem	Multiplier
1-9	Silver with inlays	x1
10-16	Gold	x2
17-20	Platina	x5
21-23	Mithril	x10
24+	Iridium	x20

- Add 1 at Tier 2, 2 at Tier 3, 3 at Tier 4 and so on.

## Arcane Fantasy v8.88

- 1 in 1d10 pieces of jewellery except wristbands and anklets have an enchantment using greater infusion or permanency, see Jewellery Enchantment. Roll twice if worth more than 1000gp, three times if worth more than 5000.

### Jewellery Enchantment

An enchantment can be used once per day unless otherwise specified. PS = depends on Tier.

T1	T2	T3	T4	T5	Enchantment	Add to Value
1-2	-	-			Alarm	50
3-4	-	-			Comprehend one human language	50
5-6	-	-			Comprehend one humanoid language	100
7	1	1			Comprehend any spoken language	200
8	2	2			Control Fire	50
9-10	-	-			Detect Invisible	50
11-12	3	-			Detect Magic	50
13	-	-			Senses	50
14	4-6	3			Armour	100
15	7-9	-			Endure	100
16	10-11	4			ESP	100
17-18	12-14	5			Feather Fall	120
19-20	15-17	-			Jump	150
	18-20	6-7			Alter Self	200
		8			Blur	200
		9-10			Disjunction	200
		11			Gaseous Form	200
	12-13	1			Heroism	200
	14-15	-			Mirror Image	200
	16	-			Shadow Step	200
	17-18	2			Waterbreathing	200
	19-20	-			Wraithound	200
	3	1			Levitate	300
	4	2			Mass Attack	300
	5	3			Slime Form	300
	6	4			Ultravision	300
	7	5			Wizard Eye	300
	8	6			Charge	400
	9-10	7			Displacement	400
	11-12	8			Elemental Shield	400
	13-14	9-10			Enlarge	400
	15-16	11-12			Globe	400
	17	13-14			Haste	400
	18	15			Missile Shield	400
	19	16			Reflection	400
	20	-			Telekinesis	400
		18			Dimension Door	600
		19			Fly	600
		20			Improved Invisibility	600

### Other

1d20	Other
1-5	Food items
6-7	Building Materials
8-11	Equipment I
10-11	Equipment II
12-14	Weapons
15-17	Armour
18-19	Livestock & Transportations
20	Deeds & Maps

**Armour** - roll non-magical piece of armour shield or helm.

**Weapon** - roll a non-magical piece of weapon or a set of missiles.

### Food Items

1d20	Gem	Value
1	Sack of Grain 5kg	5
2-3	Skin of Wine 5l	6
4-7	Wheel of Cheese 8kg	10
8-10	Sack of Vegetables 10kg	10
11-12	Sack of Fruit, local 10kg	12
13-15	Cask of Beer 20l	15
16-17	Smoked Ham 5kg	20
18-19	Leg of Lamb 5kg	20
20	Cask of Whiskey 10l	25

### Building Materials

1d12	Item	Value
1	Ladder, wooden, or rope	1
2-3	Rope, Hemp 20m	2
4	Mallet and Nails (100)	2
5	Pick & Shovel	3
6	Wheel Barrow	5
7	Bag of 2-5 Ball bearings bags	1
8	10' pole, set of three	1
9	Stack of cut bricks 50kg	2
10	Pile of cut planks 20x1kg	3
11	Iron Cage, medium	10
12	Set of Tools; smith, carpentry or masonry,	20

### Deeds & Maps

1d12	Deed or Map	Base Value
1-4	Deed of land	2000
5-8	Deed of building	500
9-12	Deed of ship (or other transport)	500
13-20	Map to treasure	500

A map to a treasure could lead somewhere close or somewhere far. The greater the distance the greater the treasure. Notes on the map may reveal kind of treasures. Roll a treasure by 3-5 (add 1 each 40 miles) rolls on the treasure table. It is 1d20x5 miles away. Guarded by a creature with a CR equal to 4 x tier -1d4, treat CR 0 as CR 1/2.

### Equipment I

1D100	Equipment	Value (gp)
1	Abacus	2sp
2-4	Back Pack	2
5-6	Back Pack, quality	6
7	Back Pack, small	6sp
8	Bandoleer	3
9-11	Belt, normal	3sp
12-13	Belt, weapon	5sp
14-15	Blanket	3sp
16-18	Boots, Common	1
19-20	Boots, Fine	4
21-22	Caltrops	4
23	Candle	1bp
24	Cap or hat	3sp
25	Dress	3
26	Dress, Fine	7
27	Drums	20
28-30	First Aid Kit	1
31-32	Flask, acid	12
33	Flask, empty	2sp
34	Flask, ink	3sp
35-36	Flute	20

37-38	Gloves, fine	1
39-40	Gloves, thick	2
41	Gown	1
24-44	Greek Oil	5
45	Guitar	20
246	Harp	20
47	Hat, Fine	3
48-51	Holy Symbol	20
52-53	Holy Symbol, Blessed	100
54-56	Holy Water	10
57-58	Hook, grappling	3
59-60	Ladder, rope	5sp
61-62	Ladder, wood	6sp
63	Ladder, siege	4
64-67	Lantern	11
68-70	Lantern, bulls' eye	40
71-72	Lantern, hooded	20
73-76	Lantern, oil	2
77-78	Load Stone	1
79-81	Mirror	2
82-83	Parchment	2sp
84-85	Pouch	2sp
86	Pouch, set of small	1
87-88	Quill	2sp
89-90	Quiver	2
91-00	Roll Twice	

## Equipment II

ID100	Equipment	Value (gp)
1-5	Rope	7sp
6-7	Rope, elven	6
8-9	Rope, fine	4
10-11	Rope, gnomish	2
12-13	Rope, long	15sp
14	Rope, mithril	12
15-19	Sack	1
20-21	Sack, huge	3
22-23	Sack, large	2
24-25	Sack, small	6sp
26-28	Sheet	6sp
29-31	Shirt	4
32-35	Shoes	7sp
36-38	Shoes, Fine	3
39	Shoes, Noble	10
40-42	Skirt	5
43	Spell Book	100
44	Spell Book, Light	60
45-46	Spell Book, Travel	40
47-51	Spikes	5sp
52-53	Sweater	2
54	Sweater, fine	4
55-58	Thief Tools	20
59-60	Thief Tools, fine	70
61	Thief Tools, exquisite	180
62-64	Flint & Steel	4sp
65-67	Tinder Box	1
68	Tinder, alchemic	3
69-74	Torch	1
75-77	Torch, Gnomish	2
78-80	Towel	5sp
81-82	Trouser, fine	3
83-85	Trousers, common	1
86-90	Water Skin	15sp
91-00	Roll Twice	

## Livestock & Transport

ID100	Adventuring	Cost (gp)
3	Blanket, horse	1
1	Camel	40
1	Canoe, large	60
2	Canoe, medium	40
3	Canoe, small	30
3	Cart	200
3	Cat	6
2	Chariot, large	1000
3	Chicken, live	2
1	Chicken Feed	2sp
1	Dog, sled	12
1	Dog food	3sp
4	Dog, hunting	15
4	Dog, war	33
2	Donkey	18
1	Barding, Plate	2000
2	Barding, Chain	500
3	Barding, Leather	100
2	Horse food	8sp
3	Horse, riding	50
2	Horse, war	200
3	Iron Rations	7
2	Pig	12
1	Pig food	2sp
4	Pony	30
3	Rowing Boat	50
4	Saddle	6
1	Saddle Bags, Huge	7
2	Saddle Bags, Large	4
1	Saddle Bags, Medium	2
1	Sailing Ship	500
3	Sled	10
2	Sled, large	22
2	Tack & Bridle	1
2	Tent, large	15
3	Tent, medium	8
3	Tent, small	5
2	Wagon, 1 horse	120
1	Wagon, 2 horses	220



# Magical Items

## Potions

Potions are a small ceramic or glass flask with a magical fluid within. Most potions are imbibed once as a partial action. The magic of the fluid then instantly takes effect and last for one hour unless otherwise specified.

### Potion Table 1

*Tier 1 and tier 2*

T1	T2	Potion	Value
1-3	-	Awaken	20
4-7	-	Courage	30
8-9	-	Dancing*	30
10-13	-	Darkvision	30
14-16	-	Detect Invisible	20
17-18	-	Gibberish*	30
19-26	1-2	Healing Touch	30
27-28	-	Intoxicate*	20
29-32	3	Resist Poison	30
33-35	-	Senses	20
36-38	-	Sober	20
39-43	-	Warmth	30
44-49	-	Armour	50
50-54	4	Bless	50
55-63	5-7	Cure Wounds	50
64-66	-	Dense	40
67-71	-	Detect Magic	40
72-75	8-9	Endure	50
76	-	Forget*	40
77-79	-	Inspiration	40
80-84	-	Jumping	40
85-86	10-11	Recuperation	50
87-90	12	Resist Cold & Fire	40
91-93	-	Spider Climbing	40
94-96	13	True Strike	50
97-00	14-17	Ointment T1	See value
<i>18-00 Continues in Potion Table 2</i>			

\*Cursed or has a negative effect.



### Potion Table 2

*Tier 2 cont. and tier 3*

T2	T3	Potion	Value
18-20	1	Aid	60
21-22	-	Alter Self	70
23-24	-	Blur	100
25-26	-	Comprehend	60
27-35	2-3	Cure Serious Wounds	60
36-37	-	Disguise	60
38-39	-	Disjunction	80
40	-	Enfeeblement*	60
41-44	4	Enhancement	70
45-46	-	Foreknowledge	60
47-49	-	Gaseous Form	80
50-54	5	Heroism	80
55-57	6	Identify	100
58	-	Injunction*	60
59-63	7	Invisibility, 4 sips	70
64-65	-	Karmic Justice	60
66-68	-	Luck	70
69-71	-	Mirror Image	80
72	-	Misfortune*	60
73-75	-	Refresh	70
76-78	8	Resist Thunder & Lightning	70
79-81	-	Shadow Step	90
82-83	-	Winthound	60
84-86	9	Levitate	90
87-89	10	Mass Attack	80
90-91	11	Remove Disease	70
92-94	12-13	Revivify	100
95-97	14	Water Breathing	60
90-00	15-17	<i>Ointment, See Ointments T2</i>	
<i>18-99 Continues in Potion Table 3</i>			

### Potion Table 3

*Tier 3 cont. and tier 4*

T3	T4	Potion	Value
18-20	-	Charge	150
21-29	1-3	Cure Critical Wounds	120
30-33	-	Enlarge	220
34	-	Fumble*	120
35-37	-	Polymorph Self	200
38-40	-	Reflection	200
41-44	4	Remove Curse	200
45-47	5	Resist Acid	160
48-49	-	Shrink*	140
50-53	6-7	Death Ward	240
54-57	8	Elemental Shield	260
57-62	9-10	Fly	300
63-67	11-12	Improved Invisibility	320
68-72	13	Mental Shield	350
73-77	14-15	Resilient Sphere	400
78-82	16-17	Righteous Might	400
83-85	-	Skeletal Form	400
86-90	18-19	Stone Skin	400
91-94	-	Suspended Animation	300
95-00	20-23	<i>Ointment, See Ointments T3</i>	
<i>- 24-99 Continues in Potion Table 4</i>			

## Potion Table 4

T4	T5	Potion	Value
24-30	1	Anti-Magic	700
31-35	-	Find the Path	450
36-41	2	Fire Shield	600
42-53	3-7	Heal	400
54-58	8	Passwall	600
59-62	9-10	Regenerate	400
63-64	-	Sink *	200
65-70	11-12	True Sight	500
71-74	-	Warrior	500
75-77	-	Commune	600
78-81	13	Duo Dimension	600
82-83	-	Insanity *	300
84-90	14-15	Restoration	700
91-95	16	Spell Turning	600
96-00	17-25	Ointment, See Ointments T4	
26-99		Continues on Potion Table 5	

## Potion Table 5

T5	T6	Potion	Value
26-31	1-5	Resurrection	900
32-39	6-16	Shape Change	1000
40-44	17-26	Reintegration	700
45-50	27-30	Heal (two potions)	800
51-59	31-35	Roll twice on T4	
60-80	36-50	Roll twice on T3 and combine *	
80-00	51-65	Ointment T5	
	66-76	Roll twice on T4 and combine *	
	77-86	Roll twice on T5	
	87-90	Roll twice on T5 and combine *	
	91-00	Ointment T6	

- Combine the effect of two different potions, if the first is an ointment roll a second ointment – not a potion.

## Potion 1 Descriptions

**Awaken** - Keep a silent stationary guard for nine hours that instantly alerts and awakens imbiber if creatures come within 7sq. so that no surprise is possible. If already awake, initiative is favourable.

**Courage** - imbiber becomes very brave. He gains favourable saves vs fear and a +1-damage modifier to any physical attack scored for five minutes.

**Dancing\*** - imbiber starts to dance and prance for a minute. While dancing attacks, damage and defence are at -2 and concentration checks must be made to cast spells or use powers that require focus and it loses its free step. This item often detects as **Endure** by touch or smell.

**Darkvision** - Imbiber can see in darkness of to 6sq. for 2,5 hours.

**Detect Invisible** - Imbiber can see invisible for 2,5 hours

**Gibberish\*** - Imbiber becomes unable to speak coherently for a minute – everything he says is garbled. This prevents communication and prevents use of any power requiring verbalisation. This item often detects as **Healing Touch** by touch or smell.

**Healing Touch** - heals imbiber 1d4+5 points of damage.

**Intoxicate\*** - makes imbiber intoxicated for 6 minutes. This spell often detects as **Courage** from touch or smell.

**Medium Intoxication** give -4 to reaction saves, -2 to hit and PS and having trouble speaking coherently (20% spell failure).

**Resist Poison** - gets favourable saves vs poison for 5 minutes. If already poisoned, it removes the poisoned condition and prevents any further effect of the poison, but is then ended.

**Senses** - enable hearing through their other senses. Making silence ineffective and removes deafness for five minutes.

**Sober** - Removes medium levels of intoxication, prevents further intoxication and grants a favourable save to poison for 6 minutes.

**Warmth** - gains a resistance to cold of 5 points for two and a half hours.

**Armour** - give imbiber a defence as from an armour for two and a half hours. Defence 2 (PS 1-6), Def 3 (PS 7-12), Def 4 (PS 13-18)

**Bless** - Grant +1 to saves and you gain +5 (PS) temporary life points for a minute. Lies dormant until used.

**Cure Wounds** - heals imbiber 2d4+5 (PS) points of damage.

**Dense** - become twice as heavy. Count the extra weight as load. Flying creatures have to land and falling creatures take double damage from the fall. Swimmers often sink to the bottom unless making a swimming check at -4. Any physical damage scored by a solid creature increase by 1d4.

**Detect Magic** - magic can be seen within 5sq range (as if from a dim light). Lasts for one minute.

**Endure** - either grants imbiber 5 (PS) temporary life points until a long rest or if imbiber is unconscious or has died within this or the previous round, that character will awaken having one life point without being debilitated.

**Forget\*** - forgets the five (PS) last minutes permanently. Removes all cantrips. Detects as **Recuperation** from touch or smell.

**Inspiration** - favourable attacks and skill checks for a minute.

**Jumping** - Jump 4sq. once per round in addition to any other move (as a free action). Leaving melee with a jump do not trigger an attack of opportunity. Jumping into melee give a +1-altitude modifier and allow charging (with the correct weapon). Jumping Up halves the jumping distance. Falling damage is reduced by jump distance. Last one minute.

**Recuperation** - imbiber becomes nourished as if he has a large meal and drunk his full (one day ration). Removes one level of fatigue if you have one.

**Resist Cold & Fire** - envelops the imbiber in a dim shadowy orange light. For the duration it has 5 (PS) points of cold and fire resistance.

**Spider Climbing** - gain the power to climb walls and ceilings for a minute. While climbing at least two limbs are needed to keep stuck to the surface. If hit and damaged, a favourable climbing check must be made or you fall down.

**True Strike** - lies dormant until your next long rest. Once activated all to hits have a +5 (PS) modifier for one round.

## Potion 2 Descriptions

**Aid** - lay dormant until used, then give favourable saving throws and +16 (2PS) temporary life points for a minute.

## Arcane Fantasy v8.88

**Alter Self** - Allow you to take the shape of a small to large animal of up to level 3 (2 up to PS 6, 3 at PS 7-12, 4 at PS 13-18.) You become that animal fully but retain your intellect and alignment. You will radiate dim alteration to any detect magic. If the animal is killed you turn back to your own form and any excess damage is moved to you. Potion last for 8 (PS) minutes.

**Blur** - You become blurred and your shape indistinct. This grants a +2-defence and reaction save modifier. A PS of 10 or more grants a +3 modifier. It lasts 8 (PS minutes).

**Comprehend** - allows you to speak and understand any spoken language for 8 (PS) minutes

**Cure Serious Wounds** - restores 4d4+8 (PS) points of damage.

**Disguise** - imbiber will be clad in an illusion to look like any type of creature within one size category of what they normally are and up to 4<sup>th</sup> (PS/2) level. The Disguise also determines how the clothing looks like. At PS 6 disbelief or check to penetrate the disguise is unfavourable. At PS 10 the disguise will allow the new race's natural abilities to work (such as a dolphin's ability to breath underwater or a vulture's ability to fly). At PS 15 the language and special symbols/markings will identify the imbiber correctly as what they want or create the correct mannerism needed to blend in unobtrusively. At PS 20 the normal attack routines of that creature can be used and at PS 25 the innate abilities of the creature can be used.

**Disjunction** - Improves imbiber's magic resistance 4 (2+PS/5) steps for a minute.

**Enfeeblement\*** - Give imbiber a -2 modifier to one ability (strength, agility or health) for a minute. As a tier 3 it is a -4 modifier. Detects by smell and taste as **Enhancement**.

**Enhancement** - Give imbiber a +2 modifier to one ability selected when the potion was created; strength, agility or health. Lasts for a minute. As a tier 3 it is a +4 modifier.

**Foreknowledge** - Imbiber see things slightly in advance and he gets favourable reaction save and he or anyone he directs within 5sq., by using a free action, may add +2 to defence or attack. He must choose which as he can only help one person and either attack or defence. Last for a minute.

**Gaseous Form** - Turns imbiber into gaseous form for eight (PS) minutes, with equipment and all. As gaseous you float as a cloud of air, you are practically invisible, stealth +10. You can slip through cracks and narrow openings. Your move is fly 5A (2+PS/3) but wind speed must be taken into account. You cannot score physical damage, nor can't cast vocal or somatic spells while immaterial and you be damaged by physical non-magical weapons and *noMR* powers. You can be affected by spells and magical weapons.

**Heroism** - Imbiber attack favourably, adds four (PS/2) damage for one physical attack each round (one you select) of same type as weapon and take half damage from any non-magic blunt, edged or piercing effect for a minute.

**Identify** - Imbiber can see magical items within 5sq. for a minute and can see all their properties as long as not legendary or divine. At Tier 3 Legendary and divine items are included.

**Injunction\*** - Decreases imbiber's magic resistance 4 (2+PS/5) steps for a minute. Detects by smell and taste as **Aid**.

**Invisibility**, 4 sips - Using one sip turn imbiber invisible for up to eight (PS) minutes until he attacks. Using two sips he remains invisible until he attacks.

**Karmic Justice** - each attack that cause damage to you give one point of Karmic Justice. As a free action any accumulated points can be released and each score 1d6 points of force damage to all adjacent creatures and push them back if medium sized or smaller, if they fail an opposed strength check vs DC 10 + number of charges, no more than five( 1+PS/2) charges can be accumulated before released. If all targets are pushed back you get an attack of opportunity as they leave melee. Last for a minute.

**Luck** - gains three (PS/3) favourable ability checks, attack rolls or saves. A use must be made determined **after** the roll but before the outcome is known. Last for a minute.

**Mirror Image** - imbiber gets two (PS/6) mirror images in adjacent squares, that looks and acts like him. The one that is really you must be determined randomly each time targeted. The images are dispelled if they are damaged. Last 8 minutes.

**Misfortune\*** - imbibers next three (PS/3) ability checks, attack rolls and saves becomes unfavourable. This potion detects by smell or taste like a potion of **Luck**.

**Refresh** - Give imbiber a short rest instantly; restores 2d6 + health mod life points, some conditions may end and some uses of some feats are replenished. The short rest counts toward the daily maximum.

**Resist Thunder & Lightning** - Once imbiber lies dormant up to four (PS/2) hours until the target is exposed to damaging sound or lightning. Then it grants 8 (PS) points of lightning and sound resistance for a short duration.

**Shadow Step** - Allows imbiber to make a shadow step once each round with a partial action as long as in dim light or darkness. Each shadow step reaches eight (PS) squares to any seen location. A shadow step does not trigger attacks of opportunity nor does it make you flatfooted. Last for a minute.

**Winthound** - Give imbiber an extra +8 (PS) overland movement and +1 combat move for four (PS/2) hours.

**Levitate** - Caster may levitate himself and all he can carry up 1sq per round or twice that down. No movement side-ways applies but wind, pushes or dragging yourself along are all possible ways to move. Lasts for one minute.

**Mass Attack** - bestows the imbiber with an enchantment that allows his next attack to apply to up to four (PS/2) extra opponents within 3 sq. with shadowy copies of his own weapon. The extra attacks disregard magic resistance and there is no save. But each weapon must make a to-hit to score damage. These attacks get the same damage modifiers as the original weapon including rear modifiers or surprise attack modifiers. Lasts one minute.

**Remove Disease** - Any diseases of up to DC 14 (10+PS/2) are removed from the imbiber.

**Revivify** - Unconscious, dying or recently dead creature is brought back alive. It cannot have been dead for more than eight (PS) rounds. When brought back from being dead they are **fatigued**, otherwise they are fit for fight at one life point.

**Water Breathing** - This potion has four sips. Each enables the imbiber to breath both under water and in air for four (PS/2) hours.

## Arcane Fantasy v8.88

### Potion 3 Descriptions

**Charge** - Allow target to make fearsome charge attacks. Once this power is in effect the targets charge attacks improves by adding PS/2 steps to its move and PS/2 points to their weapon damage (before any multipliers from charge) but you need one sq more distance than normal to build up this great speed. The target if hit is also **shaken** until the end of his next round.

**Cure Critical Wounds** - Restores 5d8+11 life points.

**Death Ward** - grants a PS resistance to necrotic damage to a living creature for 11 (PS) minutes. It may once remove a necrotic death attack as from a groaning spirit or bodak or death spell but is then dispelled.

**Enlarge** - imbiber grows 55% (5PS%) larger. This grants another 22 (2PS) body life points (affects maximum) and increase weapon damage by 2d6 points. It allows three times higher lifting capacity. Last for one minute.

**Fly** - Enables the imbiber to fly at a move of 11 (PS), with manoeuvrability class A (any direction) for one minute.

**Fumble\*** - Imbiber turns very clumsy, increase critically miss chance by two, 3 at PS 12 (Tier 4), for a minute.

**Polymorph Self** - Turns imbiber into an animal or insect up to level 10 of small to large size (S, M or L). Last for five and a half hours. It has all game statistics as that creature except the mental ones. If it has hands you can cast powers that needs somatic and if it got speech (not growls or hisses) it may use powers with vocal requirements.

All equipment worn or held is placed in an extradimensional hold. Once the power ends or creature dies, you return to your normal form at the life point you had when being polymorphed. What you turn into is decided by the creator of the potion and can be one of the following.

1d20	Creature 50%	1d20	Creature 50%
1	Monkey S1	1	Giant Lizard Draco L4
2	Huge Monkey M2	2	Giant Lizard Gecko M3
3	Giant Monkey L4	3	Giant Lizard Pyro* M5
4	Ape Carnivorous M3	4	Monstrous, Lizard* L7
5	Ape, Giant L5	5	Black Bear* L4
6	Spitting Cobra* S1	6	Brown Bear* L5
7	Pit Viper* S2	7	Polar Bear* L6
8	Rock Python** M3	8	Leopard* M4
9	Giant Snake** L4	9	Riding Horse L2
10	Giant Bat* S1	10	War Horse L3
11	Monstrous Bat* S4	11	Hyena** M4
12	Hunting Dog S1	12	Hyacodon*** L6
13	War Dog M2	13	Panther* M5
14	Coshee M3	14	Lion* L6
15	Giant War Dog L4	15	Lion, Prehistoric* L9
16	Monstrous War Dog L7	16	Huge Rat* S1
17	Giant Ferret S1	17	Giant Rat* M2
18	Giant Otter L5	18	Monstrous Rat* L5
19	Giant Weasels L5	19	Giant Shrew S1
20	Giant Liz. Chameleon S2	20	Giant Slug* L4

**Reflection** - Imbiber gains a metallic sheen. Light, single target ranged invocation (ray of frost, spark, tinder, flame arrow and so on), supernatural abilities of the same type and gaze weapons are reflected back at the originator 55 % (5PS %) of the time and do not harm the reflector. Lasts for 11 (PS) minutes.

**Remove Curse** - Removes a curse up to DC 21 from the imbiber.

**Resist Acid** - Resist acid 11 (PS) points for 22 (2PS) minutes.

**Shrink\*** - decreases the size of the imbiber by 55% (5PS %), removes 11 (PS) life points and lower damage done by six (PS/2) points (not below 1 point). It lasts 11 minutes.

**Elemental Shield** - This potion comes in three version. It could grant a 33 (3PS) points resistance to one element; 22 (2PS) resistance to two elements or 11 (PS) resistance to four elements.

Roll 1d6; 1-2 is one element, 3-4 is two elements and 5-6 is all four elements.

Roll 1d4 (1: earth, 2: air, 3: water and 4: fire).

The elemental shield last for 11 minutes. Earth includes acid, air includes lightning, water includes cold and fire is fire.

**Improved Invisibility** - Makes imbiber turn invisible for a minute even when he attacks.

**Mental Shield** - Makes imbiber immune to mental attacks from mental powers and disciplines up to level 5. This includes innate mental abilities of up to DC 15. The mental shield also grants a 11 (PS) points of resistance to mental damage to those powers that penetrate the *mental shield*. Lasts for 11 minutes.

**Resilient Sphere** - imbiber gets a bubble around him and all eight adjacent squares. The sphere keeps gases, vacuum and water outside without the buoyancy often related to a bubble of air. This allows safe passage underwater without the need to swim and allows word to be spoken (and spells to be cast). It even protects from lava or other liquids such as acids. The heat of lava will eventually build up and cause damage (1d6 per round after a minute, 2d6 the third minute and so on until the heat of the surrounding take full effect).

Creatures can enter the bubble unhindered. Spells such as fireball, cone of cold, acid arrow, lightning bolt, burning hands and ice storm that are propelled as a gas or fluid are lowered 11 (PS) points within the bubble. Gaseous spells such as cloud kill and poison cloud are kept outside and cause no damage. The bubble lasts for five and a half hours.

**Righteous Might** - Allows imbiber to attack at +6 (PS/2) and score 11 (PS) extra damage divided among his physical attacks each round as he sees fit. The weapon he uses always hits creatures hit only by magical weapons. Lasts for one minute.

**Skeletal Form** - imbiber's body turns into that of a skeleton. All your equipment remains in place and you get resistance to non-magic weapons and get PS points resistance to piercing damage whether magic or not. You become immune to suffocation, poison and disease and get +4 to mental saves. Lasts for 11 minutes.

**Stone Skin** - Imbiber's skin grows stronger and give resistance to magic weapons. Non magic weapons have a 11 (PS) reduction instead. That means each damage will be lowered by 11 points down to a minimum of 1.

**Suspended Animation** - put you to sleep instantly. The sleep lasts until a condition stated are met or duration ends. During this time no time goes by and you don't age. This prevents disease or poison from taking further effect nor do you need sustenance, water or air to breathe. Conditions are as stated and can be anything such as kissed by a frog or prince, touched by a warrior or human. Hit by a weapon, seen by a demon, stung by a bee or so on.

## Potion 4 Descriptions

**Anti-Magic** - Envelops imbiber in a bubble of anti-magic 3m across. No magic works (or can be cast) within. Permanent items start again if taken outside. Spells and magical effects dispel within, both on the caster and those coming adjacent. Last for 14 minutes.

**Find the Path** - The imbiber can find the shortest, most direct physical route to a by him specified destination, be it the way into or out of a locale. It lasts 14 minutes.

The location must be on the same plane as you are at the time of casting and it must be known to you, at least that it exists and details enough to make it unique.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow. The spell ends when the destination is reached or the duration expires, whichever comes first.

*Find the path* can be used to remove the subject and its companions from the effect of a maze spell in a single round.

**Fire Shield** - This potion comes in three versions; 1d6: 1-2 Red, 3-4 Blue, 5-6 White fire shield. It envelops imbiber in a red, blue or white shimmering force field. The red one is fiery hot; the blue crackling lightning and the white is icy cold. Anyone hitting a fire shield with a weapon from an adjacent square or use natural weapons, take 14 (PS) points of damage of that type, while the one protected have resistance to 14 (PS) points of that damage type within. The fire shield lasts 14 minutes.

**Heal** - Heals imbiber 6d10 +14 (PS) life points.

**Passwall** - The imbiber and anyone he touches, may walk through any normal wall as if they were air as long as it is not clad in gorgon blood, led or is blessed or consecrated/desecrated.

It is possible to sink through the floor as well but the spell does not bestow flight, which quite possibly could be handy when dropping from the ceiling of the level below (if such exist). Nor will it be possible to go up again (by normal means) if you find that the way down is a dead end.

If the spell ends while inside a wall (or down inside the floor) a reaction save can be done to escape back from where you came – otherwise you are trapped within, see below.

The spell can be used in an offensive manner by pushing a physical medium or smaller target inside a wall and then letting go. If that happens a reaction save is allowed to get out before being trapped within the wall – killed within a few rounds, unless the creature dwell within walls normally or can survive and get free by special abilities. The potion lasts 14 rounds.

**Regenerate** - Restores 4D8+14 (PS) points of damage to imbiber creature spread out across 14 rounds. *Regenerate* regrows eyes, ears, nose and cut off fingers and limbs. Sight, hearing and olfactory sense is restored if becoming fully healed. Death is not restored but while regenerating you always succeed in being stabilized if **dying** and you won't be **disabled** when awake again.

**Sink\*** - Imbiber sinks down into the floor, unless you can fly or otherwise move out (with a reaction save DC 17). When completely within the floor you will stop sinking and the floor will harden again. Those trapped in the floor will die within a few rounds from suffocation, unless they have means to survive enclosed in rock or dimension door, teleport, shadow step, passwall and so on out of it. If the creature is larger than the floor thickness, they will not get

trapped but dropped to the floor below instead. The sink last only one round.

**True Sight** - allows the imbiber to see any hidden or secret doors, he might discern magic emanations from magic item or magic fields as if they were softly glowing as long as nothing hinders the light. He may see in darkness, even magical such if lower level than this power. He may see illusions for what they are. He may also see the existence of extradimensional pockets such as rope trick, or creatures in the border astral or ethereal. Lasts 14 rounds.

**Warrior** - imbiber become at least as strong as intelligent or wise (select the best) and gain 70 (5PS) points of temporary life points. A weapon +2 of your choice appears (as the spell **weapon**) and the caster gain a spectral shield (defence +2) and armour (defence 5) (work as a spell **armour** and **shield**). The caster may end the effect at will and return to normal. The power does not add to the worn armour or shield. Lasts for 14 rounds

**Commune** - imbiber may ask a question to his divine entity. Easy questions are always known but hard, very hard or unknown have 70% (5PS), 42% (3PS) or 14% (PS) chance to succeed.

**Duo Dimension** - imbiber begin to flick in and out of the astral plane at a high frequency (more than once per second). The effect is that instant magic has 50% chance of never affecting the duo-dimension target. Normal slower effects like fire and cold only cause 50% damage. Weapon strikes, which are relatively slow compared to the rate of flicker, miss on a to hit lower than 13 ( $6 + PS/2$ ) in 1d20 unless it is a critical hit. The duo dimensional character can even run through a thin wall or similar obstruction 50% of the time (up to one square thick) – passing through while in the astral.

Duo dimension does not work in the lower outer planar layers, plane of concordant opposition or specially protected places (such as blessed or sacred places or within anti-magic fields) on the prime plane. When this potion ends after 14 minutes, the affected is stunned for a single round while getting reoriented. While this spell is in effect the duo-dimensional may also attack any astral creature and astral creatures have the same difficulties hitting the caster with spells or attacks. The caster may opt to stop the blinking while standing still and being astral – and thus be undetectable by all except the most powerful magic (such as true seeing) but still cast personal spells. The only exception is that spells not working in the astral cannot be cast (elemental spells or summoning of creatures from the prime).

**Insanity\*** - imbiber (with intellect 4 or more) becomes confused for 14 (PS) rounds, at the end of the duration a mental save must be made or you get one insanity, roll 1d6 below.

### Insanity

1. Megalomania - You are the best
2. Paranoia - Everyone is out to get you
3. Schizophrenia - you are not sure who you are
4. Depression - there is not much to live for
5. Cognitive Disorder - what you see, hear, smell, sense is not what it is.
6. Phobia - enhanced fear/disgust for what scared you most recently.

**Restoration** - Imbiber is restored of all bad effects except death. I.e. removes curses, disease, poison, bleeding, lowered abilities (debilitation), sleep, hold, charm, stun, confusion, fatigue, exhaustion, paralysation and lycanthropy. It also heals 6d8+14 (PS) life points.

## Arcane Fantasy v8.88

**Spell Turning** - Makes a spell aimed at the imbiber turn back to the originator with a 33% chance. At PS 16 it becomes 50%, At PS 22 66%. If the imbiber has magic resistance it applies after the spell turning failed. An area spell will have only the part affecting the spell turner returned as a single target spell towards the originator. Beneficial spells, and touch spells will also have a risk being returned.

### Potion Tier 5

**Resurrection** - if this potion is poured upon a dead creature it comes alive, as the power. If splashed on an undead (and the damage is enough to “kill” it, it becomes a normal corpse if material or it dissipates if immaterial, finding itself in a normal afterlife).

**Shape Change** - when this potion is imbibed you change into a form of your choosing according to the power with the same name. The PS of the potion is according to its Tier.

**Reintegration** - if the content of this potion is poured upon a part of a creature or in the dust or general location of a disintegrated creature within a day. It turns back to a normal corpse.

**Greater Heal** restores 6d8+17 life points \*new value 500gp

**Heal x2** - two potions of heal as Tier 4.



## Ointments

An ointment is a small container with a salve. A container holds 2d4 (5) uses. It takes 2-5 rounds to apply a dose. Potion table 2-4.

T1	T2	T3	T4	T5	T6	Ointment	Value
1						Break*	200
2						Ability	300
-	1					Rust*	300
3	-					Bless	400
4	-					Reach	400
5	-					Returning	500
6	2	1				Growth	500
7-8	3	2	1	1		Healing	500+
9	4	-	-	-	-	Solvent	500
10	-	-	-	-	-	True	600
	5	3	2	2		Regeneration	700
	6	-	-	-	-	Acid Resistance	800
	7	4	-	-	-	Invisibility	1000
	8	5	-	-	-	Magic Enchantment	1000
	9	6	-	-	-	Gaseous Form	1200
	-	7	3	-	-	Flaming	1500
	10	8	4	3	-	Unpetrify	1500
		9	5	-	-	Reflection	2000
		10	6	4	-	Stone Skin	2000

7	5		Etherealness	2500
8-9	6	1	Raise Dead	2500
10	-	-	Skeletal Form	2500
11	7	-	Vorpal	2500
12	-	-	Elemental Form	2700
13	-	-	Elemental Resistance	3000
14	8	2	Dragon Form	3500+
15-16	9-10	3	Giant Form	3500
17	11	4	Invulnerability	3500
18	12	-	Greater Enchantment	4000
19	13	-	Spectral Form	4000
14-15	5		Fire Shield	5000
16	6		Spectral Army	5500
17	7		Astral Form	6000
18	8		Haste	6500
19	9		Brutal	7000
10-11			Epic Enchantment	9000
12			Divine Action	10000
13-14			Disassemble Enchant	10000
15-16			Divine Power	10000
17			Epic Enchantment	9000
20	20	18-20	Sockets	10000

## Ointment Descriptions

**Ability:** Minimum of 20 in one ability (determine randomly per ointment) or +4 to the ability for 8 hours. Powers cannot be rememorized but can be cast at higher level if having adjust power and the spell slots used if having mental excellence.

**Acid Resistance:** Incur 20 points acid resistance, for 6 hours

**Astral Form** - this ointment has six doses. Once applied it turns you astral. Full body transfer to the border astral. You may now travel with equipment and all to an outer plane or through unprotected prime planar location at x10 speed. The astral form lasts for eight hours, until a long rest is started or when you want to, whatever shortest.

**Bless:** The weapon anointed hit as if magical and makes to hits and item saves at +1.

**Brutal:** an anointed weapon becomes brutal (add one die of damage) by 1 permanently.

**Break\***: Show as True if identified less than PS14 or level 4 It will have to make a check as in the break power or be destroyed.

**Divine Power** - the anointed get a minimum PS that of the ointment until a long rest ends.

**Disassemble Enchant** - this ointment if used on a magic weapon will make it socketed (3 sockets) and crystalize its enchantment into three gems one for the number of plusses, and one for each special. The socket gems can then be exchanged between socketed weapons to optimize magic.

**Divine Action** - Allows anointed to have three partial actions or one full and a partial action or six free actions as reactions after the end of an opponent's turn. Does not add to divine action or greater divine action. Last 4 hours.

**Dragon Form:** This ointment spread across the whole of the living target and turns it into a dragon; it gains all statistics of a dragon except its mental abilities. Any equipment held or worn disappear into an extradimensional pocket. If the dragon is killed the caster returns, equipment and all, back at the life points he had when

## Arcane Fantasy v8.88

becoming anointed. You may cast your own powers in dragon form, except that your equipment may be unavailable (holy symbols, spell books and so on). The type of dragon is old, ancient or abyssal depending on tier 4-6 and Red, Blue, Green, Black or White (1d5) depending on ointment type. Value 5500gp T5, 8000gp if T6.

**Elemental Form:** This ointment turns you into an earth elemental for 10 hours (fire air and water are possible). All your game statistics except your mental abilities become that of an elemental. Your equipment is placed in an extradimensional pocket. When killed or duration ends you turn back into your old form and have the same life points as when becoming anointed. You may cast your own powers in earth elemental form. Earth elemental can be found in the monstrous compendium.

**Elemental Resistance:** Anointed becomes resistant to fire, earth (acid), water (water breathing) and air (lightning). Not only damage from those kinds of elementals but also from powers using that element, such as fireball, lightning ball or acid storm and he cannot drown or suffocate.

**Epic Enchantment:** Anoints a weapon, armour, shield or helm. It becomes magic +3 permanently.

**Etherealness:** Turns anointed into ethereal form, see plane shift or inner planar travel. Last 8 hours, ended at will.

**Flaming** - turns an anointed weapon into flaming. This is a permanent enchantment and the weapon hits as if magical (if it wasn't) and scored 1d6 fire damage extra each hit.

**Fire Shield** - turns protected into flaming blue, white or red as the power and protects and retaliates damage as the power for 8 hours.

**Gaseous Form:** This ointment spreads across the target, equipment and all and turns it into gaseous form. As gaseous you float as a cloud of air, you are practically invisible, stealth +10. You can slip through cracks and narrow openings. Your move is 2+PS/3 but wind speed must be taken into account. You cannot score physical damage, nor cast vocal or somatic spells while immaterial. You can't be damaged by physical non-magical weapons or *noMR* powers. You can be affected by other spells and magical weapons. Last 6 hours.

**Giant Form:** This ointment spreads across the target, equipment and all and turns it into a huge creature. It gains 25 life points and score 4d6 extra physical damage on a to-hit. It may carry four times normal. Lasts 8 hours.

**Greater Enchantment:** Anoints a weapon, armour, shield or helm. It becomes magic +2 permanently.

**Growth:** Turn small or medium into a large creature gaining 10 life points and add 2d6 to any physical damage. May carry twice normal. Lasts 6 hours

**Haste** - this ointment speed you up for eight hours once applied. This gives +6 to move and +2 to reaction saves. Allows an extra attack with each weapon wielded. At the end of the duration, you age one year.

**Healing:** Removes a disease, a poison or 30 life points, in that order, once per round in (one + tier) rounds (T2=2, T3=3...). If not poisoned or diseased anointed regains 60, 90, 120... life points. Each higher tier add 100gp to value.

**Invisibility:** Anointed becomes improved invisible for 1 hour regardless of actions.

**Invulnerability:** Anointed becomes immune to non-magic weapons, and resistant to magical weapons for 10h.

**Magic Enchantment:** Anoints a weapon, armour, shield or helm. It becomes magic +1 permanently.

**Raise Dead:** Raise anointed back from the dead according to the rules in the raise dead prayer.

**Reflection:** Skin or surface of anointed gains a metallic sheen. Light, single target ranged invocation (ray of frost, spark, tinder, flame arrow and so on) and supernatural abilities of the same type and gaze weapons are reflected back at the originator 50% of the time and do not harm the anointed. Last 8h.

**Reach:** Once anointed a spell-caster has reach (as the power - at PS 12) at no cost until the end of his next long rest

**Regeneration:** Each round regains 2 life points (or 3 at tier 3, 4 at tier 4...) but regrow sight, hearing, smell and lost limbs in that order first. Lasts for 12, 15, 18 and 21 rounds at tier 2-5 respectively.

**Returning:** Up to ten missiles or three hurled weapons can be anointed and gain the property returning as the power permanently

**Rust\***: Anything metal smeared will turn to rust within a round. It will detect as an ointment of Magic Enchantment.

**Skeletal Form:** This power turns your body into that of a skeleton and you get resistance to non-magic weapons and get PS points resistance to piercing damage whether magic or not. You become immune to suffocation, poison and disease and get +4 to mental saves. The ointment lasts 8h.

**Sockets** - a weapon anointed gains three sockets in its handle or body. Its enchantments (plusses and special) turn into coloured gems. The gems can then be moved between socketed weapons to optimize the enchantment. Often found with three gems (one enchantment and two special rolled on the weapon enchantment table of same tier).

**Solvent:** Prevent and loosen any hold or grip, dissolves any sap or glue making you stuck. Lasts for 10 hours.

**Spectral Army** - once anointed a number of copies appear as the power. They last for four hours or until killed. But they have twice normal life points.

**Stone Skin:** Grant resistance to magic weapons and PS reduction to non-magic weapons down to 1. Last 8h.

**Spectral Form:** This ointment spreads across the target, equipment and all. It turns it into an immaterial being. It becomes immune to non-magic weapons and resistant to magical weapons PS points. It becomes immune to poison and disease and does not need to breath. Its own weapons score no physical damage but hit with a touch. It can pass through walls floors and ceiling as if it was difficult terrain unless it is secured by led, gorgon blood, bless or is consecrated/desecrated. Finally, they get a +4 to their Magic Resistance. Lasts 6 hour

**True:** The weapon anointed score a minimum damage equal to 1+PS/3 round up permanently

**Unpetrify:** Turns petrified back to normal, protects from petrify, hold and paralysation for 8 hours.

**Vorpal:** Increase crit by an anointed weapon by 1 permanently. Total cannot be lower than 15 without feats.

## Armours

An armour can be magical and grant +1, +2 or +3 defence. It may sometimes be made of a different material making it either lighter or grant an extra +1 defence. Finally, it may have a property about 10% of the times.

1D20	ARMOUR
1-2	Helm
3-9	Shield
10-12	Clothing
13-20	Armour

## Helms

A helm can be magical and grant a +1, +2 +3 or even a +4 magical modifier to their “always-miss-on” property. They can be of special material (armour material) and have a special enchantment. They are worn on the head. Cap count as light armour, Coif as medium armour and Girald as a heavy armour.

1d20	Helm	Value	Wgt	Miss on
1-5	Leather Helm, Cap	11	½	2
6-11	Chain Helm, Coif	20	1	3
12-20	Plate Helm, Girald	40	2	4
	Girald +1 (example)	320	2	5
	Cap +2 of darkvision (example)	631	½	4

Miss On	2	3	4	5	6	7	8
Value	10	15	30	90	270	900	3000

## Helm Enchantment

Helm Enchant.	Value	T1	T2	T3	T4	T5	T6
Quality		1	-	-	-	-	-
+1	+200	2-9	1-2	-	-	-	-
+2	+400	-	3-9	1-3	-	-	-
+3	+800	-	-	4-9	1-4	1-2	-
+4	+1600	-	-	-	5-9	3-8	1-6
+4 spec	+1600+	-	-	-	-	9	7
+5	+3000	-	-	-	-	-	8
Special Enchantment, roll again	+val	10	10	10	10	10	9-10

Quality has a save modifier +1 and double value. 50% of all quality items are Ornamented and add 200T to value. 20% of all ornamented items are pieces of art and triple value.



## Special Helm Enchantment

Special Enchantment (1d10)	Value	T1	T2	T3	T4	T5	T6
Darkvision	200	1-4	1	-	-	-	-
Comprehension	300	5-6	2	-	-	-	-
Magic Resistance	500	7	3-4	1	-	-	-
Stability	500	8	5	2	-	-	-
Water Breathing	500	9-10	6-7	-	-	-	-
Fortitude	600	-	8	3-4	1	-	-
Charging	700	-	9	5	-	-	-
Ultravision	800	-	10	6-7	2	-	-
Mental Shielding	1000	-	-	8	3	1	1
Presence	1000	-	-	9	4	2	2
Stamina	1000	-	-	10	5-6	3	-
Winged	2000	-	-	-	7-8	4	3
Luck	2000	-	-	-	9-10	5-6	4
Power	3000					7	5
Intelligent	4000					8	6-7
Roll Armour	+val					9-10	8-10
Special Ench.							

## Description of Helm Enchantments

**Charging** – this helm grants you +4 to movement when charging, the helm hit as a magical weapon if used as weapon. Using the helm, it prevents another primary weapon to be used. It scores 1d12 points of damage + magical enchantment + strength modifiers and crit on an 18. It is treated as a siege weapon and score double damage on constructs such as walls and doors.

**Comprehension** – When worn understand and may speak any human or humanoid language. As a Tier 2 item it understands all spoken languages.

**Darkvision** – When worn grants darkvision 6sq. As a Tier 2 item it also sees in magical darkness.

**Fortitude** – give +2 to physical save at tier 2, +3 at tier 3 and +4 at tier 4.

## Description of Helm Enchantments, cont.

**Intelligent** – The helm may communicate. Using empathy 1, speech 2-3 or telepathy 10sq 4-6 in 1d6. It may user three powers once per day each once per round – initiated by a command from the wielder using a partial action. If the power requires concentration the weapon maintains concentration. An intelligent weapon has a purpose and an alignment (select randomly but avoid chaotic if **axiomatic**, lawful if **chaos**, good if **evil** and evil if **good** – see special weapon magic). The purpose could be general (kill all evil) or specific as death to Orcus (if **dedicated** or **slaying** that is the purpose). It has PS=6+4 x enchantment and a DC = 10+PS/2. Each power can be a jewelry enchantment 50% or a wand enchantment 50% of same tier as this weapon.

**Magic Resistance** – Tier 2 grant +2 to MR, Tier 3 grants +3.

**Luck** – allow you to negate and disregard any physical damage three times per day before you are told the amount.

**Mental Shielding** – Prevents mental powers to affect the wearer up to third level at tier 3, up to 4th level at tier 4.

**Power** – give enchantment bonus to casting power score.

**Presence** – give a +2 modifier to your Presence at tier 3, +3 at tier 4.

**Stability** – Tier 2 grant crit only on 20. Tier 3 prevents critical hits altogether – but they are still hitting on a 20.

## Arcane Fantasy v8.88

**Stamina** - Give you one extra life point per level when worn.

**Ultravision** - Allow wearer to see with ultravision (darkness, magical darkness, heat, magical emanations and illusions).

**Water Breathing** - allow breathing both on land and in air.

**Winged** - Allow you to fly for three minutes per day, one minute per use. Move 16A.

### Shield

A shield can be magical and grant a +1, +2 +3 or even a +4- defensive property. They can be of special material (see, armour material) and have a magical property. The magic adds to defence when using and wielding the shield.

#### Shields (off hand slot)

1d20	Shield	Value	Wgt	Size	Note
1-5	Wooden Shield	9	12	S	2 opp. D
6-12	Shield	11	14	S	2 opp.
13-20	Tower Shield	13	25	M	3 opp.

#### Shield Enchantment

T1	T2	T3	T4	T5	T6	Properties	Value*
1	1	-	-	-	-	Quality	X2
2-3	2	1	-	-	-	Made of dragon scales (useable by druid)	X3
4-18	3-5	2-3	1			+1	500
19	6-18	4-6	2-3	1-2	1	+2	2000
-	-	8-16	4-9	3-7	2-5	+3	5000
-	-	17	10-16	8-14	6-12	+4	12000
-	-	-	-	15-16	13-16	+5	30000
20	19-20	18-20	17-20	17-20	17-20	Roll again + spec.	special

\* Add to normal value \* 10 per plus

#### Special Shield Enchantment

T1	T2	T3	T4	T5	T6	Special	Value
1-3	1-2	-	-	-	-	Blessed	1000
4-6	3-4	1-2	1-2	1-2	1-2	Resistance	1000
7	5	3	3	-	-	Holy	1000
-	6	4-5	4-6	3-5	3-5	Strapped	1000
-	-	6	7	6	6	Protector	1000/+
-	-	-	8	7	7	Discharge	1000+200/+
8	7	7	9	8	8-9	Dedicated	1200
-	8	8	10-11	9	10	Grounding	1200
-	-	9	12	10	11-12	Dancing	1500
9	9	10	-	-	-	Reflection	1500
10	10	11	13	11	13	Strength	1500/+
11-12	11	12	14	12	14	Disjunction	2000
13	12	13	15	-	-	Reaction	2000
14	13	14	16	13	-	Missile Shield	2000
-	14	15	-	-	-	Blocking	2500
15	-	-	-	-	-	Missile attractor	500
16-17	15-16	16-17	17	14-15	15	Protection	600/+
18-19	17	-	-	-	-	Floating	500
20	18	-	-	-	-	Balanced	500
	19	18	-	-	-	Boat	800
	20	19	18	16-17	16-17	Immunity	As Periapt
	20	19-20	18-20	18-20	18-20	Magic	As wand

**Reflection** - as power reflection at DC PS 5, 8, 11, 14, 17, 20 at tier 1-6. A metallic sheen covers the shield three times per day, two minutes each time. Light, single target ranged invocation (ray of frost, spark, tinder, flame arrow and so on) and supernatural

abilities of the same type and gaze weapons are reflected back at the originator 25%, 40%, 55% or 70% of the time and do not harm the wearer.

**Strength** - giver wearer +1, +2, +3, +4, +5, +6 to strength at tier 1 to +6.

**Missile Shield** The shield increases the defence vs missiles. The defence bonus is +4 but only vs arrows, bolts and bullets.

**Disjunction** - give wearer increased magic resistance +1 at tier 1, +2 at tier 2 and so on.

**Reaction** - give wearer +2 to reaction save

**Blessed** - give +1 save and defence and 5, 8, 11, 14, 17, 20 (tier 1-6) temporary life points once after each rest short or long. Lies dormant thereafter until used. Lasts a minute each time.

**Resistance** - Resistance to one damage type. Roll 1d8; 1: fire, 2: cold, 3: lightning, 4: acid, 5: sound, 6: disintegration, 7: positive, 8: negative and necrotic.

**Missile Attractor** - double enchantment vs missiles and hurled weapons. Minimum +2.

**Protector** - add shield bonuses to all attacks at you, not only two or three with a tower shield, including attacks vs flank and rear.

**Dancing** - Once used one full round, the shield can be released and protects the wearer by itself three rounds. Then it has to be grabbed again for a round. While dancing it shields even flanks and rear but only up to three attacks per round.

**Floating** - Turn into Floating Disc PS 5, 8, 11, 14 at tier 1-4, 3/day for the same number of minutes and can carry 150, 180, 210 and 240kg respectively.

**Balanced**, - Can be used as a simple thrown weapon for 1d4 crit 18 damage range 8 with shield proficiency.

**Blocking** - can be turned into a wooden - wall of thorns 3/day, metal - wall of force 3/day.

**Holy** - when worn, removes 5, 8, 11 or 14 points from necrotic damage depending on if Tier 1-4.

**Magic** as a wand of same tier at PS 5, 8, 11, 14, 17 or 20. 3/day

**Protection** - give same bonuses to saves as the enchantment.

**Discharge** - a hit on the shield (top defence 2+magic steps) release a spark doing 1d6+enchantment lightning damage to the attacker.

**Grounding** - any lightning damage that affects the wearer is dissipated to the ground (if there is ground within 10m) and does not harm the wearer.

**Strapped** - this small shield in the form of a buckler can be used on one arm even if holding a two-handed weapon.

**Floating** - this shield may three times a day, six hours at a time become 4 sq. long and 2 sq. wide - enough to work as a small boat capacity 2000kg.

**Immunity** - grants protection as a periapt, roll periapt.

**Dedicated** add 2 to defence bonus against creature type, see weapon special.

## Clothing

Clothing do not require any feats to wear. They generally grant one step defence regardless of number of pieces you wear except bracers that work as a shield. Magical bonuses of the same type stack. When used with armour, clothing does not grant defence except their magical modifiers or bracers.

### Clothing Type

Die	Clothing	Placement	Def	Value
1-6	Cloak	Shoulder	1	10
7-11	Wizard Hat	Head	1	11
12-16	Robe	Robe	1	20
17	Jacket	Body	1	23
18-20	Bracer	Wrists	1	19

### Clothing Magic

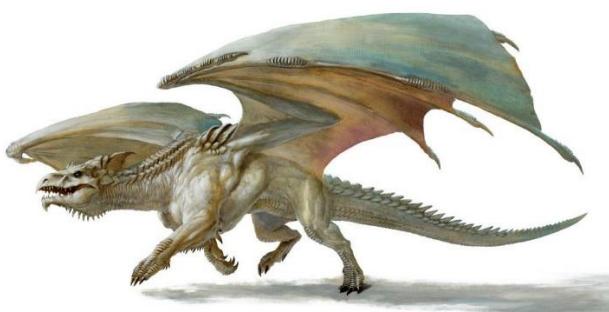
T1	T2	T3	T4	T5	T6	Effect	Value
1-4	1-3	1-2	1	-	-	Quality*	x2
5-7	4-6	3-4	2	1	-	Ornamented*	+200*T
8	7	5	3	2	1	Piece of Art*	x3
9-19	8-14	6-8	-	-	-	+1	+500
20-21	15-16	9-11	4-6	3-6	2-5	Special**	+value
22+	17-20	12-19	7-11	7-8	6	+2	+1000
	21+	20+	12-18	9-17	7-9	+3	+2000
			19+	18+	10-15	+4	+4000
					17+	+5	+8000

- Reroll 50% of the time on T1, 90% on T2 and T3, always on T4-T6. This reroll must be a higher category
- \*r reroll
- Quality is +1 to item saves and +1 on reroll, Ornamented is +2 on reroll and piece of art is +3 on reroll. Ornamented is always quality, Piece of art is always ornamented and quality.
- Value is 10\*plusses \*normal cost + above, Quality cost x2. Ornamented holds inlays of precious metals or gems worth 200gp per tier. Piece of Art x3 (of previous total of quality and ornamented). 10\*plusses replace the formula ((Quality x2 + 200T) x Piece of Art x3) to simplify matters.

### Special Clothing Enchantment

1d20	Enchantment
1-5	Armour enchantment + possible special
6-7	Roll one scroll per plus (minimum 1). This enchantment can be invoked with a partial action once per day.
8	Roll one protection scroll - permanent, personal effect when worn.
9	Roll a periapt enchantment
10	Roll a bag enchantment
11	Roll a boot enchantment
12	Roll a gloves enchantment
13-17	Roll an RC&W enchantment
18-20	Roll an ARNT&C enh.

- Value added depends on value of special



## Armour

Armours require armour feats. The most common are listed below.

1d20	Armour	Def.	Material Value	Wt. kg	Note
1-2	Barbaric Leather	2	10	5	LD
3-6	Leather Armour	3	12	6	LD
7-9	Ring Mail	4	50	10	M
10-13	Chain Mail	5	60	12	M
14-16	Splint Mail	6	85	17	H
17-20	Plate Mail	7	100	20	H

### Armour Materials

Light	Med.	Heavy	Materials	Multiplier
1-9			Leather (normal)	x2
10			Dragon Leather (Druids may use)	x20
	1-9	1-9	Steel (normal)	x5
	10	-	Mithril (half weight) medium count as light armor, negates stealth penalties	x25
		10	Adamantite +1 def	x50

A plate mail +1 would cost 20 x 5 = 100gp for materials. The defence 8 would cost 2400 and the enchantment +1 cost 500. The total is 3000gp.

### Defence Cost

Defence cost is calculated based to the total defence including magic enchantment and special modifiers to defence.

Def.	1	2	3	4	5	6	7	8	9	10
Cost	8	16	40	100	250	600	1.200	2.400	4.600	8k

Def	11	12	13	14	15
Cost	15k	22k	30k	50k	80k

- Generally, Tier 1 is def 2-8, Tier 2 goes to 9, Tier 3 to 10, T4 to 11, T5 to 12 and T6 to 13

### Magic Cost

Each armour has a cost that is the sum of its **magic**, its **defence** after any modifiers and the **material cost**.

Ench.	+1	+2	+3	+4	+5
Cost	500	2.000	5.000	10.000	20.000

### Armour Enchantment

T1	T2	T3	T4	T5	T6	Effect	Value
1-3	1-2	1				+0	Non-Magic
4-19	3-12	2-6	1-3	1-2	-	+1	+500
-	13-18	7-15	4-8	3-6	1-2	+2	+2.000
-	-	16-17	9-15	7-13	6-9	+3	+5.000
-	-	-	16	14-15	10-13	+4	+12.000
-	-	-	-	-	14	+5	+30.000
20+	19+	18+	17+	16+	15+	Special <sup>r</sup>	+value

- \*r reroll adding specials and their value to total.
- Value is 10\*plusses \*normal cost + magic cost + defence cost + special cost.

## Non-Magic Armour Enhancers

T1	T2	T3	Special	Value
1			Normal	Normal
2-3	1	-	Quality	x2
4-5	2-4	1-3	Ornamented	+200*T
6	5-6	4-6	Piece of Art	x3

*Quality is +1 to item saves; Ornamented is always quality, Piece of art is always ornamented and quality.*

*Quality doubles material value. Ornamented holds inlays of precious metals or gems worth 200gp per tier. Piece of Art triples value (of previous total of quality and ornamented). Thus a T1 piece of art plate mail cost (100 x2+200) x3+1200 (def 7)=2400gp.*



## Armour Special Enchantment

Some 10% of all armours have a special enchantment. An item has that magic without plusses and if the magic requires a number of plusses treat it as +1.

T1	T2	T3	T4	T5	T6	Special Enchant.	Value
1-3	1	1	1			Endurance	300T
4-7	2-5	2-3	2-3	1-2	1	Resistance	200+300T
8-9	6	-	-	-	-	Blessed	500 +def
10-12	7-8	4	4	3	2	Disjunction	2^T*250
13-14	9	5-6	5-6	4	3	Protection	2^T*250
15-16	10	-	-	-	-	Levitation	600
17	11	7	7	-	-	Life	600 per plus
18	12	8	8	-	-	Invisibility	800
-	13	9	-	-	-	Medusa	800
-	-	10	9	5	-	Enlarge	1200
19	14	11	10	6	4	Regeneration	1200+300T
-	15	12-13	11-12	7	5	Reduction	1000+500T
-	16	14	-	8	-	Displacement	1500+300T
-	17	15	13	-	-	Haste	2000
20	18	-	-	-	-	Stability	2000
	19	16	14	-	-	Mass Attack	1400+700T
-	17	15	9	6	-	Globe	1600+800T
-	18	16	10	-	-	Blinking	2500
20	19	17	11	7	-	Health	2000+1000T
	20	18	-	-	-	Etherealness	4.000
	19	12	8	Luck			5.000
	20	13-14	9-10	Nine Lives			18.000
		15-16	11	Ointment T2			+Value x2
		17-18	12	Prot. Scroll T2			+Value x2
		19	13-14	Periapt T2			+Value x2
		20	15-16	Legendary			+20000
			17-18	Divine Action			+20000
			19-20	Roll twice on T5			+add

*Value is added to the armour or in the case the defence value changes it increase further. Any special effect is a personal effect while armour is worn.*

## Descriptions of Special Armour Enchantments

**Blessed** - Grant +1 saves and defence and +PS temporary life points once per day, regain one use after a short rest. Lies dormant until used - last for a minute once activated.

**Blinking** - May start blinking in and out of the ethereal plane three times per day for a minute. When blinking avoids any attack or damage 50, 56, 62 or 68% of the time, depending on tier. May run through a wall with the same chance but failure cause 1d6+5, 8, 11 or 14 points of damage.

**Disjunction** - +1, +2, +3 and +4 to MR at tier 1 to 4 respectively.

**Displacement** - Defence and reaction saves are increased by 2, +3 at tier 3, +4 at tier 5. Furthermore, directed missile powers that don't allow a save such as magic missile and acid arrow now allow a negating reaction save. Can be used three times per day for as long as no longer than 5, 8, 14 minutes in total, activate/deactivate with a free action.

**Endurance** - Gain PS (T1=5, T2=8, T3=11, T4=14) temporary life points each morning. If he becomes dying or dies and had remaining temporary life points, from Endurance, before the damage - he ends up at one life points and has no temporary life points left.

**Enlarge** - three times per day for one minute each time, turn small or medium into a large creature gaining 10 life body points and add 2d6 to any physical damage it scores. May carry twice normal.

**Etherealness** - Allow wearer to open a portal to the border ethereal as the power plane shift one times per day.

**Globe** - once per day the armour may invoke a globe. This power last for a minute and protects from all powers of 3<sup>rd</sup> level or lower, 4<sup>th</sup> level at tier 4.

**Haste** - The wearer of this armour may twice per day become hastened for a minute.

**Health** - +2 to Health, +3 at tier 3, +4 at tier 4 including above 30, not adding to the ability sum when gaining levels.

**Invisibility** - may turn improved invisible three times per day for one minute each time.

**Levitation** - May levitate for one minute three times per day.

**Life** - Add 10/plus (min 10) temporary life points each morning.

**Luck** - Negate damage from a physical attack 1/day per Tier before amount is stated.

**Mass Attack** - allows his next attack to apply to up to 3, 4, 5, 6 extra opponents within 3 sq. three times per day.

**Regeneration** - May regenerate for 5, 8, 11, 14 (tier 1-4) rounds three times per day. While regenerating restore 2 lp/plus at the end of each round. Stops bleeding. Automatically become stable if reaching zero. Does not regenerate if dead.

**Resistance** - Grant 5, 8, 11 or 14 points resistance at Tier 1-4. Resistance applies to 1d10; 1: cold, 2: fire, 3: lightning, 4: acid, 5: sound, 6: force, 7: disintegration, 8: mental, 9: positive or 10: negative (and necrotic) damage.

**Medusa** - prevent wearer from turning to stone - negates any magical hold person, hold monster and paralysation

**Nine Lives** - Resurrect wearer 9 times when killed.

## Arcane Fantasy v8.88

**Protection** - +1 to physical save for each tier.

**Reduction** - gain resistance to non-magic weapons and remove 3, 4, 5 or 6 points of any magical weapon damage down to minimum 1, depending if tier 1, 2, 3 or 4.

**Stability** - Is critically hit only in 1 in 1d20, as feat.

**Ointment** T-2 - roll an ointment of a tier two lower. While the armour is worn this is a constant effect. If the ointment is made to improve a weapon, this effect applies to any weapon held while it is held and the armour is worn.

**Protection** Scroll T-2 - while the armour is worn the protection applies to the wearer as a constant effect - but not others.

**Periapt** T-2 - while the armour is worn the protective enchantment applies to the wearer.

**Legendary** - A Legendary armour grant resistance to both magical and non-magical physical weapon attacks; blunt, piercing and slashing from natural or normal weapons. Furthermore, a legendary armour may once per day restore 10d8 life points to the wearer without using any action of his part (by will alone).

**Divine Action**- a divine action armour will grant the user an extra partial action at the end of an opponent's turn. With this he may cast a quickened action, make a partial attack (if he has one) or make a partial move without attracting attacks of opportunity.

**Roll twice** on T5 -roll twice adding the specials

## Weapons

A weapon can be magical and grant a +1, +2 or +3 attack and damage property. They may have an extra magical property 10% of the time. Magic of Bows add to Arrows. Slings to Bullets and crossbows to bolts.

First select Missile, Simple, Martial or Epic;

Tier 1	T2	T3	T4	T5	Weapon Category
1	1	1	1	1	Abyssal*
2-7	2-7	2-6	2-5	2-4	Missile
8-12	8-11	7-10	6-9	5-8	Simple Weapon
13-17	12-16	11-16	10-16	9-15	Martial Weapon
18-20	17-20	17-20	17-20	16-20	Epic Weapon

The weapon is made in Abyss (or another outer plane). Reroll as one tier higher on this table, weapon magic & special enchantment. If found elsewhere remove 2 plusses from apparent magic and if +0 or less it has no apparent specials until visiting Abyss.

## Missiles

1d10	Missiles (10)	Gp	Wt.
1-3	Arrow, 10pcs	10	10
4	Arrow, Silver 10pcs	20	10
5-7	Bolt, 10pcs	27	20
8	Bolt, Silver 10pcs	37	20
9-10	Bullet, 10pcs	5	15

## Simple Weapons

1d%	Simple Weapon	Damage	Gp	Wt.
1-5	Bastard Sword	1d8(19)	25	33
6-7	Bo-Stick	1d4(18)	10	15
8-9	Cestus, war gloves	Same as hands +1	8	10
10-17	Dagger	1d4(17)	12	8
18-25	Flail	1d6+1(19)	17	22
26-32	Hand Axe	1d6(18)	14	15
33-41	Javelin	1d6(18)	16	17
42-49	Light Crossbow	1d6(18)	17	19
50-59	Mace	1d6(19)	15	20
60-62	Pike	1d10(20)	10	30
63-68	Quarterstaff	1d8(19)	17	18
69-71	Rentsuru	1d4(18)	10	16
72-82	Short Bow	1d6(18)	14	15
83-86	Shuriken	1d4(17)	12	2
87-90	Sickle	1d4(17)	12	10
91-98	Sling	1d4(18)	9	5
99-00	Improved, reroll	Org. (org-1)	x2	-

- Improved indicate a martial design of a simple weapon requiring martial weapon feat to use with proficiency. Value doubles and critical hit score lowers by one. Rolling this twice makes the simple weapon epic with twice the adjustments.

## Martial Weapons

1d%	Martial Weapon	Damage	Gp	Wt.
1-8	Battle Axe	1d8(18)	27	25
9-10	Bolas	1d3 (18)	15	15
11-16	Crossbow	1d10(18)	38	29
17-19	Fauchard	1d10 (19)	33	35
20-27	Great Axe	1d12(19)	36	40
28-37	Great Sword	1d12(19)	39	42
38-40	Guisarme	1d12(19)	37	35
41-42	Kama	2d2(17)	20	15
43-46	Light Lance	1d12(19)	38	25
47-56	Long Bow	1d8(18)	26	22
57-68	Long Sword	1d8(18)	27	32
69-73	Morning Star	1d8+1(19)	30	38
74-75	Net	1d3 (20)	11	17
76-82	Short Sword	1d6(17)	23	14
83-87	Spear	1d8(18)	28	25
88-90	Trident	1d10 (19)	33	25
91-96	Warhammer	1d4+1(17)	24	15
97-98	Whip	1d6 (17)	25	14
99-00	Improved, reroll	Org. (org. -1)		

- Improved indicate an epic weapon, needing epic weapon feat to use but improves critical hit score by lowering it one step and doubles value. Rolling this twice makes the epic weapon quality.

## Epic Weapons

1d%	Martial Weapon	Damage	Gp	Wt.
1-11	Composite Bow	1d12(18)	52	30
12-16	Glaive	1d12(18)	58	33
17-27	Heavy Crossbow	2d8 (18)	72	50
28-35	Lance	3d6(19)	76	45
36-44	Long Spear	1d12(18)	55	32
45-49	Lucerne Hammer	1d10(18)	46	38
50-59	Maul	2d6(18)	56	50
60-64	Pole Axe	1d10(18)	48	38
65-74	Rapier	1d8(17)	20	10
75-83	Sabre	1d6(16)	33	22
84-87	Sap	1d3(15)	22	6
88-96	Scythe	3d4(18)	60	36
97-00	Improved, reroll		x2	

- Improved epic weapon is a weapon of quality; the next step is an ornamented weapon and then it becomes a piece of art. Each steps adds to value as shown in weapon magic below.

## Weapon Magic

T1	T2	T3	T4	T5	Properties	Value *
1	-	-	-	-	Quality **	x2
2	1	-	-	-	Ornamented ***	+200XT
3	2	1	-	-	Piece of Art ***	(Q+O)x3
4-5	3	-	-	-	Magical	200
6-7	4	-	-	-	Blessed	300
8-18	5-7	3-4	1	-	+1	500
19	8-17	5-7	2-3	1-2	+2	2000
-	18	8-16	4-7	3-6	+3	5000
-		17	8-16	7-15	+4	10000
20+	19+	18+	17+	16+	Special & reroll	Spec

\* Value is 10 \*plusses \*normal cost + above, count blessed as 5 x normal cost. Quality cost x2. Ornamented holds inlays of precious metals or gems worth 200gp per tier. Piece of Art x3 (of previous total of quality and ornamented).

Ex: Long Spear +1 is 55 \*10 \*1+500=1050gp.

**Quality:** +1 on item saves, double value

**Magical:** +2 on item saves, hit as if magical.

**Blessed:** +1 on item saves and to hit. Hit as if magical.

\*\*reroll with +1 on the die, \*\*\* reroll with +2 on the die

\*\* reroll with +3 on the die

## Special Enchantment of Weapons

T1	T2	T3	T4	T5	Enchantment	Extra value T1/T2/...
1-2	-	-	-	-	Light	100
3-5	1-2	1	1	1	Brutal	100 per size of die
6-7	3-4	2	2	-	True	200T
8-11	5-7	3	-	-	Dedicated	100+300T
12	8	4-5	3	-	Disjunctive	1000T-500
13	9	6	4	2	Massive	700
14	10-11	7-8	5	3	Flaming/Frost	400+400T
15	12	9	6	4	Lightning	800T
16	13	10	7	5	Venom/Mental	800T
17	14	11	-	-	Pure	600T
18	15	12	8	6-7	Acid Tongue/Thunder	900T
19	16	13	9	8	Slaying	1000T
20	17	14	10	9-10	Socketed	500+spec
	18	15	11	11	Axiomatic/Chaos	2^T*250
	19	16	12	12	Good/Evil	1000
	20	17	13	13	Enhancement	1000T-1000
	18	14	14	-	Disruptive	1400+100T
	19	15	15	-	Reactive/Dancing	1500
	-	16	16	-	Ethereal	2000
	-	17	17	-	Vampiric	2500
	20	18-19	18	-	Vorpal	2000T-4000
	20	19-20	-	-	Intelligent	5000+spells

If two options are given as enchantment then roll 50/50 to determine the exact one. A second roll allows a reroll, thus no flaming frost blades.

## Description of Special Weapon Enchantments

**Acid Tongue** - Add 1d4, 1d6, 1d8, 1d10 or 1d12 of acid damage on a hit depending on Tier 1-5.

**Axiomatic** - Add 1d6, 1d10, 2d6 force damage when damaging a chaotic opponent for Tier 2, 3 or 4. 3d4 at T5.

**Brutal** - Does an extra weapon die of damage, but not in addition to brutal strike feat.

**Chaos** - Add 1d6, 1d10, and 2d6 force damage when damaging a Lawful opponent for Tier 2, 3 or 4. 3d4 at T5.

**Dancing** - Once used for one round it can be let go and it will continue to fight with the same attack score, damage roll and number of attacks (without legendary actions). It continues to do

so for three rounds or until there are no more opponents within threat range. At the end of this it moves 1sq towards its owner. If it reaches it can be grabbed using a free action, otherwise it falls to the floor.

**Dedicated** - Increase enchantment by +1, +2 at T2, +3 at T3 against creature type.

1d20	Creature Type	1d20	Humanoids
1	Animals	1	Aarakokra
2	Aberrations	2-4	Human
3	Beasts, Monstrosities	5	Elf
4	Constructs	6	Dwarf
5-7	Dragons	7	Lizardman
8-9	Elementals	8-9	Goblinoid
10-12	Fiends	10-12	Giants
13	Celestials	13	Gnome
14	Humanoids*	14	Halfling
15	Fey	15	Bugbear
16	Plants	16-17	Orc
17	Slimes & Molds & pud.	18-19	Gnoll
18-20	Undead	20	Kobold

\* Roll on humanoid table

**Disjunctive** - Add +1 each Tier to magic resistance when wielded.

**Disruptive** - On a critical hit undead must save or die. Save DC 13, 14, 16, 17 depending on Tier.

**Enhancement** - Increase primary ability related to weapon (strength or agility) by +1, +2, +3 or +4 depending on Tier when wielded.

**Ethereal** - Hit creatures blinking, duo-dimensional or ethereal and astral creatures without penalty.

**Evil** - Add 1d6, 1d10, 2d6 negative energy damage when damaging a Good opponent for Tier 2, 3 or 4.

**Flaming** - Add 1d4/1d6/1d8/1d10/1d12 (Tier 1-5) fire damage.

**Frost** - Add 1d4/1d6/1d8/1d10/1d12 (Tier 1-5) cold damage.

**Good** - Add 1d6, 1d10, 2d6 and 3d4 positive energy damage when damaging an Evil opponent for Tier 2, 3, 4 or 5.

**Intelligent** - The weapon may communicate. Using empathy 1, speech 2-3 or telepathy 10sq 4-6 in 1d6. It may use three powers once per day each once per round – initiated by a command from the wielder using a partial action. If the power requires concentration the weapon maintains concentration. An intelligent weapon has a purpose and an alignment (select randomly but avoid chaotic if **axiomatic**, lawful if **chaos**, good if **evil** and evil if **good** – see special weapon magic). The purpose could be general (kill all evil) or specific as death to Orcus (if **dedicated** or **slaying** that is the purpose). It has PS=6+4 x enchantment and a DC = 10+PS/2. Each power can be a jewelry enchantment 50% or a wand enchantment 50% of same tier as this weapon.

**Lightning** - Add 1d4/1d6/1d8/1d10/1d12 (Tier 1-5) lightning dam.

**Massive** - Add one extra die on a max rolled of that weapon. 1d8 rolls and extra 1d8 on 8, 2d6 roll one extra 1d6 for each 6 rolled. This weapon does not add to damage if having the critical damage feat.

**Mental** - Adds 1d4/1d6/1d8/1d10/1d12 (Tier 1-5) mental damage.

**Pure** If hitting a pudding, slime or ooze it scores 1d6 + 3 per plus extra disintegration damage. If dedicated against plants use the higher plus.

## Arcane Fantasy v8.88

**Nine life stealer** - on a critical hit the user may try to steal the life of the target and cause a similar amount as the hit, of negative energy damage. Living target must make a phy-save DC 13, 15, 17, 19, 21 at Tier 2-6 for half damage. Constructs and undead are immune. After nine uses this extra feature is spent.

**Reactive** - Adds one attack as a partial action if wielder has none. And it adds one attack as a free action if an ally is hit by an opponent within threat range (but not if you have **pack attack** feat or already have spent all actions).

**Slaying** - Score one weapon damage extra vs **creature type**, see **dedicated** above to find creature type. If already dedicated slaying is given.

**Socketed** - this weapon holds two sockets on its pommel or base, (extra sockets if socketed are rolled twice or if this weapon is known to already hold two or more special). Each socket holds a gem, one its enchantment, the others a special enchantment as rolled on special weapon enchantment.

**Thunder** - Add 1d4/1d6/1d8/1d10/1d12 (Tier 1-5) sound damage.

**True** - Score a minimum 2, 3, 4, 5 or 6 points of weapon damage, depending on if Tier 1-5. Never more than maximum weapon damage.

**Vampiric** - Each damage on a living target restores wielder half damage scored but never above maximum or restoring temporary life points.

**Venom** - Add 1d6/2d6/3d6/4d6/5d6 DC 10/12/14/16/18 poison damage. Half if the save is made. If the save fails by four or more target become **poisoned**, see conditions.

**Vorpal** - Add 1 to crit at Tier 3, add 2 to crit at Tier 4.

## Scrolls

Scrolls are papers with descriptions of magical procedures needed to release its power. The PS is generally  $3+2 \times$  level of the highest power. +1d6. The PS is of the scroll, when used, not the PS of the one casting it.

Knowing how to use a spell/prayer/discipline of that level may **cast** a spell from a scroll directly. The scroll is then spent. Each level higher the scroll magic is than what you normally may use there is a 10% failure that the scroll is spent without effect. Non-proficient characters in that type of magic cannot use a scroll. Except those with arcane lore that can make a DC10+level of scroll check to cast it.

Thus, a priest may not use a wizard spell and so on. With one exception. If a scroll has a spell usable by another class you have 60% chance to be able to use it. Thus, a prayer of commune can be used 60% of the times by a wizard. If only being able to use fourth level powers the chance is only 40% (10% lower per level you lack).

You may instead use a scroll to **learn** a power from a scroll. This power once learned is in addition to those you have gained from your feats. The spell must be of a class that you have initiate magic in and you can only learn spells of a level you can use. A spell of a different class but still one that is in your spell list can be learned unfavourably. The DC to learn a scroll is 10+level.



Once the learning is complete the final tests ruin the scroll unless materials worth 100gp per level of the spell is spent (50gp for a cantrip). Learning a spell takes at least one hour per level of the spell and require one page per level and one extra page if you use a spell book. You need ink too.

**Protection Scrolls** - are a special kind of magic that any one may use with no failure but they cannot be learned or scribed.

T1	T2	T3+	Scroll
1-7	1-6	1-5	<i>Wizard, see scroll</i>
8-12	7-10	6-9	<i>Priest, see scroll</i>
13-17	11-14	10-13	<i>Psionist, see scroll</i>
18	15-16	14-15	<i>Protection Scroll</i>
19	17-18	16-17	<i>Spell Book</i>
20	19-20	18-20	<i>Tomes</i>

## Spell Book

A spell book is a book full of spells, the number and level are detailed below. The **value** is 100gp plus the value of each spell. Each spell is worth 100gp per level and 50gp for a cantrip.

A spell book is made for one of the following classes and has all its spells from the spell-list of that class.

1d20	Class
1-8	<i>Wizard</i>
9-12	<i>Priest</i>
13-15	<i>Druid</i>
16-20	<i>Psionist</i>

**Tier 1:** 2d4 spells of level 1d4-1; 2 to 32 pages (travelling)

**Tier 2:** 2d6 spells of level 1d6-1; 2 to 72 pages

**Tier 3:** 2d8 spells of level 1d8-1; 2 to 108 pages

**Tier 4:** 2d10 spells of level 1d10-1; 2 to 180 pages

**Tier 5:** 2d12 spells of level 1d8+1; 6 to 198 pages

**Tier 6:** 3d8 spells of level 1d6+3; 15 to 198 pages

## Scrolls

Scrolls are often level 1d4-1 at Tier 1, 1d6-1 at Tier 2, 1d8-1 at Tier 3, 1d10-1 at Tier 4, 1d8+1 at tier 5 and 1d6+3 at tier 6.

The PS comes from Level and the DC is  $10+PS/2$  round up.

Some Scrolls are made at a higher level than their normal; 5% at Tier 1, 10% at Tier 2, 15% at Tier 3, 20% at Tier 4 and 25% at Tier 5 or higher.

If so, add half the difference between 10 and level, round up, to its level. It makes them more difficult to cast (you have to know the level they are made at to use it without failure) and they are worth more as they count as higher level.

Note: the PS also increases by one per level if higher-than-normal.

*Example: A fireball is often a 4<sup>th</sup> level power, but you find a scroll where it is a 7<sup>th</sup> level power. It then scores 3d6 extra damage but has to be cast as 7<sup>th</sup> level and is worth 700gp.*

## Arcane Fantasy v8.88



### Tomes

Tomes are old books of strong magic that once more than a sentence are read, the creature has to complete the reading and the magic is released. Once read the tome disappears and relocates to another place.

<b>T1</b>	<b>T2</b>	<b>T3</b>	<b>T4*</b>	<b>Tome of</b>	<b>Value</b>
1	-	-	-	<i>Misfortune *</i>	500
2-4	1-2	1	-	<i>Luck &amp; Fortune</i>	1000
5-6	3-4	-	-	<i>Aqualorium</i>	2000
7-9	5	2	-	<i>Death</i>	3000
10-19	6-9	3-7	1-2	<i>Magic</i>	3000
20	10-11	8	3	<i>Relearning</i>	4000
-	12	9	4	<i>Necromancy</i>	4500
-	13-14	10-11	5	<i>Bodily Health</i>	5000
-	15-16	12	6	<i>Impetuous Good</i>	5000
-	17-18	13	7	<i>Infallible Evil</i>	5000
-	19-20	14-15	8	<i>Mental Prowess</i>	5000
-	-	16-17	9-10	<i>Rapid Learning</i>	5000
-	-	18	11	<i>Weapon Master</i>	6000
-	-	19	12	<i>Divine Emperor</i>	7000
-	-	20	13	<i>Astral</i>	8000
-	-	-	14	<i>Elemental</i>	8000
-	-	-	15	<i>Glory</i>	9000
-	-	-	16	<i>Dragons</i>	10000
-	-	-	17	<i>Lycanthropy</i>	10000
-	-	-	18	<i>Magnificat</i>	10000
-	-	-	19	<i>Vampirism</i>	11000
-	-	-	20	<i>Deep Insight</i>	12000
-	-	-	21	<i>Arcanum</i>	13000
-	-	-	22	<i>Lichdom</i>	15000

\* **T5** add 1 and roll on T4. **T6** add 2 and roll on T4

### Tome Descriptions

**Astral** - enable the reader to open an Astral Gate 3/day, PS 14+1d6 for one week.

**Bodily Health** - add one to Health and increase allowed ability sum by 1.

**Rapid Learning** - Reader gains double experience until he has reached a new level, but at least three times.

**Death** - gives the reader the power to animate dead 3/day or to use Revivify 3/day at PS 8+1d6 for one week.

**Aqualorium** - enable the reader to gain underwater action feat and the skill to breath under water - permanently.

**Deep Insight** - enable the reader to learn an extra feat, free of choice. Permanently.

**Dragons** - the reader of this book will become the master of one dragon that is summoned and it will be of similar alignment and

lower CR than the summoner's level. If reader is less than level 5 it will summon a pseudo dragon. Perhaps as a familiar.

**Glory** - increase all your abilities by 4 (above 30 count as 2) until you fail three saves or gain a level.

**Infallible Evil** - Give evil reader 1000, 2000, 4000, 6000 or 8000 (T2-T6) experience points after reading it. A good reader is horrified by its content and **shaken** until a long rest is had.

**Luck and Fortune** - the week after reading the tome the character may select six die rolls each day that are favourable.

**Lycanthropy** - reader becomes a lycanthrope. Gain resistance to non-magic weapons not made of silver. And +2 to strength, +2 to health, -4 to intellect while in were-shape. In the beginning each full moon until a long rest. But after a few months they may control their change 3/day with a partial action. The change lasts until cured.

**Misfortune \*** - this cursed book allow reader to think that he has been given tome of luck and fortune. Except that when really needed what really happens is bad luck. The GM will select three die rolls during the following three days that will become unfavourable - perhaps when reader want luck.

**Mental Prowess** - add one to Willpower and increase allowed ability sum by 1.

**Magic** - roll three scrolls as above. The reader may use this magic 3/day each for three days. He uses his best mental ability for DC.

**Impetuous Good** - Give good reader 1000, 2000, 4000, 6000 or 8000 experience points (depending on tier 2-6) after reading it. An evil reader is horrified by its content and **shaken** until a long rest is had.

**Relearning** - enable the reader to change one of his feats to another, instantly and permanently. Feats required for other feats you have, cannot be replaced.

**Necromancy** - This work allows the reader to use the power **summon undead** at PS 10+1d12; 3/day; as the power. The reader may also turn (to control) any undead he encounters three times per day with a 2d12+presence mod. negative energy damage in a 5sq. radius, see turning. The effects wears off the next full moon.

**Vampirism** - The reader turns into a vampire and get the following traits. Charm Gaze DC 10 + Presence mod. on humanoids;

**Drink Blood** required each day, or lose one point of health.

Turn into a bat or rat or back with a free action.

Alignment turns to Lawful Evil.

Fly 3/day as PS 10.

Abilities change +2 to strength -2 to health. The change last until cured.

**Divine Emperor** - this tome once read give the caster favourable presence checks when commanding troops, inspiring armies and diplomacy checks. It also allows the next feat to be taken to be a divine feat - disregarding the normal requirements for these.

**Elemental** - this tome comes in four versions, water, earth, air and fire. Once read the reader gain the innate power to change into an elemental form of that type, that last four hours, by using a partial action once per day. The size of the elemental depends on the changer's maximum life points. Up to 60, normal elemental, 61-120

## Arcane Fantasy v8.88

greater elemental and 120+ elder elemental. When the elemental shape ends (it is killed) the reader regains normal form with his previous life points. While in elemental shape all equipment are stored in an elemental pocket.

**Magnificat** - The wielder grows in size as from the power **Righteous Might** at PS 3 x Tier+2d6. The effect last until the end of the next long rest.

**Weapon Master** - once this book is read you learn to use all weapons as a weapon master - having the effect of **simple weapons**, **martial weapon**, **epic weapon**, **weapon specialisation** and **weapon master** feats. Granting +4 to hit and +3 to damage unless already having those feats. The effect fades away after seven days.

**Arcanum** - Once this book is read you increase any casting of power with 8 to the casting power and all powers are cast as two levels higher. This effect is only valid until the end of your next long rest. Not having any powers the reading allows a power to be learnt for the duration and your base PS is dependent on your mental ability for that power (intellect if wizard spell, willpower if psionist and presence if priest or druid). The level of the power learnt must be minor, 0<sup>th</sup> or 1<sup>st</sup> level.

**Lichdom** - a reader without power use becomes **fatigued** and unable to read further. A power user may continue to read (voluntarily) knowing it turns him into a lich. As a lich you die, you gain the properties of skeletal form (PS = level of reader). You become the creature type undead and your alignment shift to Chaotic Evil. You lower your health 2 steps and gain +2 to your power using ability (even above 30). You learn four powers.

### Protection Scrolls

These scrolls can be read by any creature. Their effect usually last for a one hour and the effect can be divided among up to six creatures within short range. It makes them immune to (roll below).

T1	T2	T3	T4	T5	Protection vs.	Value
1-2	1	-			Curses, enfeeblement, debilitation	1000
3-7	2-5	1-2			Paralysis, Hold, Sleep & Stun	1500
8-12	6-8	3			Disease	1700
13-15	9-11	4-5			Mind Reading, ESP, augury, foreknowledge, premonition.	1700
16-18	12-13	6			Polymorph, turned to slime or shrink	1800
19-20	14-15	7-8	1	1	Cold	2000
	16-17	9	2	2	Poison	2000
	18-20	10-11	3	3	Charm, suggestion, domination	3000
	12-13	4	4		Illusions and phantasms	3000
	14-15	5-6	5		Non-magic weapon damage	3000
	16-17	7	6		Fire	4000
	18	8	7		Force (magic missiles, local negation of wall of force)	4000
	19	9	8		Acid	5000
	20	10-11	9		Sound	5000
	12	10-11			Blunt damage	6000
	13	12-13			Piercing damage	6000
	14-15	14			Necrotic & negative energy	6500
	16-17	15			Electricity	7000
	18	16-17			Slashing damage	7000
	19-20	18			Disintegration	8000
	19-20	Roll twice, combine			add	



### Miscellaneous Items

Miscellaneous items are magical item worn on different parts of your body and either create a permanent effect or an effect usable a number of times per day.

First roll the item, then roll its enchantment,

1d20	Miscellaneous Item
1	Amulet, see enchantment of ARNT&C
2	Bag, see enchantment of Bags
3	Periapt, see enchantment of Periaps
4	Rope, see enchantment of Ropes
5-6	Necklace (neck), see enchantment of ARNT&C
7-8	Cloak (shoulder), see enchantment of RC&W
9	Gloves (hands)
10-11	Boots (feet)
12-14	Ring (fingers), see enchantment of ARNT&C
15-16	Robe (robe), see enchantment of RC&W
17	Crown or Tiara (head), see ench. of ARNT&C
18	Wizard Hat or Helm (head), see ench. of RC&W
19	Belt (waist)
20	Special Misc.

*ARNT&C - Amulets, Rings, Necklaces, Tiaras & Crowns*

An amulet or brooch is pinned on you clothing as is a periapt. A rope is carried along often on your backpack. A bag is either held or fastened to your belt or backpack.

A necklace and a cloak both go to your neck slot. A cloak can be worn in addition to most anything, including an armour or a necklace. Only one necklace can have an effect at the same time.

A robe can be worn outside an armour in your body slot.

All else need their slot to use and only one item per slot is allowed.

Amulets, rings, necklaces, crowns, tiaras all share the same possible enchantments. **You can have only one periapt, brooch or amulet active at the same time.**

### Enchantment of Bags

T1	T2	T3	T4	T5+	Enchantment	Value
1-4	1	-			Food & Water	400
5-6	2	-			Poison Resistance	500
7-12	3-4	-			Lesser Holding	500
13-14	5	1			Airbag	600
15-17	6-7	2			Tricks	600
18-20	8-9	3			Disguise	700
	10-11	4-5	1-3		Enchantment	800
	12-15	6-8	4-5		Holding	1000
	16	9	6		Snakes	1500
	17-18	10-13	7-9	1	Greater Holding	2000

## Arcane Fantasy v8.88

-	14	10	2	Devouring*	1800
19-20	15-16	11-12	3	Gold	3000
	17-20	13-15	4-5	Portable Hole	4000
		16	6-8	Shadow Death	6000
		17-20	9-11	Dimensional Folding	8000
			12-15	Reintegration	10000
			16+	Magic	

**Airbag** - This slick leathery bag has a constant supply of air within. Two medium-sized may use this to breathe from constantly. At tier 2 you may hold the opening sealed and the sack will instantly inflate into a balloon - preventing taking more than 1d6 damage from a fall. This increase value to 1200gp. At tier 3 it has the ability to expand further and hold heated air as long as the opening is held shut. Within a minute you create a balloon 3m in diameter, which can lift up to 120kg up to a height of about 100m or so. Where it will drift along with the winds. This item is now worth 3000gp.

**Food & Water** - Within is always a hunk of ham, a slab of cheese, a loaf of bread and a skin full of water, enough food and drink for four medium sized persons. It replenishes at dawn each morning and it weighs only as an empty bag. At tier 2 it has enough to feed eight persons each day and is worth 800gp.

**Poison Resistance** - Holding this sack over your head makes you blind but resistant to poison damage and immune to the poisoned condition. At tier 2 it grants immunity to poison damage and poison effects such as the death of cloudbkill. Value is then 1000gp.

**Lesser Holding** - This bag can hold twice normal load of a large sack (40kg), but items within only weigh a quarter of the normal, up to 10kg. A Lesser Holding bag at tier 2 can hold 60kg and stuff within weigh only 20%. The value then increases to 850gp.

**Holding** - This bag can hold three times normal load of a large sack (60kg), but items within only weigh 15% of the normal, up to 9kg.

A Holding bag at tier 3 can hold 80kg and stuff within weigh only 10%. The value then increases to 1700gp.

A Holding bag at tier 4 can hold 100kg and stuff within weigh only 5%. The value then increases to 2200gp.

**Greater Holding** - works as holding except that it holds twice the weight but cost twice as much.

**Portable Hole** - this sack resembles a piece of black circular cloth about 150cm across. Once unfolded the surface of the cloth leads inside an extradimensional cylindrical space almost 113cm deep. It holds 2 cubic meters of stuff up to 2000kg of weight but once folded it doesn't weigh more than an empty large sack. At tier 4, it is 170cm deep and can hold 3 cubic meters and 3000kg. At only 6000gp it is a bargain.

**Dimensional Folding** - this bag resembles a portable hole, a purple or crimson circular cloth about 180cm across. When unfolded it leads to a place where it was primed. It becomes primed if unfolded for at least 24 hours in the same place. Going down inside it, you come up in the primed location. You can then return or fold it. Folding it from any place removes it from the other side. It may only be used to relocate four times per day. Each time moved count as a new use.

**Disguise** - This bag will not show its true content - instead each item is disguised as normal adventuring items, such as a towel, rope, blanket, and so on. All items except artefacts will be hidden. All will

radiate illusion magic if detected for. The bag has the capacity as a large sack 20kg and the items turn back to normal if the owner wills it or after one minute away from the sack. An item must still fit within 50cm x 40cm x 10cm. At tier 2 items much larger than the size of the bag can be put within - such as a pole arm, a ladder or an arbalest as long as the total weight is less than 20kg - Valued 1200gp. At tier 3, the illusion will stay on the item for one hour and the type of illusion can be determined. So, that three normal robes can be turned to look like the evil temple's black robes with the symbol of the evil eye. Now the value is 2500gp.

**Enchantment** - Put a weapon, armour, shield, robe, cloak or helm in this sack and it will come out enchanted as a +1 weapon, armour, shield or helm. The enchantment last for 10 minutes and the sack can be used this way three times per day one item at a time. At tier 3 the enchantment is +2 and four uses per day is allowed. Value 1900gp. At tier 4 the enchantment is +3 and five uses per day is allowed. Value 3400gp.

**Snakes** - Three times per day a Rock Python at can be pulled from this bag. At tier 3 a Giant Snake can be pulled from the bag and at tier 4 a monstrous snake can be let out from the bag. The snake once out will remain for an hour or until put back in the bag. It will follow the instructions of the one who pulled it out unless suicidal. There is never a snake in the bag (except when you pull it out or put it back in) - the snakes inhabit someplace else and the bag work as a gateway. The tier 3 Giant Snake bag is worth 2000gp the tier 4 monstrous snake bag is worth 3500gp.

**Gold** - this small bag looks like a large pouch and always holds 100 gold pieces. It refills every morning at dawn. Once 3000gp has been withdrawn the magic ends. The tier 3 bag have 200 gold each day up to 5000gp (worth 5000gp) and tier 4 bag have 300 gold per day up to 7000gp (worth 7000gp). Note that the gold of the bag weighs 1kg per 100 gold it has within.

**Tricks** - This bag holds an assortment of items and you may select from the below. Once it is pulled out it is no longer in the bag even if returned. Once ten items have been pulled out it is no longer magic. Tier 2 is worth 1000gp and tier 3 is worth 2000gp.

Tier 1, 2 & 3 Items	Value
10' Pole	2
Bag of bearing balls	2
Backpack	5
Bag of fruit (5kg one week)	5
Meal for four including flask of wine.	6
Hunting Dog	10
40m elven rope.	12
Bulls eye lantern with oil	14
Large Tent	15
Set of three greek fires	18
Evening gown or tuxedo	20
Lute	20
Thieves Tools	20

Tier 2 & 3 Items	Value
A meal for six including wine and candles	30
Bathtub with hot water	30
Medium Canoe with paddles	30
Riding Horse w. saddle	40
A camel, with saddle and bags	50
Weapons; two daggers, a longsword and a spear.	50

Tier 3 Items	Value
Thief's tools +1 (give +1 to any lock picking).	60
Sled drawn by six war dogs	100
A saddled war horse with chain bardings.	500
1 Pegasus	1000

**Devouring\*** - this bag resembles and works as a greater bag of holding, except that once used once per day there is a 50% risk that everything in the bag disappears, *to an unknown creator of this bag.*

## Arcane Fantasy v8.88

**Shadow Death** - when this bag is opened, up to three times per day, the effect of a Shadow Death spell (PS based on tier) is released. The opener is unaffected - the effect is then as the power shadow death.

**Reintegration** - this large body bag has the property that if a part of a dead or disintegrated person (fey, humanoid, large or smaller giant) is put in the bag the body is restored and brought alive again within one round. Any parts of the person elsewhere disappears.

**Magic** - this large bag 180cm x 100cm x 50cm is empty. It can hold approximately 1 ton within as long as smaller than those dimensions. If coins equal to the spell levels needed +10gp per PS needed per spell (up to PS 26-Level of all powers) + one item to enchant worth enough not to break is put within it turns it into a magical item. This process takes a day. The powers that can come at work are infuse magic, prolong, reach, greater infusion, permanency and any enchantment power or other power that can be made permanent using those powers. Each time used there is a 1 in 1d20 risk of the magic dissipating from the bag.

### Enchantment of Belts

T1	T2	T3	T4+	Enchantment	Value
3	2	1	-	Bio Feedback	$2^T * 250$
2	2	2	1	Magic Resistance	$2^T * 300$
4	3	3	2	Resistance	$2^T * 300$
1	1	-	-	Slime Form	$2^T * 400$
2	2	2	3	Enhancement	$2^T * 500$
1	1	-	-	Gaseous Form	$2^T * 500$
1	1	-	-	Rainbow	$2^T * 700$
2	1	1	1	Protection	$2^T * 800$
1	1	1	1	Silver	$2^T * 800$
1	1	1	1	Endure	1000+500T
-	1	1	1	Blinking	1000+500T
-	1	1	1	Stamina	$2^{(T+1)} * 1200$
-	1	1	2	Stability	$3^T * 300$
1	1	2	2	Proof	As periapt x2
-	-	2	2	Magic	As ring x2
-	-	1	2	Scroll Protection	As scroll x2
1	1	1	1	Roll Twice	

**Bio feedback** - For 5 minutes per tier you are shielded by a PS 5T bio feedback power. Turned on or off with a partial action for a minute at a time

**Endure** - grant 5T extra temporary life points after each long rest while worn. And if brought to 0 or less life points once per long rest it will bring you back to 1 life points without debilitation.

**Enhancement** - improves one ability one step per tier continuously while worn. Each item has the same ability (or set of abilities they increase at higher tiers). Roll 1d6; 1 Strength, 2 Health, 3 Agility, 4 Intellect, 5 Willpower, 6 Presence.

Each higher Tier roll 1d8; 1-6 as above; 7-8 is same as previous.

**Magic Resistance** add +1 to MR per Tier.

**Magic** - while wearing this belt you have the same enchantment as a ring, roll a ring enchantment of same tier.

**Proof** - while wearing this belt you are protected as if wearing a periapt, roll a periapt enchantment of same tier.

**Protection** grant a +1 per Tier bonus to all your saves.

**Rainbow** three times per day for a turn you are shielded by a PS 5T rainbow power. Initiated with a partial action.

**Resistance** - Grants the wearer a resistance of five points per tier vs. one energy type as long as it is worn. Roll randomly below what type of damage this item grants resistance to;

1d20	Resistance to
1-3	Fire
4-5	Cold
6-7	Lightning
8-9	Sound
10-11	Acid
12-13	Poison
14	Mental
15	Positive
16	Negative
17-18	Force
19	Disintegration
20	Roll twice, each extra resistance adds to value.

**Slime Form** - As gross as it seems this periapt turns its wearer into slime form or back with a partial action. You may slip through cracks, under doors or through water or even up along walls.

In slime form you may not wield weapons or use equipment (all equipment on you exist in an extradimensional pocket) nor use magic with either somatic or verbal components. But you may attack with a pseudopod doing 1d8+10 points of acid damage, threat that as a natural blunt swinged weapon with reach 1sq.

You have resistance to non-magic weapons and blunt magical weapons and 10 points of acid resistance. You do not have to breathe and cannot become poisoned from gases, stench and the like. You gain +2 to stealth in slime form and +4 under water. You cannot become prone or stunned.

At tier 3 you do 1d8+14 points of acid damage and have 14 points of acid resistance. Value 1900gp

**Scroll Protection** - while wearing this belt you are protected from an effect as one of the protection scrolls at the same tier. But it grants either resistance (if it score damage) or favourable saves vs. the effect it protects against. Not immunity. Roll a protection scroll of same tier as the boots.

**Silver** - For 4 minutes per tier you are shielded by a PS 4T reflection power. Turned on or off with a partial action for a minute at a time.

**Stamina** - the belt grants another feat of stamina per tier. It is possible to have 3 feats of stamina or 4 if having the rage feat normally but this belt allows 4 or 5 feats in total (if having the stamina feat already).

### Enchantment of Boots

T1	T2	T3	T4	T5+	Enchantment	Value
1-4	1-2	1-2	1	1	Move	$2^T * 250$
5-7	3	3	2	2	Enchanted	$2^T * 400$
8-10	-	-	-	-	Winthound	800
11	4-5	-	-	-	Tumbling	1000
12	6-7	-	-	-	Striding & Leaping	2500
-	8-9	4	-	-	Stability	3000
-	10-11	5	-	-	Ki	3000
-	12-13	6	-	-	Charging	4000
-	-	7-9	3-4	3-5	Action	$2^T * 300 + 1500$
-	-	10-12	5-6	6-8	Winged	T*2000
-	-	-	7-9	9-10	Plane Walking	7000

## Arcane Fantasy v8.88

13-14	14-15	13-14	10-12	11-12	Protection	As scroll prot.
15-16	16-17	15-16	13-15	13-14	Proof	As periapt
17-19	18-19	17-18	16-18	15-16	Magic	As ring
-	-	-	-	17-18	Legendary	10,000
20	20	19-20	19-20	19-20	Roll twice	values +20%

### Enchantment of Boots

**Move** add 1 to move per tier. Continuous effect while worn.

**Enchanted** add an enchantment bonus to hit and damage +1 per tier. Continuous effect to all natural weapons and weapons held. Best enchantment applies.

**Winthound** - wearing these boots you may travel with a move +6 modifier and a +1-move modifier in combat. Continuous effect.

**Tumbling** - while wearing these boots it is as if you have another feat of tumbling. Continuous effect.

**Ki** - while wearing these boots it is as if you have another feat of Ki. Continuous effect.

**Charging** - while wearing these boots it is as if you have another feat of Charging. Continuous effect.

**Striding & Leaping** - while wearing these boots you improve your move by 2 and your jump skill by 4. Continuous effect.

**Action** - while wearing these boots you have an additional partial action every round. The greater boots of speed at tier 4 you may have an extra free action and an extra partial action each round and at tier 5 you have either one full, two partial or one partial and three free actions.

**Winged** - while wearing these boots you have a fly (B) move at the same move you have on ground. The Greater Winged Boots at tier 4 doubles the move and at tier 5 you may triple the move.

**Planar Walking** - while wearing these boots you may enter the border astral plane three times per day, from a plane that borders the astral. You also know what layer and plane you enter

**Protection** - while wearing these boots you are protected from an effect as one of the protection scrolls at the same tier. The exception is that it is either resistance (if it score damage) or favourable saves vs. the effect it protects against. Not immunity. Roll a protection scroll of same tier as the boots.

**Proof** - while wearing these boots you are protected as if wearing a periapt, roll a periapt enchantment of same tier.

**Magic** - while wearing these boots you have the same enchantment as a ring, roll a ring enchantment of same tier.

**Legendary** - These boots allow you to remove any falling damage, you may move with a +4 move, you may run up walls at half speed or across water as equilibrium. You may once per round with a free move action, jump up to 5sq away or 3sq up without attracting attacks of opportunity. Three times per day for one hour you may fly (manoeuvrability B) at twice your move and you have favourable initiative while these boots are worn.

### Enchantment of Periaps

T1	T2	T3	T4	T5	T6	Enchantment	Value
1-2	1					Proof Against Disease	400
3-6	2					Proof Against Poison	500
7-8	3-4	1				Water Breathing	500

9-10	5-6	2				Proof Against Charm, Hold & Sleep	600
11-13	7-8	3-4	1-2			Luck	700
14-16	9-10	5	-	-	-	Proof Against Fear & Confusion	700
17	11	-	-	-	-	Diminution	1000
18-20	12-13	-	-	-	-	Foreknowledge	1000
-	14-15	6-7	3-5	1	1	Power	1100
-	16-17	8	-	-	-	Gaseous Form	1200
-	18	9	6	2	2	Proof Against Petrification	1200
-	19	10	-	-	-	Slime Form	1400
-	-	11-12	7-8	3-5	3-4	Skeletal Form	1600
-	-	13-14	9-10	6-8	5-6	Spectral Form	1900
-	20	15	11-12	9-11	7-8	Giant Size	1900
-	-	16-17	13-14	12-13	9-10	Demon Form	2000
-	-	18-20	15-17	14-15	11-12	Mental Shielding	2000
-	-	-	18-19	16-17	13-15	Proof Against Disintegration	4000
-	-	-	20	18-19	16-17	Proof Against Death	5000
			20	18+	Proof Aga. Legendary		10,000

**Proof Against Disease** - This item while worn on you makes you immune to disease up to DC 15. The tier 2 periapt is stronger and prevents diseases up to DC 18 to take hold, but is valued 800gp.

**Proof Against Poison** - This item while worn on you makes you immune to poisons up to DC 15. The tier 2 periapt is stronger and prevents poisons up to DC 18 to have effect, but is valued 900gp.

**Water Breathing** - While this periapt is worn you may breathe both air and water all hours of the day. There is no variation depending on tier.

**Proof against Charm, Hold & Sleep** - This periapt, while worn protects against charm, hold & sleep powers including nap, geas and paralysation, up to DC 15. At tier 2 it protects up to DC 18 and is worth 1100gp and as Tier 3 it protects up to DC 21 and is worth 2100gp.

**Luck** - Three times per day the wearer of this amulet can make a favourable to hit, saving throw, ability or skill check. At tier 2 it grants four uses per day at 1100gp, tier 3 five uses per day worth 1500gp and tier 4 six uses per day at 2000gp.

**Proof Against Fear & Confusion** - While worn protects against all fear and confusion effects, including dancing feet up to DC 15, 18 (1400gp) or 21 (2100gp) depending on tier.

**Foreknowledge** - while this item is worn it grants the wearer favourable reaction saves. Three times per day he or one within 5sq. directed by him, can add +2 to any attack or defence that round. At tier 2 it is four uses per day and he may add +2 twice in a round.

**Diminution** - the wearer can at will turn into a diminutive version of itself, including equipment and all, using a partial action. Only half a foot tall or something (10% height). Even magic you create is proportionally smaller and have less range than normal. Instead of changing all your stats, all other creatures have 10 time their life points and do five times as much damage and have five times as much move but they have -3 attacking you. Turning back normal is only possible if you are in a large enough space and it takes a partial action. Yes, defeating a creature while small grant five times normal experience. These periaps are the same regardless of tier.

**Power** - While worn this periapt increase the strength of your magic powers when casting them by +1 at tier 2, +2 at tier 3 (2200gp) and +3 at tier 4 (4400gp). This include PS of innate powers as well.

## Arcane Fantasy v8.88

**Gaseous Form** - you can become gaseous for three minutes at a time, three times a day. As gaseous you float as a cloud of air, you are practically invisible, stealth +10. You can slip through cracks and narrow openings. Your move is 5 but wind speed must be taken into account. You cannot score physical damage, nor can't cast vocal or somatic spells while immaterial and you be damaged by physical non-magical weapons and *noMR* powers. You can be affected by spells and magical weapons. At tier 3 you can turn gaseous for four times a day, four minutes at a time with move 6 - worth 1800gp.

**Giant Size** - the wearer of this periapt can as a partial action grow into a giant once per day for one minute at tier 2, twice per day at tier 3 three times per day at tier 4. 250%, 270% at tier 3, 290% at tier 4. A medium creature often ends up as colossal. The size grants another 40, 56, 72 body life points (affects maximum) and increase weapon damage by 4d6 points. It also enables a greater lifting capacity. Weight is increase by x15, x19 and x24 respectively. Value 3000gp at tier 3, 4200 at tier 4.

**Proof Against Petrification** - This periapt makes the wearer immune to paralysation and petrification up to DC 18, 21 and 24 at tier 2, 3 and 4 respectively. The value for a tier 3 periapt of proof against petrification is 1900 and at tier 4 it is 2800.

**Slime Form** - As gross as it seems this periapt turns its wearer into slime form or back with a partial action. You may slip through cracks, under doors or through water or even up along walls.

In slime form you may not wield weapons or use equipment (all equipment on you exist in an extradimensional pocket) nor use magic with either somatic or verbal components. But you may attack with a pseudopod doing 1d8+10 points of acid damage, threat that as a natural blunt swinged weapon with reach 1sq.

You have resistance to non-magic weapons and blunt magical weapons and 10 points of acid resistance. You do not have to breathe and may avoid becoming poisoned from gases, stench and the like. You gain +2 to stealth in slime form and +4 under water. You cannot become prone or stunned.

At tier 3 you do 1d8+14 points of acid damage and have 14 points of acid resistance. Value 1900gp

**Skeletal Form** - The wearer of this periapt may turn into a skeleton twice per day for three minutes each time, by using a partial action. All your equipment remains in place unless you decide them to be in an extradimensional pocket when using this power. In that case they do not help, but you look like a more 'normal' skeleton.

In *skeletal form* you get resistance to non-magic weapons and get 14 points resistance to piercing and negative damage, whether magic or not. You become immune to suffocation, poison and disease and get +4 to mental saves.

At tier 4 you can turn skeletal three times per day four minutes each time and get 18 points of resistance to piercing and negative damage. Worth 4200gp.

**Spectral Form** - Makes the wearer able to turn into an immaterial being twice per day for seven minutes each time. He becomes immune to non-magic weapons and resistant to magical weapons 13 points. It becomes immune to poison and disease and does not need to breath. Its own weapons score no physical damage (energies in the weapon do) but hit with a touch. He can pass through walls floors and ceiling as if it was difficult terrain unless it is secured by led, gorgon blood, bless or is consecrated/desecrated.

Finally, they get a +4 to their Magic Resistance. At tier 4 the resistance to magical weapons is 18 points. Worth 4000gp.

**Demon Form** - will transform the wearer twice per day for two minutes each time with, a free action, into a demonic form and bestow the following: +4 to mental-, disease-, poison saves, suffocation and magic resistance toward prime planar powers. It will give immunity to fire and 14 points of resistance to cold, lightning and acid. At tier 4 worth 4000gp it is three time per day and 18 points of resistance.

The exact form is up to the caster but no flying or change of attacks. Among other demons the one in demon form is unnoticeable from the rest, unless exposed by ignorance or magic

**Mental Shielding** - protects against mental powers and disciplines up to the level five. This includes innate mental abilities of up to DC 15. At tier 3 it guards up to sixth level and DC 16 innate powers and is worth 3200gp.

**Proof Against Disintegration** - The wearer of this periapt will not have his body disintegrated. It may well be killed or bathed in acid until dying or eaten - but the body will remain for resurrection. You become immune to disintegration damage. It is recommended to pin the periapt directly to your body as clothing may well be destroyed.

**Proof Against Death** - Three times during a day this periapt will hinder you from dying. It will do this in different ways; If attacked by a negative energy death attack such as power word kill you are unscathed but one use is spent. If failing a save against any other instant death attack (where you save or die) you end up at one life point still alive and finally any other attack that would kill you by damage you end up at one life point. While you wear the periapt, any stabilizing check done while dying is favourable.

**Proof against Legendary** - this periapt allows you to negate one legendary of one opponent at will once per round.



### Enchantment of Ropes

T1	T2	T3	T4	T5	Enchantment	Value
1-8	1-5	-	-	-	Climbing	500
9-12	6-7	1-2	-	-	Trick	500
13-15	8-9	3	-	-	Endless	600
16	-	-	-	-	Truth	700
17-20	10-12	4-6	1-3	1-3	The Snake	800
-	13-15	7-9	4-6	4-6	Entangling	1000
-	16-20	10-13	7-10	7-10	Tentacle	1500
-	-	14-15	11-12	11-12	Immovable	1600
-	-	16-20	13-16	13-16	Bonding	2000
-	-	-	17-20	17-20	Astral Cord	4000

## Arcane Fantasy v8.88

**Climbing** - this 16m long rope has the power to stiffen or unstiffen. Thrown upon a ledge or up a cliff it can grip the top. It can hold weight up to 1000 kg hanging in it or 200kg standing on its centre while suspended between two ledges. At tier 2 the rope is 20m and can hold 1400kg hanging or 280kg. Worth 700gp.

**Trick** - may create a rope trick once per day about 2m up. Those climbing (DC 8) the rope may enter the pocket and disappear. The pocket has enough space to hold five medium sized humanoids. It lasts 9 hours. At tier 2 it holds seven medium creatures and at tier 3 it holds 9 medium creatures.

**Endless** - This 10m piece of mithril rope can expand up to 100m length, at will, or contract back again. At tier 2 it can expand to 200m, worth 1000gp and at tier 3 it can expand to 300m and anyone touching it may levitate up and down its length. Worth 2000gp.

**Truth** - this rope can turn into a lasso and snare creatures up to large size in it with a to hit. It is counted as a gladiator weapon. Creatures thus snared can make a strength or agility check DC 17 to break free. An attempt to break free is a full round action. A held is treated as prone if attacked. Furthermore, the held creature must always speak the truth. It does not need to speak - nor does creatures unable to speak given the ability to speak. The lasso is resistant to blunt and piercing weapons and immune to mental, poison, negative and positive energy.

**The Snake** - This rope may turn into a snake once per day per tier using a full round action. Once a snake it remains so for half an hour and follow the command of its creator. It can at any time be turned back to a rope by the creator. If the snake is killed, a physical save must be made DC 10 or half damage if higher. If it fails the rope is disenchanted and destroyed, otherwise it remains unscathed. At tier 1 it becomes a Pit Viper. At tier 2 a Giant Snake worth 1600gp. At tier 3 a Monstrous Snake worth 3000gp and at tier 4 an Epic Snake worth 5000gp.

**Entangling** - When thrown at a creature within 5sq. the rope will entangle it if it fails a DC 17 reaction save. Target will be immobilized and prone until let free with a command to the rope or it may break free with a successful agility or strength check vs DC 17. At tier 2 DC is 19 worth 1900gp. At tier 3 DC is 21 worth 3400gp.

**Tentacle** - This power can turn into a tentacle when thrown on the ground as detailed in the tentacle power. It has a reach of 2sq. and defence and attack are 10. It scores 4d4+10 points of damage and on a crit 19 it grips a target and scores continuous damage until you break free vs DC 15. It acts like an ally and may do attacks of opportunity as long as no one is gripped. If it is damaged it stands 10 points before disappearing.

At tier 3 it has a reach of 3sq. Defence and attack 12, do 5d4+12 in damage and creature held must break free vs. DC 16, can take 12 points of damage and is worth 2400gp.

At tier 4 it has a reach of 4sq. Defence and attack 14, do 6d4+14 in damage and creature held must break free vs. DC 17, can take 14 points of damage and is worth 2400gp.

All tentacles are resistant to non-magic weapons and blunt and piercing magical weapons. They are immune to positive, negative, mental and poison damage. They cannot be affected by fear, charm, sleep or death magic. If killed they need a short rest to once again turn into a tentacle.

**Immovable** - a magical 20m mithril rope and the ends are like immovable rods that can be set stuck as long as you touch the rope and use a partial action.

**Bonding** - This small rope, almost like a string, is meant to join two creatures by them tying it around each of their wrists. When this is done the middle part of the chord becomes spectral and invisible after a minute a new partner can only be selected after a long rest. As long as the two creatures are within 5sq. of each other they both share damage and healing. The chord can be broken if attacked by magic weapon or power. It has defence 10 and 20 life points and any save DC is that of its best wearer's best. It is immune to non-magic weapons, poison, acid, positive, negative and mental damage and resistant to blunt and piercing magical weapons.

At tier 4 it has defence 12 and 40 life points. Worth 4000gp

At tier 5 it has defence 14 and 60 life points. Worth 5000gp

**Astral Chord** - The owner of this rope may wrap the rope around her and she and anyone willing she touches becomes astrally projected, as the power PS 13. She can do this once per day.

At tier 4 the PS is 16 and worth 5000gp.

At tier 5 the PS is 19 and worth 6000gp.

## Enchantments of Amulets, Rings, Necklaces, Tiaras & Crowns

### Tier 1

All items are PS 7, DC 14, three uses per day for seven rounds and activated with a partial action, unless otherwise is stated

T1	Must be*	Enchantment	Value
1-4		Light	150
5-6		Alarm	200
7		Brachiating	220
8-10		Climbing	250
11-14		Comprehension	300
15-17		Cold Touch	400
18-27		Resistance +1	400
28-30		Death Touch	420
31-33		Water Walking	480
34-36		Dense	500
37-41	Tiara	Disjunction +1	500
42-46		Feather Falling	500
47-51	Necklace	Protection +1	500
52-55		Stamina +1	500
56-59		Telekinesis +1	500
60-69	Ring	Defence +1	600
70-71		Levitation	600
72-74		Shocking Grasp	650
75-77		Bless +1	700
78-81		Enhancement +1	700
82-84		Prolong	700
85-87		Reach	700
88-90	Amulet	Reduction +1	700
91-93		True Strike	700
94-96	Crown	Power +1	750
97-98		Roll twice	
99-00		Roll on tier 2	

Roll twice - enable item to have more than one effect simultaneous. They are worth the sum of all effects +20%.

If you end up on a power with a **must be** item - change the item unless it is a redirect here for another type of item.

## Arcane Fantasy v8.88

### Tier 1 Descriptions

**Light** - Turn on or off at will with a free action - give light in 3sq bright light then 3sq dim light.

**Alarm** - Once per day activated on a partial action to give alarm if something come close. Awake and alert you and those selected to anyone coming within 14sq., tell their number and give favourable initiative if combat ensues. Prevents surprise.

**Brachiating** - Allow you to swing your normal movement along vines, ropes, trees and foliage. Climbing skill is at +4. Works as long as worn.

**Climbing** - This skill allows you to climb any wall or across ceilings as a spider. While climbing at least two limbs are needed to keep stuck to the surface. If hit and damaged, a favourable climbing check DC 10 must be made or you fall down. 3/day for 7 rounds.

**Comprehension** - Up to seven minutes a day you can speak and understand one human or humanoid language. Activated with a free action and spend a minute minimum each time using the power.

**Cold Touch** - Charge your hands with 1d8+4 points of cold damage with a partial action that can be delivered with a touch or through a weapon with a to hit within one minute. Can be used three times between long rests.

**Resistance +1** - Grants the wearer a resistance of five points vs. one energy type as long as it is worn. Roll randomly below what type of damage this item grants resistance to;

1d20	Resistance to
1-3	Fire
4-5	Cold
6-7	Lightning
8-9	Sound
10-11	Acid
12-13	Poison
14	Mental
15	Positive
16	Negative
17-18	Force
19	Disintegration
20	Roll twice, each extra resistance adds to value.

**Death Touch** - Wearer may trigger, with a partial action, dark flames to spring from his hands and weapon for seven rounds three times per day. The flames cause four points of negative damage on a hit.

**Water Walking** - Seven minutes during a day the caster may turn on or off his water walking ability, for a minute at a time using a free action. With water walking on, any surface of water or water-based fluid can be seen as solid ground. If activated under water you will buoy up at a move of 4m/s until you reach the surface or are hindered by something. If hindered you end up standing upside down underwater on that that hindered you.

**Dense** - three times per day activated with a partial action, for seven rounds each time, wearer can become dense - twice times as heavy. Count the extra weight as load. This often slows or stops weaker creatures, prevents some feats such as running and equilibrium. Flying creatures have to land and falling creatures take double damage from the fall. Swimmers often sink to the bottom

unless making a swimming check at -4. Any physical damage scored by a solid creature increase by 1d4.

**Disjunction +1** - Continuously adds +1 to your magic resistance score while worn.

**Enhancement +1** - improves one ability one step continuously while worn. Each item has the same ability (or set of abilities they increase at higher tiers). Roll 1d6; 1 Strength, 2 Health, 3 Agility, 4 Intellect, 5 Willpower, 6 Presence.

**Feather Falling** - three times per day activated with a partial action or a reaction when falling, for seven rounds each time, wearer becomes light and fall at a speed of no more than 2 sq. per round. Wearer do not take any damage from a fall. While under the influence of feather fall you have -4 to attack and damage with physical attacks. Under water the feather fall becomes a feather float, adding +7 to swimming skill but prevents diving (unless burdened with extra load equal to your half your weight).

**Protection +1** - Continuously adds +1 to your saving throws while worn.

**Stamina +1** - while worn you get seven temporary life points each morning at dawn. And once each day if you end up dying at 0 (not dead) or less life points you instead get 1 life point and is still awake and not debilitated.



**Telekinesis +1** Three times per day for seven rounds each time, triggered with a partial action, the wearer becomes telekinetic. He may apply a force of 7kg at an object or creature within 5sq. It can be moved 5sq. per round if lighter and may make an agility check DC 14 to get free. Actions include opening an unlocked door, levitating the guard's keys to you or pushing away that huge spider.

**Defence +1** - While worn this item continuously improve your defence by one.

**Levitation** - Three times per day, activated with a partial action, lasting for seven rounds each time, wearer may levitate himself and all he can carry up 1sq. per round or twice that down. No movement side-ways applies but wind, pushes or dragging yourself along are all possible ways to move.

**Shocking Grasp** - three times per day a charge can be created in your hands for up to seven rounds with a partial action. If you hit anything during this time with your hand or handheld weapon, you release your charge doing 1d8+7 points of electrical damage.

**Bless +1** - Three times per day the bless can be activated on the wearer using a partial action. It then lasts until triggered or the end of a long rest, and then seven rounds. It gives the blessed +1 to all saves and one of the following;

- +7 temporary life points.
- An extra +1 enchantment modifier to a weapon or any natural weapons or a set of ten missiles.
- An extra +1 enchantment modifier to defence of an armour or a shield
- An extra +1 enchantment to a helm improving the always miss score.

**Prolong** - while worn you may (if you opt to) cast non-instant powers with PS lowered one step, but it will have twice duration. Never longer than to the end of your following long rest.

## Arcane Fantasy v8.88

**Reach** - while worn you may (if you opt to) cast powers with PS lowered one step, but it will have a longer range;

- Range 0 (personal) becomes touch (one target).
- Range touch becomes short, with a ranged spell attack to hit.
- Range Short becomes medium.
- Range Medium becomes long.
- Range Long or longer doubles.

**Reduction +1** - While worn, acting continuously. Any damage you take is lowered one point, but never below 1 point of damage, after any save.

**True Strike** - May be activated with a partial action three times per day and each time a dormant power is created the once used gives a +7 modifier on attack during that round. It has to be used before the end of your following rest or the dormant power is lost.

**Power +1** - While this item is worn it continuously add +1 to your casting Power Score. Not affecting the number of powers and their level, just the PS of the casting.

### Tier 2

All items are PS 10, DC 15, three uses per day for 10 rounds and activated with a partial action, unless otherwise is stated

T2	Must Be*	Enchantment	Value
1-2		Telepathy	700
3-4		Hornet	750
5-6		Alter Self	800
7-8		Dancing Weapon	800
9-10		Luck	800
11		Rope Trick	800
12-13		Slime Form	800
14-16		Waterbreathing	800
17-18		Winthound	800
19-21		Ultravision	850
22-24		Blinking	900
25-26		Blur	900
27-30		Disguise	900
31-35		Invisibility	900
36-39		Mirror Image	900
40-46		Resistance +2	900
47		Contingency	1000
48-49		ESP	1000
50-53		Heroism	1000
54-56		Mass Attack	1000
57-59		Memory +1	1000
60-62		Stamina +2	1000
63-65		Telekinesis +2	1000
66-68	<b>Tiara</b>	<b>Disjunction +2</b>	1100
69-71		Shadow Step	1100
72-74		Weapon	1100
75-81	<b>Ring</b>	<b>Defence +2</b>	1200
82-84	<b>Necklace</b>	<b>Protection +2</b>	1200
85-87	<b>Amulet</b>	<b>Reduction +2</b>	1300
88-90		Bless +2	1500
91-93		Enhancement +2	1500
94-96	<b>Crown</b>	<b>Power +2</b>	1500
97-98		Roll twice	
99-00		Roll on Tier 3	

- Must be that item. Change item unless redirected here.

### Tier 2 Descriptions

**Telekinesis +2** Three times per day for ten rounds each time, triggered with a partial action, the wearer becomes telekinetic. He may apply a force of 40kg at an object or creature within 5sq. It can be moved 5sq. per round if lighter and may make an agility check DC 15 to get free.

**Enhancement +2** - improves one ability two steps or two abilities one step, continuously while worn. Each item has the same set of abilities.

#### Roll 1d8 and 1d6;

- 1 Strength
- 2 Health
- 3 Agility
- 4 Intellect
- 5 Willpower
- 6 Presence

7-8 use the 1d6 result twice.

If you rolled the same on both dice, it's also a +2 to one ability.

**Telepathy** - This item when worn allow you for ten minutes each day, in a minute by minute basis, enable two-way mental communications with another thinking known creature within 50sq. or one-way broadcast to all within 5sq. (*broadcast*) or send in 10sq. range towards a seen but not known target (*call*).

**Hornet** - Three times per day may enchant five arrows, bullets or bolts or one hurled weapon with the hornet enchantment. It lies dormant up to a day and when used each arrow splits into two. It is treated as magical regarding hitting creatures resistant to non-magical weapons.

**Alter Self** - Allow you to turn into a small to large animal of up to third level for a total of ten minutes a day, on a minute to minute basis. In the shape of the animal your equipment is held in a dimensional pocket, not affecting you or of any use to you. You become that animal fully but retain your intellect and alignment. You will radiate dim alteration to any detect magic. If the animal is killed you turn back to your own form and any excess damage is moved to you.

Some of these items can be tuned to a specific animal such as a wolf ring or a dolphin necklace - but most lets the wearer decide the animal to become each time.

**Dancing Weapon** - Three times per day while you wear this item and you have used a melee weapon for a round it gains the dancing property and can attack by itself moving as if wielded by you. It has to be released by using a partial action and it then moves and attacks the same target for three rounds with your attack and damage modifiers. It may move 4sq per round and it must stay within 4sq. from you. If the target dies you may assign a new target with a free action. It returns to your hands at the end of the third-round dancing.

**Luck** - Three times per day you get lucky for ten rounds each time, activated by a partial action. When lucky you may make three favourable attack rolls, saving throws or ability checks as you decide, before you roll them.

**Rope Trick** - Once per day this item can manifest a rope trick power that last nine hours by using a partial action. Creates a rope hanging down from an invisible extra dimensional pocket about 2m up. Those climbing (DC 8) the rope may enter the pocket and disappear. The pocket has enough space to hold five medium sized humanoids. The pocket is ethereal and it can be dispelled with dispel magic and seen with true seeing. If dispelled those within are

## Arcane Fantasy v8.88

thrown out in the normal world. Plane shift could be used to travel inside a seen pocket.

**Slime Form** - While this item is worn the wearer may turn into slime form or back normal using a partial action. In slime form you become a blob of slime that can move along at half move. You may slip through cracks, under doors or through water or even up along walls. You may not wield weapons or use equipment (all equipment on you exist in an extradimensional pocket) nor use magic with either somatic or verbal components. But you may attack with a pseudopod doing 1d8+10 points of acid damage, threat that as a natural blunt swinged weapon and your agility is lowered by four, minimum 1.

You have resistance to non-magic weapons and blunt magical weapons and 10 points of acid resistance. You do not have to breathe and may avoid becoming poisoned from gases, stench and the like. You gain +2 to stealth in slime form and +4 under water. You cannot become prone or stunned. Your life points in either form is the same and nothing happens with them moving from one form to the other. Immutable Form.

**Waterbreathing** - while wearing this item you can breathe both air and in water. Once per day you can grant waterbreathing to another touched creature, lasting three and a half hours.

**Winthound** - while this item is worn you may move overland at +10 to move, but gain only +1 to move in combat. It works continuously.

**Ultravision** - The wearer may gain special sight nine minutes per day, turned on (or off) with a partial action on a minute by minute basis. When doing so may see with infravision and ultravision through normal and magical darkness, emanations of heat are seen as are fields of magic or illusions.

**Blinking** - Three times per day the wearer of this item may, by using a partial action, start to blink in and out of reality for nine rounds. This avoid any instant attack or damage 60% if the time, unless the power affects the ethereal or the creature is ethereal. A side effect is that the blinking creature may run to the other side of a door or other obstacle less than a square in width with the same chance. A failure cause 1d6+10 points of damage and return you in front of the obstacle.

**Blur** - Ten minutes a day turned on or off by use of a partial action on a minute by minute basis, you become blurred as by seen through a lens. This grants you a +2-defence and reaction save modifier.

**Disguise** - the wearer of this item may by use of a partial action, cover himself and those he touches, to be clad in an illusion to look like any type of creature within one size category of what they normally are and up to 5th levels. The disguise also determines how the clothing looks like. The illusion last ten minutes in total each day on a minute by minute use.

They could be transformed into a group of ogres returning from a raid or a pack of dogs running into town - without the guards stopping them.

The magic has no effect on real abilities. Thus, casting a power, or wielding a weapon while looking like a dog looks strange and allow a disbelief check. The illusion is hard to detect, any disbelief or check to penetrate the disguise is unfavourable.

**Invisibility** - Three times per day you can turn invisible using a partial action. Once invisible you stay invisible until you attack.

**Mirror Image** - Three times per day, using a partial action. Three minutes each time. Two mirror images (illusions looking exactly like you, moving like you) appear in free adjacent squares. The one that is really you must be determined randomly each time targeted. The images are dispelled if they are damaged. True sight or ultravision may determine which one is you as may detect magic cast as a 1<sup>st</sup> level power.

**Resistance +2** - as resistance +1 but resists ten points of damage.

**Contingency** - Three times a day you may cast a power as with the *Contingency* power. When casting a power this way it must be third level or lower, your PS is lowered by four and it can max become PS 10. The spell will be released on a specified conditional trigger. The trigger can include; life points, touch, damage, magic, creature type, class, distance or race as long as it can be specified in 10 seconds real time.

If cast on an object the second spell will be released when the condition of the trigger is met. A person must spend a free action to release the magic unless it is personal. If not having a free action to spend, it can be released any round thereafter with a free action.

The contingency last up to 24 hours or until the end of your next long rest or when the second spell is released.

A released spell is counted as an innate ability and do not require concentration or vocal or somatic components. More than one contingency magic can never release the magic in the same area (5sq cube) the same round. Only the first work and the others are lost. At higher Tiers, contingency works for up to level 4 or 5 at -5 or -6 to PS and max PS 13 or 16 respectively.

**ESP** - Three times per day for ten rounds a time, by using a partial action to activate, the wearer of this item can read the surface thoughts of a creature within 20sq. that fails a mental save DC 15. The creature whose mind is read may reveal information it thinks about (but don't say). In combat any attack of the target creature against the reader is unfavourable and powers requiring a reaction save it targets the reader with are favourable.

**Heroism** - three times a day wearer may invoke heroism with a partial action. It last for ten rounds each time and grant favourable attacks. Once per round you hit someone with an attack you may add 5 to damage of same type as the weapon. You take half damage from any non-magic blunt, edged or piercing effect.

**Mass Attack** - Three physical attacks per day can by using a partial action to activate, affect five others within 3sq. with shadowy copies of your weapon. The extra attacks disregard magic resistance and there is no save. But each weapon must make a to hit to score damage. These attacks get the same damage modifiers as the original weapon, including rear modifiers or surprise attack modifiers.

**Memory +1** - these wondrous items allow you to memorize (or use) one additional cantrip and one first level power extra each day. At least while you can use powers of those levels. If having multiple power use, from different classes you may select on a day to day basis which kind of power to affect (spells, disciplines or prayers).

**Stamina +2** - while worn you get ten temporary life points each morning at dawn. And twice each day if you end up dying at 0 (not dead) or less life points you instead get 1 life point and is still awake and not debilitated.

**Disjunction +2** - Continuously adds +2 to your magic resistance score while worn.

## Arcane Fantasy v8.88

**Shadow Step** - Allows wearer to make a shadow step six times a day with a partial action as long as in dim light or darkness. Each shadow step reaches ten squares to any seen location. A shadow step does not trigger attacks of opportunity nor does it make you flatfooted.

**Weapon** - ten minutes per day, minute by minute, by using a partial action to activate, you create a magical weapon +1 of your choice, in your hand. At the end of the spell it vanishes.

**Defence +2** - While worn this item continuously improve your defence by two.

**Protection +2** - While worn this item continuously improve your saving throws by two.

**Reduction +2** - While worn, acting continuously. Any damage you take is lowered two points, but never below 1 point of damage, after any save.

**Bless +2** - Three times per day the bless can be activated on the wearer using a partial action. It then lasts until triggered or the end of a long rest, and then nine rounds. It gives the blessed +2 to all saves and two of the following:

- +9 temporary life points.
- An extra +1 enchantment modifier to a weapon or any natural weapons or a set of ten missiles.
- An extra +1 enchantment modifier to defence of an armour or a shield
- An extra +1 enchantment to a helm improving the always miss score.

**Power +2** - While this item is worn it continuously add +2 to your casting Power Score. Not affecting the number of powers and their level, just the PS of the casting.

### Tier 3

All items are PS 13, DC 16, three uses per day for 13 rounds and activated with a partial action, unless otherwise is stated

T3	Enchantment	Value
1-2	Charge	1800
3-5	Control Undead	1900
6-8	Memory +2	1900
9-16	Resistance +3	1900
17-18	Suspended Animation	1900
19-20	Regeneration	2000
21-22	Animate Dead	2000
23-25	Reflection	2000
26-30	Stamina +3	2000
31-34	Telekinesis +3	2000
35-42	<b>Ring</b>	<b>Defence +3</b>
43-46	<b>Tiara</b>	<b>Disjunction +3</b>
47-49	Enlarge	2400
50-52	Rainbow	2400
53-55	Elemental Shield	2500
56-60	Enhancement +3	2500
61-63	Missile Shield	2500
64-67	<b>Necklace</b>	<b>Protection +3</b>
68-71	<b>Amulet</b>	<b>Reduction +3</b>
72-74	Vorpal Weapon	2900
75-77	Displacement	3000
78-80	Globe	3000
81-83	Improved Invisibility	3000
84-86	<b>Crown</b>	<b>Power +3</b>

87-89	Bless +3	3200
91-93	Fly	3200
94-96	Righteous Might	3200
97-98	Roll twice	
99-00	Roll on tier 4	

- Must be that item. Change item unless redirected here.

### Tier 3 Descriptions

**Telekinesis +3** Three times per day for 13 rounds each time, triggered with a partial action, the wearer becomes telekinetic. He may apply a force of 176kg at an object or creature within 5sq. It can be moved 5sq. per round if lighter and may make an agility check DC 16 to get free.

**Memory +2** - these wondrous items allow you to memorize (or use) two additional cantrip, one first level power and one second level power extra each day. At least while you can use powers of those levels. If having multiple power use, from different classes you may select on a day to day basis which kind of power to affect (spells, disciplines or prayers).

**Stamina +3** - while worn you get 13 temporary life points each morning at dawn. And three times each day if you end up dying at 0 (not dead) or less life points you instead get 1 life point and is still awake and not debilitated.

**Enhancement +3** - improves one ability three steps or two abilities one or two steps or three abilities one step continuously while worn. Each item has the same set of abilities as set upon creation.

#### Roll 1d8, 1d8 and 1d6;

1 Strength

2 Health

3 Agility

4 Intellect

5 Willpower

6 Presence

7-8 use the 1d6 result twice or trice if both d8: s got this result.

If you rolled the same on any dice, it's also a +2 or +3 to one ability.

**Charge** - you may start this enchantment with a partial action three times per day. Once started it lasts for 13 rounds. The affected charge attacks improve by adding six steps to its move and six points to their weapon damage (before any multipliers from charge) but you need one sq. more distance than normal to build up this great speed. The target if hit is also **shaken** until the end of his next round. Must otherwise follow charging rules.

**Control Undead** - You can take control of undead creatures of 10<sup>th</sup> level or lower, within 10sq. if they fail a mental save DC 16, three times a day. This power can affect more than one undead as long as their total level is less than or equal to 4d6+13 and they all are within a 7sq. diamond. Once controlled they stay controlled for 13 minutes.

**Resistance +3** - continuously resistant to 15 points of damage of a specific type as long as this item is worn, see resistance +1.

**Suspended Animation** - you may at any time turn into suspended mode where time stand still. Poisons, disease and need of food and water halts temporarily.

**Animate Dead** - The wearer may Animate 13 levels of undead three times per day, with a partial action, from the remains of dead humanoids to become an undead under the control of the caster. The use of this power is usually an evil act.

Skeletal remains become skeletons level 2, greater skeletons level 4 or skeleton warriors' level 6.

## Arcane Fantasy v8.88

Decomposing bodies becomes; zombies' level 3, ghouls' level 4, ghosts level 5, wights level 6 and revenant level 9.

Immaterial undead cost twice as much and can be made from any humanoid remains, (shade level 4, shadow level 6, aillip level 8, wraith level 12 and spectre level 16).

They follow until killed, ordered to stay or guard or is released.

**Reflection** - 13 minutes a day, on a minute by minute basis, triggered by a partial action, surface of wearer gains a metallic sheen. Light, single-target ranged invocation (ray of frost, spark, tinder, flame arrow and so on) and supernatural abilities of the same type and gaze weapons are reflected back at the originator 55% of the time and do not harm the reflective caster.

**Defence +3** - The defence of the wearer improves by +3.

**Disjunction +3** - Magic resistance of the wearer improves by +3.

**Regeneration** - each minute you regain one life point. This brings you back alive each time brought to zero life points at the end of the combat or start of a new minute. If brought to negative life points and dying, you make your next three stabilizing checks and awaken debilitated. If you are killed, your body destroyed or the ring removed, you do not come alive again.

**Enlarge** - wearer may with a partial action grow large three times per day for 13 rounds each time. Wearer becomes 65% larger. This grants another 26 body life points (affects maximum) and increase weapon damage by 1d6 points. It also multiplies weight and lifting capacity by three.

**Rainbow** - Once per day you may create a rainbow sphere centred at you, with a partial action. It lasts 6,5 hours or it is dispelled by you or by magic as detailed below.

The **stationary** sphere consisting of three coloured shells enveloping a 2,4,4,2 inner area, each shell is about 60cm thick outside this inner area. It will not penetrate the ground, wall, ceiling or other solid obstructions. If the caster is flying a complete sphere is created.

The semi translucent wall of the sphere is made out of three coloured lights. The inner shell is **red** and score 1d6+7 (PS/2) points of fire damage. The middle shell is **green** and cause 1d6+7 (PS/2) points of poison damage and the outer shell of **blue** light inflicts 1d6 + 7 (PS/2) points of electrical damage. Once a shell has released its energy it is dispelled.

The **electrical** wall can be negated with any electrical discharge or the precipitation spell, the poisonous wall can be negated by any **poison** power or by zephyr. The **fire** wall can be negated by any fire power or pyrotechnics.

Walking through all shells you take one damage of each sort without save. If creating the rainbow sphere so that the shells are among creatures, they may move to either side of the shell unharmed.

**Elemental Shield** - wearer may activate a resistance 13 minutes per day with a partial action. He becomes resistant to fire, earth (acid), water (also grants water breathing) and air (lightning). Not only damage from those kinds of elementals but also from powers using that element, such as fireball, lightning bolt and acid storm. Should he touch two creatures while so resistant, those touched also gain resistance but only while in contact with the wearer of the item.

**Missile Shield** - Three times a day, triggered with a partial action, wearer gain a +6-defence bonus against missiles. Lasts 13 rounds each time.

**Protection +3** - This item grants you +3 to any save while worn.

**Reduction +3** - This item grants you +3 reduction of each physical damage to a minimum of one point.

**Vorpal Weapon** - Three times a day, triggered with a partial action, 13 rounds each time the wearer may cause a weapon held or a set of ten missiles to become enchanted to have a +2 to critical hit.

**Displacement** - The wearer may with a partial action activate this item for a minute at a time. Wearer becomes displaced as seen through a warped lens. Its defence and reaction saves are increased by +3. Furthermore, directed missile powers that don't allow a save such as magic missile and acid arrow now allow a negating reaction save without modifiers. Displacement have no effect on an invisible creature.

**Globe** - Three times a day, triggered with a partial action, 13 rounds each time wearer may create a shimmering field around himself that protects against third level magic or lower.

**Improved Invisibility** - Three times a day, triggered with a partial action, 13 rounds each time wearer may turn invisible, even when attacking.

**Power +3** - the wearer of this item improves his casting PS by +3.

**Bless +3** - Three times per day the **Bless** can be activated on the wearer using a partial action. It then lasts until triggered or the end of a long rest, and then eleven rounds. It gives the blessed +3 to all saves and three of the following;

- +13 temporary life points.
- An extra +1 enchantment modifier to a weapon or any natural weapons or a set of ten missiles.
- An extra +1 enchantment modifier to defence of an armour or a shield
- An extra +1 enchantment to a helm improving the always miss score.

**Fly** - Three times a day, triggered with a partial action, eleven minutes each time, enables wearer to fly at a move of 11, with manoeuvrability class A (any direction).

**Righteous Might** - Three times a day, triggered with a partial action, eleven rounds each time wearer grows larger by 130% and becomes resistant to non-magic weapons. A medium creature often ends up as huge.

The size grants another 39 body life points (affects maximum) and increase weapon damage by 2d4 points if it was small or smaller, 2d6 points if it was medium and 2d8 points if it was large. It also enables a greater lifting capacity and weight by a factor x17.

## Arcane Fantasy v8.88



### Tier 4 & 5

All items are PS 16, DC 17, three uses per day for 16 rounds and activated with a partial action, unless otherwise is stated

T4	T5+	Must be*	Enchantment	Value
1-4	1-2		Memory +3	3700
5-8	3-6		Plane Shift	3800
9-18	7-11		Resistance +4	3900
19-21	12-13		Astral Gate	4000
22-24	14-16		Telekinesis +4	4000
25-29	17-20		Stamina +4	4200
30-39	21-25	<b>Ring</b>	<b>Defence +4</b>	4500
40-42	26-27		Demonic Form	4500
43-45	28-30		Repulsion	4500
46-49	31-34		Teleport	4500
50-53	35-38	<b>Tiara</b>	<b>Disjunction +4</b>	4600
54-56	39-43		Fire Shield	4600
57-59	44-47		Passwall	4800
60-62	48-50		Warrior	4800
63-64	51-52		Anti-Magic	5000
65-69	53-55		Enhancement +4	5000
70-72	56-57		Project Image	5000
73-76	58-60	<b>Necklace</b>	<b>Protection +4</b>	5000
77-80	61-63		Giant Form	5200
81-84	64-66	<b>Amulet</b>	<b>Reduction +4</b>	5200
85-87	67-69		Spell Turning	5200
88-90	70-71		True Sight	5500
91-93	72-74	<b>Crown</b>	<b>Power +4</b>	6000
94-96	75-76		Bless +4	6200
97-98	77-79		Roll twice	
-	80-82		Periapt Enchantment	As ench.
-	83-85		Helm Enchantment	As ench.
-	86-89		Wizardry	7000
99-00	90-00		Roll on Tier 5 (Miscellan.)	

- Must be that item. Change item unless redirected here.

### Tier 4 Descriptions

**Telekinesis +4** - Three times per day for 16 rounds each time, triggered with a partial action, the wearer becomes telekinetic. He

may apply a force of 832kg at an object or creature within 5sq. It can be moved 5sq. per round if lighter and may make an agility check DC 17 to get free.

**Memory +3** - this wondrous items allow you to memorize (or use) three additional cantrips, one first level power, one second level power and one third level power extra each day. At least while you can use powers of those levels. If having multiple power use, from different classes you may select on a day to day basis which kind of power to affect (spells, disciplines or prayers).

**Stamina +4** - while worn you get 16 temporary life points each morning at dawn. And four times each day if you end up dying at 0 (not dead) or less life points you instead get 1 life point and is still awake and not debilitated.

**Plane Shift** - Three times a day, triggered with a partial action, thirteen rounds each time wearer opens a portal to the ethereal plane if you are on an inner plane, prime plane or astral plane. You may use the portal to travel through it or you may use it to spend a turn and summon an inner planar creature (elemental) of twelve levels or less. The elemental may be told to perform a non-lethal task for its freedom. If it feels stronger than the summoner is, it may turn on him or escape.

**Resistance +4** - continuously resistant to 20 points of damage of a specific type as long as this item is worn, see resistance +1.

**Defence +4** - improves defence of wearer by +4.

**Demonic Form** - Three times a day, triggered with a partial action, 16 rounds each time wearer transforms into a demonic form and bestow the following: +4 to mental saves, disease, poison, suffocation and magic resistance toward prime planar powers. It will give immunity to fire and 13 points of resistance to cold, lightning and acid.

The exact form is up to the caster but no flying or change of attacks. Among other demons the one in demon form is unnoticeable from the rest, unless exposed by ignorance or magic.

**Repulsion** - Three times a day, triggered with a partial action, 16 rounds each time wearer creates a repulsive field around itself. The repulsive field blocks any thinking creature to move in the direction of the caster, if it fails a mental save and comes within nine squares. At best it may circle the caster. This is not a physical block, only a mental block. Even if the save is made a strong sense of discomfort give those advancing a -2 penalty on to hit, damage and PS of any powers used.

**Teleport** - Three times a day, triggered with a partial action, wearer and 320kg of creatures or objects held or carried, transports instantly to another know location. Creatures touched or held are allowed a reaction save if unwilling. Items stuck or fastened to a location has a very high weight, counting the total.

**Translocation Check: Make a mental save vs. DC below.**

Condition	Translocation check DC
As home	DC 8
Very well-known	DC 10
Been there a few times	DC 12
Seen once	DC 14

### Transl. Check    Outcome

Made it	Reached destination unharmed
Failed by 1-3	Ended up low; 50% take 1d10 points of disintegration damage and reroll transportation check, high 50% fall 2-8m to ground

## Arcane Fantasy v8.88

- Failed by 4+** Teleportation failed and you remain where you are and take 4d6 points of disintegration damage.
- Killed by disintegration damage equals disintegrated.

**Disjunction +4** - improves magic resistance of wearer by +4.

**Fire Shield** - Caster may start a shimmering fire shield 16 minutes a day on a turn by turn basis by spending a partial action to start it. It envelops caster in a red, blue or white shimmering forcefield. The red one is fiery hot; the blue crackling lightning and the white is icy cold. Anyone hitting a fire shield with a weapon from an adjacent square or use natural weapons, take 18 points of damage of that type, while the one (those) protected have resistance to 18 points of that damage type (fire, lightning or cold) within.

**Passwall** - Three times a day, triggered with a partial action, 16 rounds each time wearer and those he touches, may walk through any normal wall as if they were air as long as it is not clad in gorgon blood, led or is blessed or consecrated/desecrated.

It is possible to sink through the floor as well but the spell does not bestow flight, which quite possibly could be handy when dropping from the ceiling of the level below (if such exist). Nor will it be possible to go up again (by normal means) if you find that the way down is a dead end.

If the spell ends while inside a wall (or down inside the floor) a reaction save can be done to escape back from where you came – otherwise you are trapped within, see below.

The spell can be used in an offensive manner by pushing a physical medium or smaller target inside a wall and then letting go. If that happens a reaction save is allowed to get out before being trapped within the wall – killed within a few rounds, unless the creature dwell within walls normally or can survive and get free by special abilities.

**Warrior** - Three times a day, triggered with a partial action, 16 rounds each time alters the wearer to become at least as strong as intelligent or wise (select the best) and gain 65 points of (temporary) life points. A weapon +1 of your choice appears and you gain a spectral shield (grants +2 to defence as from wielding a shield and negates any single target invocation/ evocations spells once but is then dispelled – defence not in addition to shield if used) and armour (Give defence 5 – not in addition to armour worn).

**Anti-Magic** - 16 minutes a day on a minute by minute basis the wearer may create a bubble of anti-magic 3m across that follows him with the use of a partial action. No magic works (or can be cast) within. Permanent items start again if taken outside. Spells cast and magical effects dispels within both on the caster and those coming adjacent.

**Enhancement +4** - improves one ability four steps or two abilities two steps or three abilities a total of four step and four abilities one step each continuously while worn. Each item has the same set of abilities as set upon creation.

### Roll 1d8, 1d8, 1d8 and 1d6;

1 Strength; 2 Health; 3 Agility; 4 Intellect; 5 Willpower; 6 Presence  
7-8 use the 1d6 result twice, trice if both d8:s got this result, four times if all d8:s got this result.

If you rolled the same on any dice, they are also added to one ability.

**Project Image** - this item can be activated on a minute by minute basis 16 minutes a day with the use of a partial action. It creates a phantasmal image of you, which smells, looks and sounds like you, at a free square within sight and range.

The caster can move his awareness to the image and then control it as his body. His normal body will stand in suspended animation during this time. He may move his awareness to or from the image as a partial action. The caster may cast non-personal powers, illusion and phantasms from the image while his awareness is there. All powers used must be less than level five.

If the image is touched or hit – it is revealed to be insubstantial. If disbelieved the spells cast from it does not affect you. Telling someone that it is an illusion they gain favourable saves trying to disbelieve it. It can be dispelled as any other spell.

If you use any relocation powers, such as teleport, dimension door or enter an outer or inner planar pocket such as earth lair or rope trick, or enter the ethereal or astral with the image or your real body, this spell is instantly broken.

**Protection +4** - while worn this items grant you +4 to all saves.

**Giant Form** - Three times a day, triggered with a partial action, 16 rounds each time wearer and its equipment, grows larger 145%. A medium creature often ends up as colossal.

The size grants another 52 body life points (affects maximum) and increase weapon damage by 4d6 points. It also increases weight and lifting capacity by a factor x14.

**Reduction +4** - while worn this item grant you +4 reduction to all physical damage, down to a minimum of one point.

**Spell Turning** - 16 minutes a day. Turned on with a partial action. A minute at a time, this item, while worn, makes all spell aimed at the caster turn back to the originator with a 33% chance. If the caster has magic resistance it applies after the spell turning – if it failed.

An area spell will have only the part affecting the spell turner returned as a single target spell towards the originator. Beneficial spells, and touch spells will also have a risk being returned.

**True Sight** - Three times a day, triggered with a partial action, 16 rounds each time allows the wearer to see (within 6sq.) any hidden or secret doors, he might discern magic emanations from magic item or magic fields as if they were softly glowing as long as nothing hinders the light. He may see in darkness, even magical such if fifth level or lower. He may see illusions for what they are. He may also see the existence of extradimensional pockets such as rope trick, or creatures in the border astral or ethereal.

**Power +4** - grants +4 to casting PS continuously.

**Bless +4** - Three times per day the Bless can be activated on the wearer using a partial action. It then lasts until triggered or the end of a long rest, and then thirteen rounds. It gives the blessed +4 to all saves and all of the following;

- +16 temporary life points.
- An extra +1 enchantment modifier to a weapon or any natural weapons or a set of ten missiles.
- An extra +1 enchantment modifier to defence of an armour or a shield
- An extra +1 enchantment to a helm improving the always miss score.

**Wizardry** - this wondrous items allow you add 1 to PS when memorizing, learn at least one power in a power use you know.

## Arcane Fantasy v8.88

### Robes, Cloaks & Wizard Hats (RC&W)

In addition to the Robes, cloaks and wizard hats that can be found in the armour section. Some has been specially enhanced as a miscellaneous item – instead of a protective item. They do not necessarily grant a protective modifier.

#### Enchantment of Robes, Cloaks & Wizard Hats

T1	T2	T3	T4	T5	Enchantment	Value
1-3	1	-	-	-	Invisibility	$2^T * 250$
4-5	-	-	-	-	Feather Fall	500
6-7	2-3	1	-	-	Reach	$2^T * 250$
8-9	4-5	2	-	-	Prolong	$2^T * 300$
10-11	6	-	-	-	Seeing	600
12-13	7	-	-	-	Shielding	600
-	8-9	3	-	-	Pockets	800
-	10-11	4	-	-	Shadows	800
14-16	12-13	5-6	1-2	1	Defence	$2^T * 250$
17	14-15	7-9	3-5	2-3	Power (wizard hat)	$2^T * 400$
-	16-17	10	-	-	Spider	1400
-	-	11-13	6-8	4	Contingency	2000
-	-	14-17	9-11	5-6	Flying	2000
-	-	-	12	7	Etherealness	3500
-	-	-	13-14	8-9	Enhancement	$2^T + 500$
-	-	-	15-16	10-11	Excellence	4000
-	-	-	17	12-13	Wizardry	5000
18	18	18	18	14-15	Roll on Amulets & Rings	See value
19	19	19	19	16-18	Roll on Periaps	See value
20	20	20	20	19-20	Roll twice	See value

#### Description of Robe & Cloak Enchantments

**Invisibility** – Wearer may turn invisible as the power three times per day using a partial action. At tier 2 it may turn him improved invisible instead, as he chooses.

**Feather Fall** – While wearing this robe, when falling or activated with a partial action, the wearer and anyone he touches are under a feather fall spell and take no damage from the fall.

**Reach** – while worn this item allow the wearer to use the power **reach** each time casting a power. This lower casting PS by 1 but enable longer reach of the power. At 2<sup>nd</sup> tier it may lower PS by 2 and increase reach two steps. At tier 3 it may lower PS by 3 and increase reach three steps.

#### Reach Steps

- Range 0 (personal) becomes touch (one target).
- Range touch becomes short, with a ranged spell attack to hit.
- Range Short becomes medium.
- Range Medium becomes long.
- Range Long or longer doubles.

**Prolong** - while worn this item allow the wearer to use the power **prolong** each time casting a non-instant power. This lower casting PS by 1 but double duration of the power. At 2<sup>nd</sup> tier it may lower PS by 2 and double duration twice. At tier 3 it may lower PS by 3 and increase duration x8. Duration can never exceed the end of your following long rest.

**Seeing** – While this item is worn three times per day for three minutes each time, started with a partial action, may see infravision and ultravision through normal and magical darkness, emanations of heat are seen as are fields of magic or illusions. At tier 2 one use can be spent to identify magic items up to 3200gp value.

**Shielding** – Three times per day you may create a shield for six or ten rounds at tier 2, by using a partial action. The shield improves your defence by two as long as you don't wield a normal shield. In addition, it may absorb one single target evocation but is then

negated. See more in the shield power description. Only one shield power works at the same time and not in addition to normal shield.

**Pockets** – An item of this kind has one secret pocket that can hold 12kg or 30kg at tier 3. Roughly 1x3x4dm or 1.5x4x5dm at tier 3. Things put into the pockets does not add to encumbrance, as a bag of holding. The pocket is found with a search DC 16 check.

**Shadows** – Allow wearer to reduce light in an 1,3,1 area around him, making it dim light within. The dim light can be started with a partial action and lasts 10 or 14 rounds, three times per day. He may also use the shadow step power while the dim light effect is in effect.

**Defence** – Give a defence of 3, 4, 5, 6 or 7 at tier 1-5 respectively, continuously while worn, but not added to that of armour or the armour power or another defence item based on the armour power.

**Power** – Add +1 to the casting power of your magic. The modifier increase by one each tier (+2 at tier 2 and so on).

**Spider** – The wearer of this item may climb as a spider (power spider climb) continuously and three times per day it may summon spiders for three minutes. It appears flatfooted and may act on your initiative the next round. At tier 2 a giant hunting spider appears and at tier 3 a monstrous hunting spider appears.

**Contingency** – when worn you can store a level 0-3 power in it. You have to cast it and remove 4 from the power score. Only one power can be stored and it can only be reloaded three times per day. At tier 4 you can store a 4-5<sup>th</sup> level power in it and remove 6 from PS. Otherwise see *contingency*.

**Flying** – three times per day started with a partial action or a reaction to falling. Enables flying at move 14A 18A, 22A at tier 3, 4, or 5 for 14, 18 or 22 minutes respectively.

**Etherealness** – while this item is worn you may three times a day turn ethereal (enter the border ethereal). Each time last 18 rounds. While ethereal you move is 5+intellect modifier, but ten times that relative the prime plane. You can go through most obstructions, even up or down. See inner planes.

**Excellence** – while this item is worn you do not need to memorize powers and may select what slot you cast each power you know. This item works like the feat mental excellence.

**Enhancement** – while worn grant +2 to 1d6; Intellect (1-4), willpower (5) or presence (6). +4 at Tier 5, and +6 at tier 6.

**Wizardry** – This item allows you to memorize one power more of each level that you can use and you memorize powers with +1 to PS of one of your power using classes.

### Gloves

T1	T2	T3	T4	Enchantment	Value
1-3	1-2	1-2	1	Open	300/500/900/1700
4	-	-	-	Brachiation	400
5-6	-	-	-	Push	400
7-9	-	-	-	Climbing	500
10-11	3-4	3	-	Spectral	800
12-15	5-8	4-6	2-4	Enchanted	800/1500/3000/6000
-	9-10	7-8	-	Shocking Grasp	800/1500
16-17	11-13	9-11	5-7	Magic, see wand	As Wand
18	14	12	8	Combat	As Weapon
19-20	15-17	13-14	9-10	Agility	1000/2000/4000/8000
-	18-20	15-16	11-12	Warrior	3500
-	17-18	13-14	Potion		4000

## Arcane Fantasy v8.88

-	-	19-20	15-16	Forceful Hand	6000
-	-	-	17-18	Symbol	7000
-	-	-	19	Protection	7500
-	-	-	20	Golem	8000

### Enchantment of Gloves

**Open** - Give +2 to open lock skill while worn. Each higher tier increases this modifier by +1 to +6 at tier 5.

**Brachiation** - increase your climbing skill by +4 while worn. Allow normal movement among branches, vines or hanging from things.

**Push** - three times per day you can invoke the push power at PS 7 as a partial action. Pushes up to 170PS kg in any direction 1d4 + 2 squares. Creatures are allowed a reaction save not to be pushed. A push does the same damage as the number of squares pushed if the wearer so wishes (a forceful push). A target pushed from melee does not invoke an opportunity attack.

**Climbing** - allow climbing as the spider climb power continuously.

**Spectral** - allow user to invoke the Spectral hand power three times per day with the use of a partial action. Make spectral copies of his hands within 5sq. that can be moved or used for seven rounds. At tier 2 the hands are treated as magical. At tier 3 they can be used to cast somatic spells from the hand's location as long as the wearer has a line of sight to the destination.

**Enchanted** - Have a +1 enchantment to attack and damage and is treated as magical. At higher tier this modifier increases to +2 at tier 2, +3 at tier 3 and +4 at tier 4.

**Shocking Grasp** - three times per day the wearer can invoke a shocking grasp power at PS 11 or 14 (as level 4) with the use of a partial action. The shocking grasp enables the wearer to once release a shock with a touch or hit with a weapon doing an extra 1d8+11 points of electrical damage. At tier 3, this is two shocks released, each doing 2d8+14 points of electrical damage extra.

**Magic** - a set of these gloves are enchanted to cast spells much as that of a wand. Roll a wand of same tier and determine the number of charges it has.

**Potion** - Roll three potions of a tier lower. You may deliver the effect of a touch (partial action) of each of those potions once per day.

**Combat** - Roll enchantment as a weapon or corresponding tier.

**Agility** - Increase the agility by +1 at tier 1, +2 at tier 2, +3 at tier 3 and +4 at tier 4 continuously while worn.

**Warrior** - Tier 2-4, PS 10, 14, 18. Twice a day, activated with a partial action, wearer become at least as strong as intelligent or wise (select the best) and gain 50,70,90 points of temporary life points. A weapon +2 of your choice appears (as the spell **weapon**) and the caster gain a spectral shield (defence +2) and armour (defence 5) (work as a spell **armour** and **shield**). The wearer may end the effect at will and return to normal. The power does not add to the worn armour or shield. Lasts for 10, 14 or 18 rounds depending on tier respectively.

**Forceful Hand** - Creates a large phantasmal hand floating in space controlled by the wearer by use of a partial action three times per day for 10, 14 or 18 rounds. It can be used to lift and move medium, large, huge creatures or objects up to about 200kg, 560kg, 1440kg at tier 2, 3, 4 respectively, 2 squares up or 4sq otherwise.

In combat it attacks with Attack = 10, 14, 18 and scores 2d6+10, 4d6+14 or 6d6+18 force damage (at tier 2, 3, 4 respectively) and on

a crit 18 it grips the target (if medium, large or huge or smaller) and score damage automatically until target breaks free (or may just move it around).

**Symbol** - Three times per day the wearer can draw a symbol as the power Symbol at PS 18 using a partial action. Creates an invisible symbol, enchanted with a power. Once it is touched it will appear, its effect is released. It can be placed on most any surface including in the air.

One of the following effects may be chosen;

- **Sun Beam** 8d6+18 positive damage in a 5sq diamond around toucher, rea-save for half, +18 extra damage to undead)
- **Flesh to Stone** 2 x phy save negates, first paralyse.
- **Suspended Animation** until condition is met – physical save negates.
- **Shocking Grasp** 4d8+18 no save
- **Pain** mental save or 3D10 + 18 mental damage and becoming unable to concentrate until the end of your following round.

**Protection** - roll a protection scroll tier 4. You become resistant to the effects of that scroll (half damage) or have favourable saves against the effects such as charm, fear and sleep. While wearing this item, continuous effect

**Golem** three times per day, for 18 rounds each time, triggered by a partial action you turn to a golem. You become immune to non-magic damage, poison, disease, negative, positive damage and suffocation. You gain immutable form. Your strength increases by +2. Your fists do 1d8 crit 18 damage each (plus strength modifiers as normal) if you choose to use them and they are treated as a siege weapon (score double damage on constructs).

### Helms

In addition to protective helmets – as can be found in the armour section, there are some helms that give special enchantments as below. If the type of helmet is not given, roll on the armour helm type.

T1	T2	T3	T4	Enchantment	Value
1-3	1-2	-	-	Darkvision	500
4-5	3	-	-	Danger Sense	600
6-7	4	-	-	Awakening	600
8-9	5	1	1	Perception	600/1100/2100/4000
10-12	-	-	-	Comprehension	800
13-14	-	-	-	Stability	800
15	6	2	2	Disjunction	1000/2000/4000/8000
-	7-8	-	-	Command	1000
16	9	3-4	3-4	Defence	1200/2400/4500/9000
-	10-11	-	-	ESP	1400
17	12-13	5-6	5-6	Barbaric	1400/2800/5600/11000
18	14-15	7-8	7-8	Brilliant	1500/3000/5000/9000
-	16-17	9-10	-	Ultravision	1500
-	-	11-12	-	Horned	1700
-	-	13-14	9	Demonic	2500
-	-	15-17	10-11	Concentration	3000
-	-	-	12-14	Guiding	4000
-	-	-	15-17	Intelligent	6000
19	18-19	18-19	18-19	Magic	As Ring
20	20	20	20	Roll Twice	

### Enchantment of Helms

**Darkvision** – the wearer gains Nightvision, avoiding darkness penalties and may see up to 6sq. in darkness.

**Danger Sense** – the wearer may make a reaction save to avoid a surprise or a trap without a save.

## Arcane Fantasy v8.88

**Awakening** – the wearer is awakened and aware of (extra) number of creatures within 8sq. See power Alarm.

**Perception** – add +1 per tier to any perception or search check while worn.

**Comprehension** – knows how to speak and understand any spoken language.

**Stability** – while worn this gives the same effect as knowing the feat stability.

**Disjunction** – At tier 1-4 give +1 to +4 to magic resistance.

**Command** – three times per day a PS 7 command, as the power, can be released with a full round action.

**Defence** – At tier 1-4 add +1 to +4 to always a miss score.

**ESP** – three times per day the wearer may use the power ESP with a partial action. For one minute he may read the surface thoughts of an opponent.

**Barbaric** – the wearer of this cap (light armour) gains +1 to health per tier. At health 30+ the modifier is half round up.

**Brilliant** – The wearer may turn on or off a 6sq. radius light around him, the outmost 2sq are dim light. With a free action. With a partial action he may turn three times a day as having Presence 16, 20, 24 or 28 at tier 1-4 respectively. The damage is generally radiant but 30% it is fire, lightning, force or negative (as the fire, thunder, war and death domain). Equal chances of each.

**Ultravision** – three times per day for a minute each time, triggered with a partial action a PS 8 ultravision power is granted the wearer. At tier 3 it is a PS 12 true seeing instead.

**Horned** – This helm while worn allow a free action to be used to attack once per round with the horns doing 1d8 crit 18 + half strength mod. It can also be used to attack doing 1d8 + strength mod as a full round attack or in a charge doing 2d8 + strength mod. It is also a siege weapon doing double damage against constructs.

**Demonic** – Three times per day the helm can transform its wearer to a demon as the Demon Form Power at PS 16, using a partial action.

**Concentration** – While worn the helm can maintain concentration of any power cast by the wearer, that require concentration, but only one power at a time.

**Guiding** – Three times per day while worn the wearer can create a find the path power for 16 minutes with a partial action.

**Intelligent** – Has a mind of its own (int 3d6+4, wil 3d6+4, pre 3d6+4). Can communicate by emotion, speech (int 14+) or telepathy (pre 16+). Has an alignment Good, Neutral, Evil and Lawful, Neutral, Chaotic. Know how to use three powers (select spells as scrolls of same tier – tied to the best ability (intellect wizard, willpower psionist, presence priest). Three times per day each at PS 16. Concentration is maintained by this intellect.

**Magic** – while worn this helm allow the same enchantment as a ring. Roll on the ring enchantment table of same tier.

### Special Misc

T1	T2	T3	T4	T5	Enchantment	Value
1-3	-	-	-	-	z	200
4-11	-	-	-	-	Figurine	550
12-14	1-2	-	-	-	Censer of Shadows	1000

15-17	3-5	-	-	-	Immovable Rod	1500
18	6-7	-	-	-	Rug of Smothering	1500
19-20	8-10	1-2	1-2	1-3	Graft Weapon	500+
	11-14	3-4	3-4	-	Horn of Blasting	2000
	15-16	5	-	-	Gem of Seeing	2000
	17-18	6-7	5-6	4-5	Ioun Stone	varies
	19	8	-	-	Feather Token	2500/4800
	20	9	-	-	Staff of the Python	2800
		10	-	-	Horn of Valhalla	3000
		11-13	-	-	Broom of Flying	3000
		14-16	7	-	Censer of Fire	3000/6000
		17	-	-	Lyre of Charm	4000
		18-20	8	6	Flying Carpet	4000
		9-11	7-8	-	Rod of Might	8000
		12-14	9-11	-	Staff of Magic	8000
		15-16	12-13	-	Dragon Orb	10000
		17-20	14+	-	Roll on Misc. tier 5	

### Description of Special Items

**Googles of Nightvision** – with this headgear you have darkvision 6sq.

**Figurine** – there are a number of different figurines. Each may be thrown to the floor and a creature appear to guard you and follow your commands until it is killed or you tell it to leave. The figurine resembles the animal it becomes;

Roll 1d10: 1-War Dogs (two of them), 2-Leopard, 3-Lion, 4-Heavy War Horse, 5-Giant Eagle, 6-Reef Shark\*, 7-Giant Lizard, 8-Monstrous Bat, 9-Giant Hunting Spider or 10-Black Bear.

\* Can only be summoned under water.

**Censer of Shadows** – once per day the censer can be activated by a partial actions and a few drops of blood. Bright light turns dim light in a 3sq radius and a Shadow appears under the control of the one whose blood it was. The Shadow remains until the end of your next long rest or it is killed. At tier 2 the Shadow is a Shadow demon.

**Immovable Rod** – This small metal rod is about 4cm in diameter and 40cm long. It has the ability to stay in place (when released) where it is put using a free action when touching it. It locks its position and may stand a load up to 2 tons before budging.

**Ioun Stone** – An ioun stone have various enchantments that are active when circling the head. An ioun stone can be made circling using a free action and removed with a full action (Def 12 immune to poison, negative, positive and mental damage). No more than six ioun stones may circle at the same time. Each has a certain colour to signify the magic it holds.

#### Tier 2

d8	Colour	Effect	Value
1	Clear	Removes need of food and water	1.300
2	Dusty rose	+1 Defence	1.800
3	Deep red	+2 enhancement bonus to Agility	2.200
4	Incandescent blue	+2 enhan. bonus to Willpower	2.200
5	Pale blue	+2 enhancement bonus to Strength	2.200
6	Pink	+2 enhancement bonus to Health	2.200
7	Pink and green	+2 enhan. bonus to Presence	2.200
8	Scarlet and blue	+2 enhancement bonus to Intellect	2.200

#### Tier 3

d8	Colour	Effect	Value
1	Jade green	Give +2 MR (as feat magic resistance)	2.300
2	Silvery black	Give +3 move (as feat move)	2.300

## Arcane Fantasy v8.88

3	Dark blue	+4 to spot and feat improved initiative	2.500
4	White & red	Give +1 reduction	3.000
5	Pearly white	Regenerate 1/hour	2.500
6	Iridescent	Sustains creature without air	4.500
7	Pale green	+1 bonus on attacks & saves	5.000
8	Lavender	Absorbs spells of 4th level or lower <sup>1</sup>	6.000

- <sup>1</sup> After absorbing twenty spell levels, the stone burns out and turns to dull grey, forever useless. The spells must be single target.

### Tier 4

d8	Colour	Effect	Value
1	Clear Cyan	Grant Free Action as the spell	6.500
2	Beige	Grant immunity to charm, sleep & domination	7.000
3	Orange	+1 PS casting powers	7.000
4	Smoky Black	Grant one favoured roll each round, select which before the roll.	8.000
5	Lavender green	Absorbs spells of 8th level or lower <sup>2</sup>	9.000
6	Vibrant purple	Memorize/use spells as one PS higher.	10.000
7	Deep Onyx	Makes caster gaseous form PS 12 as power (turn back to normal at will as a normal action)	7.000
8	Swirling Pink	Resist Fire and Cold 20 points	6000

- <sup>2</sup> After absorbing fifty spell levels, the stone burns out and turns to dull grey, forever useless. The spells must be single target.

**Rug of Smothering** - This 12dm x 18dm rug can be placed on the floor and activated by the owner using a partial action. Once stepped upon it will try to wrap around the large or smaller creature on it. It has to make a DC 15 reaction save or be immobilized and unable to breathe. It may try to get free each round with a DC 15 strength or agility check. If it succeeds the rug must check not to be destroyed (30% to fail). Half of any damage scored to the rug will transfer to the creature within. The rug is immune to negative, positive, mental and poison damage and is immutable and resistant to blunt damage regardless of magic. It is immune to fear, sleep, charm and stun. It does not need to breathe or eat. It has 30 life points.

**Graft Weapon** - roll a weapon, an enchantment and two special weapon enchantments from the tier (reroll quality). The weapon will have three sockets for gems on it. The enchantment, and special enchantments will be held in three gems. The weapon magic is determined by the gems used. A gem can be put into or removed from a socket using a full round action. Gems from other graft weapons can be used and combined but only three at a time.

**Horn of Blasting** - The horn generates a 4/5/6sq long cone of sound damage as the Shout power. At tier 2 as a 4<sup>th</sup> level power at PS 8, at tier 3 as a 5<sup>th</sup> level power at PS 11 and at tier 4 a 6<sup>th</sup> level power at PS 14.

All in that area must make a physical save for half damage and avoid the **deafness**. Full damage is 4d6 +8/11/14 points of sound damage. Crystalline or stone creatures or objects takes 50% extra damage. Deafness last for a short duration.

At 5<sup>th</sup> level if the save fails the target is also **stunned** to the end of its next round. At 6<sup>th</sup> level if the target fails his save it becomes **stunned** and **prone** until the end of his next round.

Each time used there is 10% risk that it explodes in a 2sq. radius sphere around the user affecting all within with the same damage.

- **Deafened** -4 penalty on initiative, automatically fails spot checks based on sound, and has a 20% chance of spell failure when casting spells with verbal components. Prevents blind fighting.
- **Stun** - unable to do anything except a free step. Def -2

- **Prone** – a prone target is unable to attack or cast spells – must use his action (full) to rise. Is attacked favourably and makes reaction saves unfavourably until not prone.

**Gem of Seeing** - You may activate this gem with a partial action three times per day for two minutes each time. When you look through it when it is activated you will see things as detailed in the true sight power.

**Feather Token** - this item looks like a plume of feathers. It may be used to create a zephyr effect three times per day with a free action or a reaction (if held and targeted by missile, projectile or power). It may generate a water breathing effect to eight creatures within 8sq. for 8 hours once per day. And it can once turn into a Coat that protect and help you for a minute but the Feather Token is then lost. At tier 3 the coat is divine.

**Staff of the Python** - This is a quarterstaff +2. It can three times per day with the use of a partial action be thrown (up to three squares) on to the floor and turn into a giant snake. The snake follows the commands of the owner of the staff, remains for one minute or until it is killed. It is then turned back into the staff, waiting to be picked up.

**Horn of Valhalla** - When this horn is played as a full round action it summons a group of four chaotic Berserkers from Valhalla, see berserker in monstrous compendium. They stay until killed or for 10 minutes, helping you, and then disappear. Each time the horn is used there is a 10% risk that it disappears.

**Broom of Flying** - While sitting on this broom you can activate it with a partial action twice per day. It activates for up to two hours and allows up to 240kg to be carried along, flying at a move of 14B.

**Censer of Fire** - when this censer is exposed to fire it starts to burn. This can happen once per day for 10 minutes. While burning a fire elemental appears (greater fire elemental at tier 4), that follow the instructions of the igniter. If the elemental is killed there is a 10% risk that the Censer is destroyed as well. If the Censer is exposed to water it melts.

**Lyre of Charm** - When the lyre is played as a full round action it may three times per day cast a power word command affecting a creature up to 104 life points.

**Flying Carpet** - While sitting on this carpet you can activate it with a partial action three times per day. It activates for up to two hours in total and allows up to 400kg to be carried along, flying at a move of 14B (56km). At tier 4 it can lift 600kg at 16B move for three hours in total (96km). At tier 5 it can lift 800kg at 18B move for four hours in total (144km). At tier 6 it can lift 10000kg at 20B move for five hours in total (200km).

**Rod of Might** - this mighty weapon can transform into a Mace or Spear or a 8sq pole (function as a ladder or bridge) with a free action. It then functions as such weapon with a +2 enchantment of flaming +1d6 fire. It may once per day release a heal spell

**Staff of Magic** - this is a +2 enchanted staff that grant +2 disjunction and +2 to defence. It may cast light & magic missile three times per day and it may cast fire ball and cone of cold once each per day. The wearer may opt to break the staff and create a disintegration centred on him. All spells are PS 14, DC 17.

**Dragon Orb** - once per day the user of this dragon orb may try to summon a young dragon of any colour. If the dragon comes it stays for 14 minutes. You may instead when in control compel any dragon within 300ft that fails a make a mental save DC 17 or move toward you. To master the orb and summon/compel the dragon a

## Arcane Fantasy v8.88

mental-save DC 17 must be made. If the save fails by four or more the orb takes control over you. You are allowed a new save after each full rest or if it controls you to do something that may kill you.

Roll on Special Misc. tier 5, see below

### Special Misc. Tire 5

*All items are PS 17, DC 19, three uses per day for 17 rounds and activated with a partial action, unless otherwise is stated*

T4	Miscellaneous	Value
1-2	Necklace of Mental Protection	10000
3-4	Nazorean Heart	12000
5-6	Gem of Soul Trapping	15000
7	Bracers of Reintegration	15000
8-9	Helm of Brilliance	15000
10-11	Rod of Resurrection	15000
12	Helm of Heavenly Enhancement	18000
13	Deck of many Things	20000
14-15	Amulet of Protection +4	22000
16	Necklace of the Planes	23000
17	Giant Step Boots	25000
18	Crab of Lum	30000
19	Divine Crown	30000
20	Rod of the Blades	30000

#### Tier 5 Descriptions

**Bracers of Reintegration:** If the caster takes disintegration damage this item restores 10p each round – eventually reforming the body even if disintegrated. Life is not restored (if killed), but the body may be resurrected.

**Crab of Lum:** is a giant metallic construction that may hold 10 medium sized creatures within and two may control movement or attacks. It has two claws that can attack and each score 3d6+8 crit 18. The attack score is the best of agility and intelligence modifier of the controller of the claws. It has a move of 6sq. both on land and along the bottom under water. It has 300 life points and a defence of 12. It regenerates 1lp per round. Those within may look out through two periscopes (eyes). The air within is breathable no matter the outside conditions as long as no one opens the hatch. Nor do they take damage except from lightning (half) from the outside and full from positive or negative damage. The crab is immune to mental damage, poison damage, positive or negative damage and resistant to cold. It cannot be dominated, charmed, scared, put to sleep or being made prone. It has immutable form. It is about 8 tons heavy.

**Dagda the Hut:** is a large wooden hut with ostrich legs. It is impervious to all magic except wish. Those entering the hut does not find a small 2x2 room, but a large inside some 15x15sq with numerous corridors, different rooms and many levels. From the top control room, the hut can be made to travel at a speed of 24 across most any terrain, sight as through orb of seeing. The hut is seldom empty of inhabitants when found. Perhaps from the fact that leaving the hut is hard, the exit is never where you entered and might not be found at all unless three DC 20 intellect checks are made the same day (three checks per day is allowed). No magic can be used to enter or exit the hut (except wish). The hut has immutable form and is immune to positive, negative and poison damage.

**Divine Crown** – once activated and you are not a lesser or greater power or avatar this crown destroy your body and replace it with an avatar. Your mind and soul travel to an outer plane that correspond to your alignment and build a body there. It works much like the

feat metamorphosis. The creation of an outer planar body takes 2-12 weeks, but you may continue as your avatar in the meantime.

**Gem of Soul Trapping:** The holder of this gem may trap the soul three times per day as the power at PS 18.

**Giant Step Boots** – the wearer may take long steps, once per round – allowing overland travel at breakneck speeds. 100m/s or 360km in an hour. He may not end up closer than 200m to any specific destination when the giant step function is activated. Roll 1d100sq.

**Helm of Brilliance** – the wearer may turn undead 3/day as if having the feat turning. If having the feat turning the uses add up and becomes adjusted to the domain and if already having greater turning adds another die of damage. And it may shine as a continual light PS 12 when commanded to (or not).

**Helm of Heavenly Enhancement:** This helm grants the wearer enhancement as if cast as level 5 at PS 20 continuously. It is an ornamented girald +3 granting always miss on 1-7 but requires heavy armour feat to use. It adds +2 to all abilities

**Iron Titan:** This gargantuan 20ton, 12m high giant iron golem is a hollow thing that may hold up to 20 men. It has many internal levels and the top allow vision through its ‘eyes’ and allow the Iron titan to be controlled, one set of controls for movement and another for attacks using the titan’s fists. It scores 4d10+12 points of damage Crit 19 with an attack equal to the best of the controller’s willpower or agility modifier. The Titan has 400 life points. Resists non-magical weapons, defence 14 and can be healed using reintegration. Immune to poison and mental damage. Immutable.

**Nazorean Heart:** The holder of this gem may put it on a dead body and within three rounds it will become living again. There is a risk of 5% that the gem loses its power after each resurrection (PS 15).

**Necklace of Mental Protection:** the wearer gains favourable saves vs mental attacks and becomes totally immune to Level 0-5 mental powers, those of DC 15 or less if no level is given.

**Necklace of the Planes** – Grant a +4 modifier to saves vs poison and disease and to MR. The wearer always knows which plane and layer he enters. He will survive any outerplanar environment as a PS 18 body adaption.

**Rod of Resurrection** – Once per week it may cast resurrection and restoration and once per day heal.

**Rod of the Blades** – this +4 rod act and change into any sword +4 by will. It can three times per day cast **injunction** and **dispel magic** at PS 20.

**Deck of Many Things** – this fine set of 52 cards each has a magic effect on each card. One card can be drawn from the top. Once the magic of the card is released the card vanish (back into the deck). The deck is shuffled (magically and unknown to any) each time a card returned.

Value	Hearts	Diamonds	Clubs	Spades
2	Gold	Encounter	Dance	Encounter
3	Encounter	Gold	Encounter	Dance
4	Gems	Lost	Theft	Encounter
5	Lost	Gems	Encounter	Theft
6	Magic	Youth	Surprise	Encounter
7	Age	Magic	Encounter	Surprise
8	Love	Weight	Drain	Giant
9	Fireball	Peace	Lost	Experience
10	Strength	Fireball	Violence	Lost
Jack	Dragon	Experience	Disintegr.	Despair
Queen	Experience	Agility	Health	Disintegr.
King	Intellect	Wish	Dragon	Experience
Ace	Wish	Presence	Giant	Willpower

## Arcane Fantasy v8.88

- **Age** - holder ages 1d12 years.
- **Dance** - An Irresistible dance PS 20 is placed on the holder.
- **Despair** - holder will not do anything but turn depressed, finding all situations negative. He will not do anything willingly except complain or move away if attacked. Lasts until the next morning.
- **Disintegration** - a disintegration PS 20 is placed on the holder. It does 3d12 + 20 points of disintegration damage or half if a phy-save DC 18 is made. To all except the holder.
- **Dragon** a dragon appears (of level equal to the holder or closest lower). It becomes a follower until mistreated.
- **Encounter** - Roll a random encounter with 2-5 creatures of same level as the characters. They appear instantly and prepared through an astral gate.
- **Experience** add (Level+1) ^3 experience points.
- **Fireball** - a fireball is centred on the card. 5d6+20p of damage or half from a reaction save to all except the holder.
- **Gems** - roll a random set of gems that rains down on the holder - roll 2-12 gems on the treasure table on T4.
- **Giant** - a giant appears (of level equal to the holder or closest lower). It becomes a follower until mistreated.
- **Gold** - roll a random monetary treasure that rains down on the holder
- **Lost** - Deck disappears instantly
- **Love** - card makes holder fall in love with closest creature.
- **Magic** - roll a random magical item that appears. Reroll if not magic.
- **Peace** - all within 100 yards will not hurt another being for the rest of the day.
- **Strength, Intellect, Willpower, Health, Presence & Agility:**  
Add one point to the ability, permanently, but not above 36, including the ability sum baseline.
- **Theft** - one random piece of equipped item instantly vanishes.
- **Violence** - all within 100 yards will attack anyone closest to it to the best of their ability. Only for one round.
- **Weight** - holder gain 10% weight and turns slightly larger.
- **Wish** - must make a wish instantly within 10s and it is granted - without aging - but it must be a valid wish.
- **Youth** - holder becomes 1d12 years younger.

### Special Miscellaneous Tier 6

1d20	Item	Value
1	Eowyns enchanted bow. This long bow +4 have the ability to cast hornet as level 4 PS 20 3/day, Enchantment PS20 3/day and returning 6/day.	25000
14	Wizards hat of the seventh son - this hat add 1d12 to the casting power of any powers used. Wearing this hat you gain no less than 6 powers that adds to those you know as long as you wear it.	25000
2-4	Rod of Time any dagger +5, 3/day Haste, 1/day time stop all at PS 20	26000
3	Hands of Vecna - by cutting of your own hands and replace them by these mummified ones - you will after a period of painful days learn to use them.	28000

*With these hands you may cast consumptive field, demonic form, phantasmal killer, summon dragon and time stop once per day at PS 22 DC 21.*

4-5	<i>Dragon Claws these combat gloves +4 increase the damage done by one weapon die size (1d4 becomes 1d6, 1d12 becomes 2d8). Once per day you may turn into an ancient dragon using shape change PS 22.</i>	31000
6	<i>Rod of Lordly Might can turn into any mace +4. 3/day it can grow into a 12m long ladder, 3/day it can cast enhancement (Strength) and once per day a missile storm as level 8. All at PS 20, DC 20</i>	32000
7	<i>Glorious Crown increase your intellect by 3, your willpower by 3 and your presence by 3, even above 30. You may use the minor force and telepathy as master level powers at will.</i>	32000
8	<i>Dagger of Cassandra - This is a designated disjunctive dagger of dragon slaying +5/+7 vs. dragons. 3/day it may create a PS 18 resilient sphere. It grants its wielder +5 MR.</i>	33000
9	<i>Shield of Kaz - this tower shield +5 grant 25p fire resistance and 50 temporary life points at dawn each day.</i>	35000
10	<i>Yin and Yang, these daggers often come in pairs. They are +5 daggers created by the gods themselves. Each dagger has the power to negate any resistance or immunity when hitting. Yin may create PS 20 searing light 3/day, and Yang may create a concordant drain PS 20 3/day, DC 20 both.</i>	38000
11	<i>Iron Titan</i>	40000
12	<i>Sword of Kaz is a attuned brutal long sword +5 doing 16 points of weapon damage before enchantments</i>	45000
13	<i>Plate Mail of Kaz disjunctive plate mail +4 of absorption resist edged damage</i>	48000
14	<i>Golden Armour. This divine set of plate mail is +4 of stability. It enfuses the wearer with old magic that removes fatigue and disability within a round. You cannot become prone and any wounds close and life points are restored 1 per round unless from positive energy. Once per day you may cast haste dc 20.</i>	48000
20	<i>Dagda the Hut</i>	50000

### Wands

A wand is a small stick made of special material such as crystal, dragon bone or oak tree. It holds magic that can be released by spending a charge and using a full action. The charges can be released if having initiate magic for using spells. Wands can be used if having initiate magic of the same class as the spell or making an Arcane Lore check for that wand. An Arcane Lore check can be made to learn how to use the wand. A check is allowed once, and again getting a higher intellect modifier or improving the arcane lore skill.

Typical wands include spells from the following list. Often cast with a PS 4+1 \*level +3 \*tier and a DC = 10+PS/3 round up. Cantrips are

## Arcane Fantasy v8.88

2<sup>nd</sup> level in tier 2 and 4<sup>th</sup> level in tier 3 and 6<sup>th</sup> level in tier 4. Higher level spells are raised 2 levels each tier and PS increase by 4 each tier. No wands are made higher than level 10 powers.

A wand has 3d10 charges when found. The value of a wand decreases 5% each charge less than 11.

### Minor Wands

Tier 1	T2	T3	T4+	Wand of	Lev
1-4	1-3	1-2	1	Arrow	0
5-9	4-7	3-6	2-4	Eldritch Blast	0
10-12	8	7	5	Fog	0
13-14	9-11	8-11	6-7	Gibberish	0
15-18	12	12	8	Grease	0
19-21	13	13-14	9	Intoxicate	0
22-26	14-16	15-16	10	Nap	0
27-33	18-20	17-19	11-12	Pyrotechnics	0
34-39	21-23	20-21	13	Ray of Frost	0
40-46	24-27	22-23	14	Sound Arrow	0
47-52	28-30	24-25	15	Spark	0
53-58	31-32	26-27	16	Tinder	0
59-61	33-34	28	17	Colour Spray	1
62-64	35	29	18	Dense	1
65-67	36-37	30	19	Feather Fall	1
68-70	38-40	31-32	20-21	Forget	1
71-73	41-43	33-34	22-23	Open Portal	1
74-76	44-45	35-36	24	Shatter	1
77-81	46-49	37-40	25-27	Sleep	1
82-85	50-52	41-43	28-29	Spear	1
86-90	52-55	44-45	30-31	Summon Rat	1
91-94	56-57	46	32	Web	1
95-00	58-00	47-00	33-00	See Medium Wands	

### Medium Wands

T1	T2	T3	T4	Wand of	Lev
1-15	1-8	1-3	1-3	Burning Hands	2
16-25	9-10	4	4	Darkness	2
26-41	11-14	5-6	5-6	Flame Arrow	2
42-46	15-16	7	7	Glossolalia	2
47-57	17-20	8-9	8-9	Injunction	2
58-75	21-28	10-12	10-11	Magic Missile	2
76-86	29-30	13	12	Misfortune	2
87-95	31-34	14-15	13	Poison Needle	2
96-00	35-39	16-18	14-15	Summon Spider	2
-	40-45	19-20	16	Acid Splash	3
-	46-50	21-22	17-18	Blast	3
-	51-53	23-24	19	Catapult	3
-	54-57	25-26	20-21	Concordant Drain	3
-	58-62	27-28	22	Dispel Magic	3
-	63-64	29	23	Enfeeblement	3
-	65-68	30-31	24	Fear	3
-	69-72	32-33	25-26	Flame Jet	3
-	73-75	34-35	27	Juggernaut	3
-	76-82	36-38	28-29	Lightning Bolt	3
-	83-86	39-40	30	Poison Cloud	3
-	87-89	41-42	31	Searing Light	3
-	90-94	43-45	32	Sound Burst	3
-	95-00	46-48	33-35	Summon Monster	3
-	-	49-00	36-00	See Major Wands	

### Major Wands

T3	T4	Wand of	Lev
1-4	1-3	Acid Arrow	4
5-10	4-8	Cone of Cold	4
11-14	9-11	Confusion	4
15-19	12-14	Elemental Force	4
20-23	15-17	Enlarge	4

24-32	18-22	Fireball	4
33-35	23-24	Fumble	4
36-38	25-26	Haste	4
39-41	27-29	Inferno	4
42-45	30-31	Poison Breath	4
46-50	32-33	Polymorph	4
51-54	34-36	Shout	4
55-58	37-38	Slow	4
59-62	39-40	Tentacles	4
63-67	41-44	Thunder	4
68-71	45-48	Cloudkill	5
72-74	49-50	Critical Miss	5
75-78	51-53	Field of Fire	5
79-81	54-56	Gelatinous Cube	5
82-86	57-60	Hold Monster	5
87-90	61-63	Missile Storm	5
91-94	64-65	Righteous Might	5
95-00	66-68	Wall of Fire	5
-	69-00	Roll on tier 5	

### Master Wands

T5	Wand of	Lev
1-2	Acid Storm	6
3	Animate Object	6
4	Feeblemind	6
5-7	Ice Storm	6
8	Sink	6
9	Slay Living	6
10-12	Chain Lightning	7
13-14	Force Cage	7
15	Insanity	7
16	Petrify	7
17-18	Reverse Gravity	7
19-20	Roll on tier 6	

### Epic Wands

T6	Wand of	Lev
1-2	Ball Lightning	8
3	Death Field	8
4-5	Irresistible Dance	8
6	Trap the Soul	8
7-8	Disintegration	9
9-11	Dragon Breath	9
12	Earth Quake	9
13-15	Impllosion	9
16	Time Stop	9
17-18	Wail of the Banshee	9
19-20	Weird	9

### Wand Descriptions

**Arrow** – once charge shoots one non-magic arrow at tier 1, with range 15sq. It has attack 4 and scores 1d8 piercing damage on a hit.

Values: T1=230gp, T2=470gp, T3=960gp, T4=1800gp, T5=3500gp, and T6=7000gp.

*Tier 2: creates 3 arrows at attack 6.*

*Tier 3: creates 5 arrows at attack 9.*

*Tier 4: creates 7 arrows at attack 11.*

*Tier 5: creates 9 arrows at attack 14.*

*Tier 6: creates 11 arrows at attack 16.*

**Eldritch Blast** – fires a line of eldritch power that cause 1d8 points of force damage on a ranged spell to hit with Attack 6 on a target within 10sq. All targets must be in a 4sq cube. Values: T1=250gp.

*Tier 2, shoot 3 blasts and attack 8; value 500gp*

*Tier 3 shoot 5 blasts and attack 10; value 1000gp*

## Arcane Fantasy v8.88

Tier 4 shoot 7 blasts and attack 12: value 1900gp

Tier 5 shoot 9 blasts and attack 14: value 3700gp

Tier 6 shoot 11 blasts and attack 16: value 7300gp

**Fog** - When a charge is used creates a cloud of fog 4sq radius within 10sq. Adjacent gain no concealment, one square away within the cloud grants partial concealment and further within is fully concealed, see concealment. In arid conditions fog cloud is half size. The fog is not magical. It last one minute each tier. Worth 260gp.

At tier 2 radius is 6 sq. and range is 12sq. Value 330gp

At tier 3 radius is 8sq. and range is 16sq. Value 450gp

At tier 4 radius is 10sq. and range is 20sq. Value 700gp

At tier 5 radius is 12sq. and range is 24sq. Value 1000gp

At tier 6 radius is 14sq. and range is 28sq. Value 1300gp

**Gibberish** - may target one speaking creature within 20sq. If that creature fails a mental save, he will be unable to speak coherently – everything he says are **gibberish**. This prevents communication and prevents use of any power requiring verbalisation. Value 350gp

At tier 2 you may target three creatures PS 12, DC 14, value 600gp

At tier 3 you may target five creatures PS 17, DC 15, value 1100gp

At tier 4 you may target seven creatures PS 22, DC 17, value 2000

At tier 5 you may target nine creatures PS 27, DC 19, value 3800

At tier 6 you may target eleven creatures PS 32, DC 20, value 7000

**Grease** - A 2sq cube area **or** one creature is covered is a thin layer of slime. Range is 9sq. Those moving inside the area using more than a free step must make a reaction save or fall **prone**. A greased slope or stair will in addition carry those in it down. Creatures become “greased” if falling prone in the area, see prone below.

A creature targeted failing a reaction save becomes **greased** and have twice the normal critical miss chance, a grab/grip is at -4 and move is halved (moving faster and they need to make a reaction save not to fall down). Grease last 7 rounds. Value 350gp

Tier 2: 3 targets or 4sq cube within 11sq. DC14, 600gp

Tier 3: 5 targets or 6sq cube within 14sq. DC 15, 1100gp

Tier 4: 7 targets or 8sq cube range 17sq. DC 17, 2200gp

Tier 5: 9 targets or 10sq cube range 19sq. DC 19, 4000gp

Tier 6: 11 targets or 12sq cube range 21sq. DC 20, 7500gp

**Prone** - a prone target is unable to attack or cast spells – must use a free step to rise. Have -2 to defence and reaction save.

**Intoxicate** - selected creature, not immune to poison, within 5sq range, gains two levels of intoxication (**moderately intoxicated**) if it fails a physical save. If targeted twice it enters a **stupor** for 2-24 minutes.

At tier 3-4 you add three levels of intoxication and target becomes **heavily intoxicated** failing the first save (and stupor the second).

At tier 5-6 you fall into a **stupor** if you fail the first save.

DC is 12, 14, 15, 17, 19 and 20 at tier 1-6 respectively.

Values: T1=300gp, T2=400gp, T3=700gp, T4=1000gp. T5, 2000gp and T6 2500gp.

Tier 1 last 6 minutes and each higher tier adds four minutes.

**Nap** - A humanoid creature within 10sq. range, up to level 3, that fails a mental save DC 12 will fall to sleep for six rounds, but awaken if disturbed and possibly continue to sleep if left alone. 300gp.

T2: 3 humanoids up to level 6, 12 rounds. DC 14, 600gp

T3: 5 humanoids up to level 8, 17 rounds. DC 15, 1200gp

T4: 7 humanoids to level 11, 22 rounds. DC 17, 2300gp

T5: 9 humanoids to level 13, 27 rounds. DC 19, 4500gp

T6: 11 humanoids to level 16, 32 rounds. DC 20, 8500gp

**Pyrotechnics** - A charge creates small flaming explosions much like fireworks that appear and explode in a 3sq. cube within 10sq. They do only 1d4 + 4 points of fire damage to creatures in the area failing a reaction save. However, seeing creatures that fail the save more than 4 steps are **blinded** until the end of their next round. 360gp.

Tier 2: Damage is 2d4+5 points in a 5sq. cube. DC14, 600gp

Tier 3: Damage is 3d4+6 points in a 7sq. cube. DC15, 1000gp

Tier 4: Damage is 4d4+7 points in a 9sq. cube. DC17, 1600gp

Tier 5: Damage is 5d4+8 points in an 11sq. cube. DC19, 2800gp

Tier 6: Damage is 6d4+9 points in a 13sq. cube. DC20, 5000gp

**Ray of Frost** - releases a thin stream of frost that targets a single creature within 6sq., doing 1d10+3 points of cold damage, reaction save for half damage. 350gp

Tier 2: Damage is 3d6+12 points. DC 14, 950gp

Tier 3: Damage is 5d6+16 points. DC 15, 1,800gp

Tier 4: Damage is 7d6+20 points. DC 17, 3,000gp

Tier 5: Damage is 9d6+24 points. DC 19, 5,000gp

Tier 6: Damage is 11d6+28 points. DC 20, 8,000gp

**Sound Arrow** - Creates a high-pitched noise moving in a straight darkened line from the caster to a square within 10sq range. When obstructed or reaching the target the sound arrow detonates doing 1d4 + 6 points of sound damage to all creatures in a 1sq cube, or half if they make a physical save. Deaf creatures always make the save. Silence negates this magic. Value 310gp.

Values: T1=310gp, T2=800gp, T3=1650gp, T4=2700gp

Tier 2: Damage is 2d4+10 points in a 2sq. cube. DC 14, 800gp

Tier 3: Damage is 4d4+15 points, 2sq. cube, DC15, 1700gp

Tier 4: Damage is 6d4+20 points, 2sq. cube. DC 17, 3000gp

Tier 5: Damage is 8d4+25 points, 2sq. cube. DC 19, 5000gp

Tier 6: Damage is 10d4+30 points, 2sq. cube. DC 20, 7500gp

**Spark** - Creates a spark of lightning with 5sq. range, doing 1d8 + 3 points of lightning damage to a creature hit with a ranged spell attack with attack score equal to 6. Metal armoured or metallic targets are hit favourably. All targets must be in a cone. 320gp.

Tier 2: Two sparks 7sq. attack 10; damage 1d8+5, DC 12, 700gp

Tier 3: Three sparks 9sq. attack 14; damage 1d8+7, DC15, 1100gp

Tier 4: Four sparks 11sq. attack 18; damage 1d8+9, DC17, 2300gp

Tier 5: Five sparks 13sq. attack 22; damage 1d8+11, DC19, 3500gp

Tier 6: Six sparks 15sq. attack 26; damage 1d8+13, DC20, 4700gp

**Tinder** - Creates a small flame within 5sq. range doing 2d4 + 2 points of fire damage or none if a reaction save is made. Can be used to ignite a fire in a piece of wood, coal or the like. DC 12, value 280gp.

Tier 2: Damage 4d4+10. DC 14, value 900gp

Tier 3: Damage 6d4+14. DC 15, value 1800gp

Tier 4: Damage 8d4+18. DC 17, value 3000gp

Tier 5: Damage 10d4+22. DC 19, value 4000gp

Tier 6: Damage 12d4+26. DC 20, value 5000gp

### 1<sup>st</sup> level

TIER	1	2	3	4	5	6
------	---	---	---	---	---	---

## Arcane Fantasy v8.88

<b>DC</b>	12	14	15	16	18	19
<b>PS</b>	8	12	16	20	24	28

**Colour Spray** - spray of colours erupts from the wand, 3sq. long in a 90-degree arc. Creatures that fails a mental save and has a lower CR than 2 will become stunned for three rounds. Creatures with a CR of 2 to 3 will become stunned for one round if they fail the save. They may reroll their mental save at the end of each of their rounds to break the stun. **Stun** unable to do anything except a free step. Def -2.

*T1: CR < 2 3r, CR 2-3 1 rnd, 3sq. cone, DC 13, 400gp  
T2: CR < 3 4r, CR 3-5 2r, 4sq cone, DC 14, 800gp  
T3: CR < 4 5r, CR 4-7 3r, 5sq cone, DC 16, 1500gp  
T4: CR < 5 6r, CR 5-9 4r, 6sq cone, DC 17, 2800gp  
T5: CR < 6 7r, CR 6-11 5r, 7sq cone, DC 19*

**Dense** - Up to 3 creatures within a 3 sq. diamond area up to two squares away will become twice as heavy. Count the extra weight as load. Unwilling creatures get a reaction save to avoid placement of the spell.

This often slows or stops weaker creatures, prevents some feats such as running and equilibrium. Flying creatures have to land and falling creatures take double damage from the fall. Swimmers sink to the bottom unless making a swimming check at -4. Any physical damage scored by a solid creature increase by 1d4. Last 7 rounds.

Values: T1=380gp, T2=550gp, T3=850gp, T4=1300gp

*PS 4+1 \*level +3\*tier and a DC = 10+PS/3 round up  
Tire 2: Area 5 creatures in a 5sq diamond, range 4sq. 11 rounds  
Tire 3: Area 7 creatures in a 7sq diamond, range 6sq. 15 rounds  
Tire 4: Area 9 creatures in a 9sq diamond, range 8sq. 19 rounds*

**Feather Fall** - Up to 3 creatures within a 3 sq. diamond area up to two squares away will become feather light. Unwilling creatures get a reaction save to avoid placement of the spell.

Falling speed is 2 sq. per round and falling cause no damage. While under the influence of feather fall you have -4 to attack and damage with physical attacks. Under water the feather fall becomes a feather float, adding 7 to swimming skill but prevents diving. Last 7 rounds.

Values: T1=500gp, T2=1000gp, T3=1800gp, T4=2900gp

*Tire 2: Area 5 creatures in a 5sq diamond, range 4sq. 11 rounds  
Tire 3: Area 7 creatures in a 7sq diamond, range 6sq. 15 rounds  
Tire 4: Area 9 creatures in a 9sq diamond, range 8sq. 19 rounds*

**Forget** - Target thinking creature within 20sq. must make a mental save or forget the last 7 minutes permanently. Memorized spells negated can be regained as normal after a long rest. Innate magic is unaffected.

Values: T1=250gp, T2=500gp, T3=1100gp, T4=2200gp

*Tire 2: Area 2 creatures; cantrips forgotten.  
Tire 3: Area 3 creatures; 0<sup>h</sup>-1<sup>l</sup> level powers forgotten.  
Tire 4: Area 4 creature; 0<sup>h</sup>-2<sup>l</sup> level powers forgotten.*

**Open Portal** - will unlock and open a door, lid or portcullis within 10sq., if its lock DC is 13 or lower, automatically.

Values: T1=360gp, T2=700gp, T3=1500gp, T4=3300gp

*Tire 2: Area 3 locks, up to DC 17*

*Tire 3: Area 5 locks, up to DC 20  
Tire 4: Area 7 locks, up to DC 24*

**Shatter** - Targets a glass, crystal, ceramic object within 10sq. and shatters it with an audible sound effect. Allows a creature to be targeted as well. Constructs of stone or metal take 2d6 + 7 points of sound damage or half if a physical save DC 14 is made. Other creatures take half that or a quarter if the make a physical save. All targets must be within a 4sq. cube.

Values: T1=450gp, T2=1000gp, T3=2100gp, T4=3000gp

*Tire 2: two creatures within 12sq. 4d6+11, Phy save DC 16.  
Tire 3: three creatures within 14sq. 6d6+15, Phy save DC 18.  
Tire 4: four creatures within 16sq. 8d6+19, Phy save DC 20.*

**Sleep** - 2d4 levels of humans or humanoids of level less than 7 within 20sq. must make a mental save or fall asleep, once asleep the power does not keep them sleeping, but unless disturbed they won't awake for 2d4 rounds.

Values: T1=400gp, T2=1200gp, T3=2400gp, T4=4.500gp

*Tire 2: 4d4 levels of creatures. Level less than 11.  
Tire 3: 6d4 levels of creatures. Level less than 15.  
Tire 4: 8d4 levels of creatures. Level less than 19.*

**Spear** - Creates a non-magical spear and flings it at a target within with attack 4 and Damage 1d10+7. At the end of the round the spear vanishes. At tire 2-4 it hits as if a magical spear.

Values: T1=420gp, T2=1000gp, T3=2200gp, T4=4000gp

*Tire 2: two spears with attack 6, damage 1d10+11  
Tire 3: three spears with attack 8, damage 1d10+15  
Tire 4: four spears with attack 10, damage 1d10+19*

**Summon Rat** - Summon a Giant Rat that will appear flatfooted first round in a free space within 2 sq. and then help you for 6 rounds.

Values: T1=240gp, T2=500gp, T3=1100gp, T4=3000gp

*Tire 2: Summon a monstrous rat for 1+10 rounds  
Tire 3: Summon a monstrous rat & giant rat for 1+14 rounds  
Tire 4: Summon an epic rat for 1+18 rounds.*

### Description of Medium Wands

**Burning Hands** - Releases a cone of fire 2sq. long (1,3) that scores 3d6+8 points of damage or half if a reaction save is made.

Values: T1=600gp, T2=1500gp, T3=2700gp, T4=4000gp

*Tire 2: 3sq. long (1,3,5) doing 4d6+12  
Tire 3: 4sq. long (1,3,5,7) doing 5d6+16  
Tire 4: 5sq. long (1,3,5,7,9) doing 6d6+20*

**Darkness** - Creates a sphere of darkness 5sq. wide within 5sq. It negates and is itself negated by a light spell. This darkness is magical and does not allow infravision within, nor night vision – but blind-fighting is still normal. Last 8 rounds. Darkness treat those within as fully **concealed** and **blinded**.

Values: T1=350gp, T2=500gp, T3=700gp, T4=1000gp

*Tire 2: range 7sq. 7sq. diamond, last 12 rounds  
Tire 3: range 9sq. 9sq. diamond, last 16 rounds  
Tire 4: range 11sq. 11sq. diamond, last 20 rounds*

## Arcane Fantasy v8.88

**Flame Arrow** - flame arrow targets a single creature within 5sq. and is shot from the wand. It scores 3d8+8 points of fire damage or half if a reaction save is made.

Values: T1=1100gp, T2=2500gp, T3=4500gp, T4=7300gp

Tire 2: range 7sq. 5d8+12 fire damage

Tire 3: range 9sq. 7d8+16 fire damage

Tire 4: range 11sq. 9d8+20 fire damage

**Glossolalia** - creates a mental field that seriously disturbs intelligent creatures in a 3sq. cone in front of the wand. If a mental save fails creatures in this area is **stunned** three rounds having intellect 20+, **dazed** two rounds having intellect 10-19 or **shaken** one round having intellect 3-9. In addition. If they make their save, they still have to make concentration checks for any ongoing powers. See conditions.

Values: T1=400gp, T2=600gp, T3=1000gp, T4=1800gp

Tire 2: 5sq. cone, Tire 3: 7sq. cone, Tire 4: 9sq cone.

**Injunction** - Lower the magic resistance of a target within 10sq. four steps without save or magic resistance check.

Values: T1=650gp, T2=1200gp, T3=2100gp, T4=4000gp

Tire 2: Two creatures; 4sq. cube, range 20sq lose 5 steps MR

Tire 3: Three creatures; 4sq. cube range 20sq lose 7 steps MR

Tire 4: Four creatures; 4sq. cube range 20sq lose 8 steps MR

**Magic Missile** - Score 2d8+8 points of force damage without save to a selected creature within 20sq.

Values: T1=730gp, T2=1860gp, T3=3600gp, T4=6000gp

Tire 2: 4d8+12 damage.

Tire 3: 6d8+16 damage.

Tire 4: 8d8+20 damage.

**Misfortune** - target within 20sq. must make a physical save or his next 3 ability checks, attack rolls and saves becomes unfavourable within 8 rounds.

Values: T1=400gp, T2=1200gp, T3=2800gp, T4=4600gp

Tire 2: three targets, 4 checks unfavourable each, 12 rounds.

Tire 3: five targets, 6 checks unfavourable each, 18 rounds.

Tire 4: seven targets, 7 checks unfavourable each, 20 rounds.

**Poison Needle** - Projects a large poisonous needle from the wand toward a creature within 5sq. If it hits as a ranged attack (attack +5) it scores 3d6+8 points of piercing damage. The target must then make a physical save or take the same amount of poison damage.

Values: T1=800gp, T2=2100gp, T3=3400gp, T4=5100gp

Tire 2: Attack 7, range 7sq, damage 5d6+12 or half at two targets

Tire 3: Attack 9, range 9sq, damage 7d6+16 or half at two targets or a third at three targets.

Tire 4: Attack 11, range 11sq, damage 9d6+20 or half at two targets or a third at three targets or a quarter at four targets.

**Summon Spider** - Summons a huge spider that follows your commands. It appears flatfooted in a free sq. within 2sq. and may act on your initiative the next round. The spider last for 8 rounds or until killed.

Values: T1=260gp, T2=550gp, T3=1200gp, T4=2600gp

Tire 2: Giant Hunting Spider for 18 rounds

Tire 3: Monstrous Hunting Spider for 28 rounds

Tire 4: Giant Black Widow for 36 rounds.

**Web** - Create a large block 4 x 1 x 1 x 1 sq. of spider webs within 10sq. that lasts 8 rounds. Those in it at the moment of creation may make a reaction save if having a free square next to them they can move to, otherwise there is no save.

Those trying to pass it must make a strength check vs DC of spell to traverse a single square. Those within are partially concealed.

Note a torch or other fire may burn a web in a round, those within take 2d6 points of fire damage in the process, but is then freed.

Values: T1=300gp, T2=500gp, T3=1000gp, T4=2000gp

Tire 2: Area 8 x 2 x 2 web for 12 rounds.

Tire 3: Area 12 x 4 x 2 web for 14 rounds.

Tire 4: Area 16 x 6 x 2 web for 20 rounds.

### Tire 2 Wands

**Acid Splash** - creates a splash of acid within 10sq. that covers a 3 square diamond (1,3,1) area. Those in the area take 3d8+9 points of acid damage but are allowed a reaction save for half damage.

Values: T2=1200gp, T3=2700gp, T4=4900gp

Tire 3: 5sq. diamond and 5d8+13 acid damage

Tire 4: 7sq. diamond and 7d8+17 acid damage

**Blast** - creates an explosion of magical force within 10sq. that covers a 3 square diamond (1,3,1) area. Those in the area take 4d6+9 points of force damage or half if they may a reaction save.

Values: T2=1200gp, T3=2700gp, T4=4900gp

Tire 3: 5sq. diamond and 6d6+13 force damage

Tire 4: 7sq. diamond and 8d6+17 force damage

**Catapult** - Creates and shoots a boulder up to 9 squares away in a straight line. The first target along this line is attacked using 9 as attack score. If hit, it scores 3d6 + 9 points of non-magic physical damage. If any creatures stand behind the first, up to total range, they must make a reaction save to avoid getting half the damage.

Values: T2=900gp, T3=2100gp, T4=3800gp

Tire 3: 11 sq. long and 6d6+13 physical damage, attack 13

Tire 4: 13sq. long and 8d6+17 force damage, attack 17

**Concordant Drain** - opens up in a pillar of energy three sq. high in a 3sq diamond area within 10sq. Those in the area take 5d4+9 points of damage, a mixture of positive and negative energy (half of each) or half if they make a physical save. Creatures in the border ethereal and border astral are both affected by this power.

Constructs are immune to it.

Values: T2=1100gp, T3=2050gp, T4=3300gp

Tire 3: 5sq. diamond, 5sq. high and 7d4+13 damage

Tire 4: 7sq. diamond, 7sq. high and 9d4+17 damage

**Dispel Magic** - Magic in an 1,3,1 area within 10sq. is dispelled. Creatures must make a mental save for each enchantment running or it is dispelled. Magical fields not on a creature use 2 \* level if modifier is unknown.

Values: T2=600gp, T3=1100gp, T4=2100gp

## Arcane Fantasy v8.88

Tire 3: 4sq. cube, DC 17  
 Tire 4: 6sq. cube DC 19

**Enfeeblement** - Target a creature within 5sq. and if it fails a physical save it lose two points of strength, health or agility for 9 rounds. Two points of strength lower to hit and damage with melee and hurled weapons one point. Two points of health lower life points by level and removes one point from physical save and Two points of agility lowers defence by one and attack and damage with ranged weapons. Creatures without specified abilities have a score of 10+level in any physical ability. Reaching 0 or less in an ability you fall unconscious or become dying, respectively.

Values: T2=400gp, T3=1200gp, T4=2400gp

*Tire 3: Allows three targets and four -2 modifiers to be divided.  
 Tire 4: Allows five targets and six -2 modifiers to be divided.*

**Fear** - Creates a fear in creatures in a narrow cone 4sq. long (1,2,3,4). Those in the area, up to 3d6 total levels of creatures, each with less than 9 levels, must make a mental save or flee for 3 rounds. At the end of each of their turns the get another save to break the fear.

Values: T2=700gp, T3=1300gp, T4=2200gp

*Tire 3: 6 sq. long, affect 5d6 levels up to level 12 or flee 5 rounds.  
 Tire 4: 8 sq. long, affect 7d6 levels up to level 16 or flee 7 rounds.*

**Flame Jet** - Those in a narrow cone 4sq. long take 4d6+9 points of fire damage or half if they make a reaction save.

Values: T2=1200gp, T3=2400gp, T4=4050gp

*Tire 3: Six sq. long, do 6d6+13  
 Tire 4: Eight sq. long, do 8d6+17 points of fire damage.*

**Juggernaut** - Creates a non-magic ball of stone and sharp metal that appears in a free square in front of the wand and starts moving away in a straight line until it is 20sq. away, then it disappears. Creatures in its path must make a reaction save or take 4d6 + 9 points of piercing damage - only massive obstacles such as walls and cliffs stop it. Objects in its path like doors or tables do not get to save and is destroyed if the damage is higher than their structural points.

Values: T2=1000gp, T3=2700gp, T4=3500gp

*Tire 3: 6d6+13 points of fire damage.  
 Tire 4: 8d6+19 points of fire damage.*

**Lightning Bolt** - Creates a lightning bolt 1sq. wide starting within 5sq. and moving 4sq. doing 4d6+9 points of lightning damage to those in the area or half if they make a reaction save.

Values: T2=1200gp, T3=2400gp, T4=4000gp

*Tire 3: Do 6d6+13 points of damage within 7sq, 6 sq. long.  
 Tire 4: Do 8d6+17 points of damage within 9sq, 8 sq. long.*

**Poison Cloud** - Creates a toxic cloud of billowing green gas within 20sq. range, that fills a 3sq. cube. Any creatures within must make a physical save. If the save failed the creature becomes **poisoned**, see conditions.

Outdoors the gas dissipates within the round. Indoors the gas lingers into the next round. Creatures still in it must make another save, but this time favourably.

Unsurprised targets stating they hold their breath have favourable saves. Creatures that don't breathe are unaffected by this wand such as slimes, molds, plants, undead and constructs.

Values: T2=700gp, T3=1500gp, T4=3000gp

*Tire 3: 5sq. cube, DC 17  
 Tire 4: 7sq. cube DC 19*

**Poisoned** - A poisoned character have disadvantage on attacks, reaction saves, skill checks based on strength, health and agility and has half move. A poisoned character must make a concentration check to be able to cast a spell. The condition is removed once the poison is out of the system and a long or short rest is had, unless otherwise stated.

**Searing Light** - Create a narrow cone 4sq. long, of intense burning light. Those in it take 3d6 + 9 points of positive damage or half if a save is made. Nocturnal creatures and those with night vision are blinded one round if they fail the save (and survives). Undead are especially vulnerable to this power and take another 9 points of damage.

Values: T2=950gp, T3=2100gp, T4=3700gp

*Tire 3: 6 sq. long, doing 5d6+13 (+26 if undead) points of damage.  
 Tire 4: 8 sq. long, doing 7d6+17 (+34 if undead) points of damage.*

**Sound Burst** - creates a thunderous detonation of sound in a point within 10 sq. It will cause sound damage equal to 4d6 + 9 or half if a reaction save is made to those in a 3sq. diamond (1,3,1 sq.). Those having hearing and failing the save by more than 4 is also **deafened** until they make another physical save at the end of each of their rounds, see conditions.

Values: T2=1250gp, T3=2600gp, T4=4300gp

*Tire 3: Do 6d6+13 points of damage in a 5sq. diamond.  
 Tire 4: Do 8d6+17 points of damage in a 5sq. diamond.*

**Summon Monster** - Summon a Carnivorous Ape or Rock Python that appears instantly but flatfooted until next round. It will stay until killed or up to 4,5 hours. It follows simple instruction of the caster.

Values: T2=600gp, T3=1800gp, T4=4200gp

*Tire 3: Summon a margoyle, hyaenodon or polar bear for 8 hours.  
 Tire 4: Summon a rhinoceros or a manticore for 12 hours.*

### Major Wands

**Acid Arrow** - Creates a green fluid arrow within 5sq. that hurls towards a target no more than 10sq. The target takes 4d8+10 points of acid damage the first round and unless spending his action to wash the acid off using any neutral fluid, the target takes half that amount of acid damage the following round.

Values: T3=1600gp, T4=3500gp, T5=6000gp

*Tire 4: do 6d8+14 points of damage and starts within 7sq.  
 Tire 5: do 8d8+18 points of damage and starts within 9sq.*

**Cone of Cold** - Creates a cone of cold, a narrow cone 4 sq. long (1, 2, 3, 4sq). Those caught in the area take 4D8+10 points of cold damage or half if a reaction save is made.

Values: T3=1700gp, T4=3500gp, T5=6000gp

*Tire 4: Do 6d8+14 points of damage in a 6sq long narrow cone.*

## Arcane Fantasy v8.88

**Tier 5:** Do  $8d8+18$  points of damage in an 8sq long narrow cone.

**Confusion** - Those in a 2sq cube within 5sq. must make a mental save or become confused for 4 rounds. While confused roll 1d6 to see action; 1-4 do nothing, 5 move randomly, 6 attacks closest.

Values: T3=900gp, T4=1900gp, T5=3800gp

**Tier 4:** 4sq. cube for 5 rounds, DC 17.

**Tier 5:** 6sq. cube for 6 rounds, DC 19.

**Enlarge** - Touched target failing a physical save if unwilling, grows larger 50% this grants another 20 body life points (affects maximum) and increase weapon damage by 2d6 points. It also increases lifting capacity by a factor x3.

Values: T3=1200gp, T4=2500gp, T5=4200gp

**Tier 4:** Two targets within 5sq, grows 70% and adds 28 life points and may lift five times more.

**Tier 5:** Three targets within 10sq, grows 90% and adds 36 life points and may lift seven times more.

**Elemental Force** - This wand covers a 5 sq. diameter globe (3, 5, 5, 3) within 5sq. with either fire and wind **or** water and earth as selected upon using that lasts 10 rounds.

The **fire & wind** cause 1d6+20 fire damage.

The **water & earth** create an area full of raining mud, the area is treated as difficult terrain (half movement) and visibility is limited to 2sq. The damage from these elements are 1d6 + 10 points of water and earth damage (half each).

The damage applies to all that ends their round in the area. Those that start their turn in it or move through it are allowed a reaction save for half damage if they end up outside the area.

Values: T3=1500gp, T4=3700gp, T5=7200gp

**Tier 4:** A 7sq. diameter sphere (3,5,7,7,7,5,3) and 3d6 +14 or +28 damage with fire and wind. Lasts 14 rounds.

**Tier 5:** A 9sq. diameter sphere (3,5,7,9,9,9,7,5,3) and 5d6 +18 or +36 damage with fire and wind. Lasts 14 rounds.

**Fireball** - Creates a small spark of fire that flies from the caster to the destination square within 20sq. where it explodes doing 5d6+10 points of fire damage to those in the area or half if they make a reaction save.

Values: T3=2100gp, T4=3400gp, T5=5600gp

**Tier 4:** A 7sq.diamond area at 22sq. range doing 7d6+14 points of damage.

**Tier 5:** A 9sq.diamond area at 22sq. range doing 9d6+18 points of damage.

**Fumble** - Charms a creature within 10sq. to become very clumsy for 10 rounds. It will increase its critically miss chance by 3, regardless of any save. Any time it moves it must make a mental save or drop prone until it rises again.

Values: T3=2000gp, T4=5000gp, T5=7000gp

**Tier 4:** three targets within 12sq. in a 5sq. diamond get 4 steps worse critical miss chance. DC 17

**Tier 5:** five targets within 14sq. in a 5sq. diamond get 5 steps worse critical miss chance. DC 19.

**Haste** - Creature within 5sq. become faster and has a raised metabolic rate. Each creature gains one extra physical attack per round. Those using two or more weapons get to use each weapon twice. Those with slashing get 3 attacks per round or 4 attacks per round with greater slashing.

Those hasted gain +4 to move and +2 to defence and reaction saves. Casting a spell, prayer or discipline still takes normal time (once per round). However, the spell caster gains the move, defence, attacks and save modifiers. At the end of the duration the hasted creature age one year.

Values: T3=1200gp, T4=2600gp, T5=5200gp

**Tier 4:** +5 to move, two creatures within 20sq.

**Tier 5:** +6 to move, four creatures within 20sq.

**Inferno** - Creates a small spark of fire that flies from the caster to the destination target. You must make a ranged spell touch attack with an attack score of 5. If you hit it score 2d6+30 points of fire damage, enveloping the target in flames. If the target is a flammable object it is always ignited.

Values: T3=2100gp, T4=5700gp, T5=11200gp

**Tier 4:** Damage is 6d6+42 points. Attack 7.

**Tier 5:** Damage is 10d6+54 points. Attack 9.

**Poison Breath** - The wand shoots out a cone of poisonous gas in a 4sq. long cone (1,3,5,7). It scores 4d8 + 10 points of poison damage or half if a physical save is made. Underwater the length of the cone is halved.

Values: T3=1700gp, T4=3500gp, T5=6000gp

**Tier 4:** Damage is 6d8+14 points. Cone 6sq long.

**Tier 5:** Damage is 8d8+18 points. Cone 8sq. long

**Polymorph** - selected target within 20sq. failing a physical save is transformed into a small to large animal or insect or something with only one special or less (max one star \* after name) if they fail a physical save. You decide the creature and you must have seen it and it must have a level less than 10.

It has all game statistics as that creature except the mental ones. If it has hands it can cast powers that needs somatic and if it got speech it may use powers with vocal requirements.

All equipment worn or held is placed in an extradimensional hold. Once the power ends the polymorphed returns to its normal form at the life points it had when being polymorphed.

Values: T3=1300gp, T4=3000gp, T5=6000gp

**Tier 4:** up to three targets up to level 14, same races

**Tier 5:** up to five targets up to level 18, same races

**Shout** - Caster shouts in a cone 4sq. long. All in that area must make a physical save for half damage and avoid the **deafness**. Full damage is 4d6 +10 points of sound damage. Crystalline or stone creatures or objects takes 50% extra damage. Deafness last for a minute.

Values: T3=1450gp, T4=3000gp, T5=4100gp

**Tier 4:** cone 6sq. long doing 4d6+14 points of damage and target failing the save are **stunned** and **prone** to the end of its next round.

**Tier 5:** cone 8sq. long doing 4d6+18 points of damage and target failing the save are **stunned** and **prone** to the end of its next round.

## Arcane Fantasy v8.88

**Slow** - Those in a 3sq. cube area within 10sq., failing the mental save becomes slowed for a short duration. Slow give half move and either a full action or a partial action in a round, not both. You still have one free action. In addition, those affected get -2 to defence and reaction saves. At higher levels, add 1 sq. to the sides of the area.

Values: T3=1200gp, T4=2500gp, T5=5000gp

*Tier 4: 6sq. cube  
Tier 5: 8sq cube*

**Tentacles** - A 5m tentacle sprouts from the floor or wall within 5sq and lasts 10 rounds. It has a reach of 2sq. and defence and attack 10. It scores 4d4+10 points of damage and on a crit 19 it grips a target and scores continuous damage until you break free vs DC 15 of this wand. It acts like an ally and may do attacks of opportunity as long as no one is gripped. If it is damaged it stands 10 points before disappearing.

Values: T3=1700gp, T4=2700gp, T5=3700gp

*Tier 4: Range 7sq., last 14 rounds, attack 14, defence 14, damage 4d4+14, break free DC 17, has 14 life points.*

*Tier 5: Range 9sq., last 18 rounds, attack 18, defence 18, damage 4d4+18, break free DC 19, has 18 life points.*

**Thunder** - Shockwaves of thunderous noise strike a 3 sq. radius (2,4,6,6,4,2) sphere within 10sq. Creatures in the area take 5d4+10 sound damage or half if a phy-save is made. If they save fails, they also become **stunned** until the end of their next round.

Values: T3=1800gp, T4=2850gp, T5=4300gp

*Tier 4: Range 12sq. Damage 6d4+14, area 4sq. radius (2,4,6,8,8,6,4,2)*

*Tier 5: Range 14sq. Damage 8d4+18. Area 5sq. radius (2,4,6,8,10,10,8,6,4,2)*

**Cloudkill** - Creates a cloud of billowing yellow green poisonous gas within 10 sq., 3sq. radius (2,4,6,6,4,2) 2sq. high, that kill any living creature with less than CR 1 (no save) within the cloud. A living creature with CR 1 to 4 is slain or take 11 points of poison damage if it succeeds a physical save. It has to make another save each round on your turn while in the cloud and it lasts for 11 rounds. A living creature, with more levels, takes 11 points of poison damage or half if a physical save is made, on your turn each round while in the cloud.

Holding one's breath does not help avoid this poison but constructs and undead are immune. Outdoors the duration is halved or a quarter in windy conditions.

Values: T3=2000gp, T4=4000gp, T5=8000gp

*Tier 4: Range 12sq. CR 1-6 slain or 19 damage, higher take 19 points of damage or half. Lasts 19 rounds. Area 4sq. radius.*

*Tier 5: Range 14sq. CR 1-9 slain or 27 damage, higher take 27 points of poison damage or half. Lasts 27 rounds. Area 5sq. radius.*

**Critical Miss** - Targets a weapon seen within 10sq. It will increase the risk of scoring a critical miss with that weapon to 1-3 in 1d20. Regardless of situations (such as grease or fumble) a weapon cannot have a critical miss of more than 1-6.

Values: T3=1000gp, T4=3000gp, T5=5000gp

*Tier 4: Affect three weapons crit miss 1-3 for 15 rounds*

*Tier 5: Affect five weapons crit miss 1-4 for 19 rounds.*

**Field of Fire** - This power creates a 5sq. wide, 1sq. high, wall of fire perpendicular to the direction of the wand, moving away up to 6sq. as a wave of fire. All creatures passed must make a reaction save for half damage. The damage is 6d6+11 points of fire damage.

Values: T3=2250, T4=4000gp, T5=6700gp

*Tier 4: 8sq. wide moving 8sq. away for 8d6+15 points of damage.*

*Tier 5: 10sq. wide moving 10sq. away for 10d6+19 points damage.*

**Gelatinous Cube** - The power creates a simulacrum of a gelatinous cube. The cube has 33 life points but otherwise adhere to the creature description. The cube will act independently but according to the will of the caster. It will regain one life point per kg organic material is dissolve. The dissolve process usually takes a long rest. It will be set free after 24 hours.

Values: T3=1700gp, T4=3100gp, T5=4400gp

*Tier 4: 57 life points.*

*Tier 5: 81 life points.*

**Hold Monster** - This prayer holds 3d6 levels of creatures (not constructs or undead) of up to level 11, within 5sq. Those affected (those selected as long as their level adds up to less than total capacity) must make a physical save or have all muscles freeze creating a physical hold for a short duration. Mentally they are unaffected. They are allowed a new save at the end of each of their turns to break the hold.

Values: T3=1800gp, T4=4400gp, T5=8500gp

*Tier 4: Range 7sq. up to level 15, 5d6 levels affected.*

*Tier 5: Range 9sq. up to level 19, 7d6 levels affected.*

**Missile Storm** - This power creates a volley of two magic missiles. Each missile score 2d8 + 11 points of force damage on a target within 20sq. without a save.

Values: T3=1650gp, T4=3300gp, T5=5800gp

*Tier 4: three missiles each doing 2d8+15 points of damage*

*Tier 5: four missiles each doing 2d8+19 points of damage*

**Righteous Might** - Affected creature within 5sq., failing a physical save if unwilling, grows larger 110% (180cm becomes 378cm) and becomes resistant to non-magic weapons. A medium creature often ends up as huge. The size grants another 33 body life points (affects maximum) and increase weapon damage by 3d4 points if it was small or smaller, 3d6 points if it was medium and 3d8 points if it was large. It also enables a greater lifting capacity by a factor 9.

Values: T3=2500gp, T4=5000gp, T5=10.000gp

*Tier 4: affect three creatures that grow 150% (4,5m) and gain 45 life points and may lift 15 times normal.*

*Tier 5: affect five creatures that grow 190% (5,2m) and gain 57 life points and may lift 24 times normal.*

**Wall of Fire** - Creates a wall of fire 5sq. wide and 1 sq. high and thick, within 10sq. doing 3d6 + 11 points of fire damage to anyone going though it without a save. On the other hand, a reaction save for half is allowed if placed on a creature upon creation. Anyone standing within, not moving away, take full damage each round. The wall last 11 rounds.

Values: T3=1600gp, T4=3350gp, T5=5850gp

*Tier 4: 7 sq. wide wall doing 5d6+15 damage for 60 rounds.*

## Arcane Fantasy v8.88

*Tier 5: 9 sq. wide wall doing 7d6+19 damage for 30 minutes.*

### Master Wands (Level 6-7)

PS is 20, DC 20

**Acid Storm** - acid storm causes 5d8+20 (PS) points of acid damage within long range (20sq.) in a 4sq cube area. Those within can make a reaction save DC 20 for half damage.

**Animate Object** - Animate one or more object within short range for a medium duration that can move and attack according to the will of the caster.

The number and size of the objects affected depend on PS (21) according to the Animated Object table below. The PS determine the maximum size affected. Each smaller sized object doubles the number. Thus, at PS 21 one huge, two large or four medium objects can be animated.

PS	Sz/Lv	LP	Att	Def	Dam	Mv*
<b>1-5</b>	T1	5	0	3	1d3	3/4/5
<b>6-10</b>	S2	10	1	3	1d6	4/5/6
<b>11-15</b>	M3	17	2	3	1d8+2	5/6/8
<b>16-20</b>	L4	32	3	4	1d12+4	5/7/9
<b>21-25</b>	H6	56	5	5	2d10+5	6/8/10

*Note: The objects actual size determines what can be animated. The movement is for objects with no legs, with two legs and finally with four or more legs or wheels.*

**Construct Immunities:** Immune to surprise attack extra damage, diseases, poison and mind affecting powers, positive & negative.

**Immutable form:** Immune to polymorph & shape changing powers.

**Feeblemind** - will cause the target's, within long range, and intellect 3 or more, to become that of a moronic child - without use of powers. This spell targets those that can use magical powers, not those with innate magical abilities. If the target fails a mental save, he will lose all feats and have limited understanding of who he is, where he is and who his friends are for a long duration. Only heal, restoration, wish or miracle will remove this effect before duration ends.

**Ice Storm** score 4D8+20 points of cold damage to a 4sq. cube within 20sq. without save.

**Sink** - This power targets a few creatures within 10sq and a 2sq. cube area. If they fail a phy-save (if unwilling) they start to sink down into the floor, unless they can fly or otherwise move out (outside their turn - which is hard - requires feat free action or some legendary action or perhaps some contingency magic). When they are completely within the floor they will stop sinking and the floor will harden again.

Those trapped in the floor will die within a few rounds from suffocation, unless they have means to survive enclosed in rock (or whatever the floor is made of) or dimension door, teleport, shadow step, passwall and so on out of it.

If the creature is larger than the floor thickness, they will not get trapped but dropped to the floor below instead. If the creature's facing is larger than the affected area it will not sink at all.

**Slay Living** - a touch of this wand deliver 6D8+20 points of negative damage or it can be used with a quick action to charge a normal attack with a weapon. Humanoid killed this way becomes a wight the next round under the control of the slayer.

**Chain Lightning** - starts a lightning bolt within 20sq toward a creature then if it hits it forks out to three other targets within 7sq. If the first lightning bolt don't hit a creature (being an illusion or

avoiding all damage) it continues for 7sq and if it hits something else it forks as above. Each lightning bolt score 7d6+20 points of lightning damage or half if a reaction save DC 20 is made.

**Force Cage** - May envelope a target creature within 20sq. in one of two types of cages of pure force for 20 minutes. The first is **barred** 2sq. cube, with 10cm between bars. The second is 1sq. cube with **solid** walls of force. As long as the target creature can be contained without problem within the cage, there is no save. If it is slightly too large a reaction save is allowed to avoid being caught. If much too large the cage is created next to the target creature (random placement), leaving it (mostly) unhindered.

**Insanity** - affected creature (with intellect 4 or more) becomes confused for a short duration, at the end of the duration a mental save must be made or it gets one insanity, roll 1d6 below.

#### Insanity

- |   |
|---|
| 1. <b>Megalomania</b> - You are the best                                    |
| 2. <b>Paranoia</b> - Everyone is out to get you                             |
| 3. <b>Schizophrenia</b> - you are not sure who you are                      |
| 4. <b>Depression</b> - there is not much to live for                        |
| 5. <b>Cognitive Disorder</b> - what you see, hear, smell, is not what it is |
| 6. <b>Phobia</b> - enhanced fear/disgust for what scared you most recently. |

**Petrify** - Target creature within 20sq. must make a physical save or become **paralysed** for 20 rounds. At the end of your next round the paralysed target must make another phy-save or **turn to stone**. If the second save is made target remains paralysed for a short duration. Elementals, constructs and immaterial creatures are unaffected.

**Reverse Gravity** - Creates a 4sq. cube withing 20sq. for 20 minutes, where gravity is reversed. Flying creatures may make a reaction save just to fly out. Feather fall stop the fall. Others either fall to the ceiling for some falling damage (1d6 per 2m fallen up to (height of cube) d6:s, then less and less if the ceiling is higher). If the ceiling is higher, one trapped in antigravity will tumble up and down repeatedly for 4 rounds and during this time the disorientation will prevent power user without concentration checks, physical attacks are unfavourable unless being able to fly and movement is almost 0.

### Epic Wands

PS 25, DC 22

**Ball Lightning** - creates a spark of lightning that flies from the caster to the destination square where it explodes in a 7 sq. diamond doing 5d10+25(PS) points of lightning damage to those in the area or half if they make a reaction save.

**Death Field** - Creates a negative field of sparkling dark energy 13sq long, 1sq wide and high within 20sq. Those in the field must make a physical save or take 2d12+PS points of negative energy damage or half if they make the save. Undead get healed the same amount in the field. Celestials take PS extra damage. The field once placed is stationary. Constructs are immune to this spell.

**Irresistible Dance** - Those in the area at the moment of casting will caper and prance, tap and swing as if dancing a wild dance. The dancing lasts for a **Short**, 25 rounds duration. While doing this, any action is at -4 to hit, damage, reaction saves and concentration checks at -4 must be made to use magic.

**Trap the Soul** - caster selects a target within long range and target must make a mental save DC 22 or its soul and body is trapped in the gem of the wand. No higher than 25 (PS) levels.

**Disintegration** - Create a globe of disintegrating power in an 1,3,1 diamond area within 20sq. Those within take 5d12+PS points of

## Arcane Fantasy v8.88

disintegration damage or half if a physical save DC 22 is made.  
Killed by disintegration damage disintegrates your body into atoms.

**Dragon Breath** - Until the beginning of your next round, you are immune to the damage type of the breath. You can release a dragon breath according to one of the below. Reaction save halves damage except Green that has a phy-save for half damage.

Colour	Dmg	Description
White	Cold	Narrow Cone of Cold 10sq for 9d6+PS points of cold damage.
Black	Acid	Line of acid 1.5sq long for 10d6+PS points of acid damage.
Green	Poison	Cloud of poison 8d8+PS points of acid damage and become poisoned if save fails by four or more.
Blue	Lightning	Line of lightning 20sq long doing 9d8+PS points of lightning damage.
Red	Fire	Cone of fire 10sq long for 6d10+PS

**Earth Quake** - Creates a small earthquake in the area within 20sq. that last two rounds. The first round it scores 3D10+PS points of physical non-magic blunt damage to all earth-bound creatures and all must make a reaction save or fall **prone** this round.

The second round: The damage also makes structural damage and walls or constructs of building may topple (33%) and crevices open outdoors (33%) and indoors parts of the ceiling collapse (33%). Check for each that applies.

Toppling walls and collapsing ceilings score another 3d10 points of non-magical blunt damage. Half damage if a reaction-save is made. A crevice can be 2d4sq deep. Those that fail a reaction save fall in and unless they fly or use feather fall takes falling damage 1d6 per sq. fallen.

**Implosion** - At a place within 10sq the caster creates a 5sq. diamond implosion doing 5d10+PS force damage. Those within must make two saves. The first is a reaction save for half damage and the second reaction save if the first fails or if falling unconscious, not to be sucked into the border astral plane (unless being there already). Getting out from the astral is possible but takes at least a round even if familiar with it, it requires a mental save DC 15 each round to find your way out if not a planar traveller.

**Time Stop** - Caster freeze time in a 5sq bubble within 10sq that last for 7 rounds. Those within are totally unaffected by anything during this spell but may not act in any way. Any effects with duration are halted during this time. No save.

**Wail of the Banshee** - Caster creates a sound based necrotic damage effect in a cone 25 (PS) sq. long. The damage is 10d6+25 PS necrotic or half if a physical save is made. Necrotic damage cannot be cured by magic except by restoration or atone. Each five points of it grant a -1 to attack, saves and PS, see Necrotic damage.

**Weird** - You affect 6d6+25 (PS) levels of creatures, within 20sq. range, having intellect 3 or more. All are allowed a mental save DC 22. If made this spell has no effect except that they see shadows move around. If they fail the save, they see the creature of their worst nightmare form in front of them and attack. The attack requires a physical save. If that save fails you die otherwise you take PS/3 d6 points of mental damage and you are **stunned** for 1 round and **weakened** until a short or long rest is had.

True seeing or other detection methods in work grant a +4 modifier to the mental save as this illusion is a figment of the target minds fears.

## Special

### Amulet of Earth

Grant immunity to acid. Any earth power cast has an effect as if cast as one level higher.

### Periapt of Water

Grant immunity to cold. Any water power has an effect as if cast as if one level higher.

### Necklace of Bliss

While worn all primary abilities are raised by two.

### Sword of Judgement

This longsword is a +3 enchanted weapon. The wielder gains +4 to strength, health, portnoffand agility while it is used.

### Boots of Pathfinding

Rough terrain does not give any terrain penalties to movement.

### Goggles of Seeing

These small set of oculars grant favourable search and spot checks while worn. If used more than 10 minutes in a day wearer get sickened for an hour, see conditions.

### Belt of Giant Strength

This belt grant +8 to strength while worn.

### Quiver of Elhona

Ten arrows +3 can be drawn and used from the quiver each day. One of these has the Slaying (one type as selected) property if so wanted. Once used the arrows disappear.

### Ring of Oblivion

When this ring is worn - no spell returning a creature back to life - from being dead - works within 6sq.

### Garniture of Interference

This amulet dampens all magic in a 6sq radius by lowering the PS 10 steps. Zero or negative PS indicate a spell failure, as it will not manifest. It does not affect supernatural abilities such as dragon breath or Sirine's song. But it affects both innate and normal power use.

### Boots of the Wild

These boots allow the wearer to move two squares more each round and during overland travel. The wearer also gains favourable wilderness checks.

### Wizard Hat of Magic

When worn this hat give plus 3 to any concentration check. It grants the wearer +1 to memorizing and casting PS after having it on the head from more than 8 hours. It must be worn continuously. Removing it from the head more than 10 minutes you must once again have it on 8 hours before the effect takes place. Fortunately, the hat is comfortable with both neck support and a built-in pillow.

### Angel

Medium LG outerplanar humanoid

Level 32; Abilities 129 (S30 H22 A24 I16 W18 P19); Saves (P6 R7 M4) T5

## Arcane Fantasy v8.88

**Combat:** Att 15, Def 14, LP 328, Dmg 3\*2d8+13 magical edged + 2d8 positive; Move 9/15 fly B; XP 5550, CR 22

**Innate powers** (quickened); Resurrect 3/day, heal 6/day, restoration 3/day. PS 20+1d8

May once per day negate one unwanted effect by sacrificing 66 lp.

**Legendary action** 3/round. One extra attack, one partial move without attraction attacks of opportunity or one innate power

## Example Heroes

### William the Male Human Warrior

Level 1, Age 20, Height 182, Weight 82 kg (from race).

Strength	Health	Agility	Intellect	Willpower	Presence
17	12	14	8	10	8

Defence 7, (leather 3, agility +2, shield +2)

Life Points: 9 (body) +2 level +2 armour feats, +1 health = 14

Attack 4 (long sword +3 strength +1 martial weapon)

Damage 2 x 1d8+3 critical 18 (long sword).

Equipment: Long Sword, Leather Armour, Shield. Boots, Water Skin, Iron Ration (7 days), 10m rope.

Feats: Combat Training (sword, axe), Light Armour, Medium Armour, Martial Weapons, Slashing.

### Elendrin Female High Elf Priest

Level 1, Age 30, Height 168cm, Weight 58kg (from race).

Strength	Health	Agility	Intellect	Willpower	Presence
12	10	14	8	8	17

Stats: Defence 3, (agility +2, robe +1)

Life Points: 7 (body) +2 (+2 from level) +0 (from health) = 9

Attack 3 (short bow), Damage 1d6+1 critical 18 Range 20.

Equipment: Boots, water skin, Iron Ration (7 days), holy symbol, robe and cloak, short bow and 10 arrows and quiver, back pack.

Feats: Simple Weapon (mace, elven), turning, initiate magic (priest), power use (priest), adjust power.

Power Use: PS 4, DC 11 (3, 2, 1)

0<sup>th</sup>: Healing touch oo, touched 1d4+4 cure

0<sup>th</sup>: Detect magic o, short duration touch to sense magic

1<sup>st</sup>: Command o, RS 1Cr 1 rnd tell one word what to do.

1<sup>st</sup>: Sanctuary o, men save or select another target. 4 times

2<sup>nd</sup>: Holy hammer o RS DS attack PS, damage 2d4 + 4 crit 19

May turn 3/day 1d20+3

### Karbal Sarema the White Wizard, Male

#### Gnome Adventurer Level 1

Age 30, Height 135, Weight 45 kg

Strength	Health	Agility	Intellect	Willpower	Presence
13	8	13	17	12	12

Defence 2 (agility +1, robe +1)

Life Points: 6 (body) +2 (level) -1 (health) = 7

Attack -3 (dagger - non-prof), Damage 1d4+1 critical 18 ranged

Saves: Phy 0, Rea 2, Men 2, MR 1.

Equipment: Dagger, Boots, Water Skin, Iron Ration (7 days), 10m rope. Robe of Orbs (glass beads), Traveling Spell Book and a magnifying glass (search +1) untrained -4 +4=0.

Feats: Magical Prodigy (removes simple weapon) Add Initiate Magic, Power Use, Adjust Power, Greater Learning (racial), Skill (concentration) (racial), Arch Power, Ultimate Casting.

Power Use: PS 5 (Mem 7: 5432) Powers known 9; DC 13

0<sup>th</sup>: Tinder oooo RS Rea Neg 2d4+2 fire, Comprehend spoken human language DM o,

1<sup>st</sup>: Floating Disc o 150kg DM, Light ooo Rea Neg or blind,

2<sup>nd</sup>: Rope Trick o, Disjunction/injunction improve MR +3/-3

Burning Hands oo 1,3 area 3d6+PS fire Rea ½ ,

3<sup>rd</sup>: Enhancement/Enfeeblement o, Searing Light o

### Irena Eld Female Thiefling Rouge Level 1

Age 22, Height 170, Weight 69

Deep bronze skin, horns

Strength	Health	Agility	Intellect	Willpower	Presence
14	12	17	10	11	12

Initiative 3, Defence 6, Life Points 11

Attack +4 with bow damage 1d6+3 range 15.

Equipment: Leather Armour, Short Bow, 10 arrows, sack, belt, shoes, clothing and a quiver. 3 days of rations & water skin.

Feats: Simple Weapons (Rouge, Bow), Light Armour, Surprise Attack, Tumble, Skill (stealth, climb, open locks, find traps)

Surprise attack: On a hit with favourable attack, or from hiding or when tumbling, reaching the rear. You score 1d6 more points of damage.

Tumble: An agility check (vs opponents' passive DC 10 + agility mod) in melee, allow you to reach the rear of your opponent and allows attack at +2 and thus a surprise attack.