

Dungeon Mistress Brianne's Excellent Booke of Happy Adventure.

Being a text of her own while Chancel of the Ivory Library of Cardis.

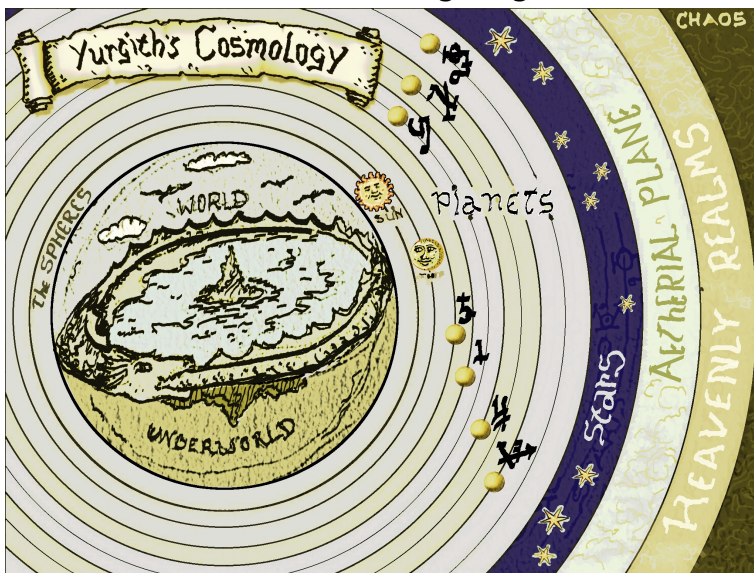
I sit to write this little work so that those wishing to Adventure upon the face of Eldorath might have a window into the things a character ought to be aware of, but a player would have no way of knowing.

The Discography and Cosmology of Eldorath.

While it's certain that most of the poor common folk and particularly the mire crusted peasant have little concern for the learnings of natural philosophy, cosmology, and magics; being engaged in the daily sweats and seasonal rounds of agriculture; the adventurer, villager, and townsman have leisure for story, song, and even perhaps reading. Thus most civilized folk are not completely ignorant of the broad outlines of geography and cosmology and some slight acquaintance with history and curious lore beyond the narrow bounds of their proper professions. I synopsise these more common stories that players may converse and understand the murmurings and cryptic words of the learned, the gentry, and the rabble that would otherwise be nonsensical.

The Eldorathic Cosmology.

Though most have not read Yurgith Longbeard's **Chaktitheon Eaifueorion**, the only complete copy with all the figures is in the Ivory Library of Caridis, it's influence is felt throughout the civilized world second hand. Master Longbeard begins with the Myth of Oeroberboran the World Worm; "Truly it is sung that in the dawning days, when the world was fresh, singing with color and the tapestry only half formed, the Numulings spun the greatest Dragon into existence. They were taken with it's great sparkling beauty as it swam the Starry Seas, it crafted sweeping spires, and furrowed thrilling chasms molding the fabric of Eldorath into land and seas. She was wise as the most clever Numuling: Nngul the Thinker. And this stung his pride such that he sang



an enchantment onto Oeroberboran. He Sang, Singing Her to cruelty and Malice, singing a stinger on her tail that might even poison the Namulings. The great dragon began to unmake creation, tearing at the seas and land, thrashing water and dust until the air, land and sea became one. The Namulings were distraught, they cried out and woke Mother Namutamtu. Namutamtu saw her creation being ravaged and unmade by the great dragon and was overtaken by wrath at the foolishness. So she tricked Oeroberboran into biting itself, the great

stinger became lodged in her vast toothy maw, stuck fast. The Dragon in it's fury frothed and

Twisted and wound itself around, Spinning the aether back into mud and water and air, Thus she died, becoming the great Disk we call Eldorath and gave birth from her scales to the Great Dragons of the olden times.

The Namulings surveyed the ruins around them, the bones of Oeroberboran made a poor fence to keep the fogs of Chaos out, Thus they fashioned from the muds of Eldorath the Great Giants; Cephus, Ploc, and Huyghr. These giants carried out the sentence of the Numulings upon Nngul, he was divided in twain, half becoming Oureanis the Numuling of Magic. The bones of his other half were wrought by Giantcraft into the crystal spheres of heaven to hold Chaos at bay.



Thus the Giants made in the outermost sphere a home for the Numulings and their favored children, nearest the inexhaustible powers of formless chaos. This godly realm is formed of dream and hope, imagination and ambition. Mortals betimes are given in sleep to see it's Cities made of love, and of Hate, fashioned of stones of Awe and mortared with Desire and Fear. Here the Giants raised crenelated walls of living light to ward the world's reality from the colorless mist of multipotential Chaos. And on the Battlements against doom's last fog the Numuling Nern still holds the Distaff of Reality and spins chaos into the threads of Fate, and the Numunornrian Sisters mend and broider the tapestry of Creation at the feet of Namutamtu.

Below that blessed realm of power is the sphere of Luminous Aether, an insulating blanket between the power of Heaven and the lesser Creation. This Aetheric Realm is filled with with brilliant power, the humming Selvage of the Cosmic Fabric. Here unbound energies crackle along the Elemental Strings. Mortals risk much to tread these ways yet Great Wizards find themselves inevitably drawn to this fountainhead for it is the cobblestone way between mortality and Divinity. Jgrath of Cardis has penned a fine work on the subject, if one can find it.

Inward next comes the Sphere of Stars, an Azure Sea on which are set the first Jewels, some believe them eyes or windows from which the Gods observe Eldorath. Others say that the Stars are small and luminous spheres themselves. This is the view of Ormrod Sailstar who claimed to have sailed that sea looking up at the mortals of Eldorath, and even to have touched the cool brilliance of the stars themselves. Ormrod's book contains much whose veracity might be questioned however, so if you find a copy beware.

The next 7 spheres are home to the wandering planets. What are they? Opinions are divided. Those who follow Oyrgygyn would see them as magical beings intent on errands of import for the Numulings. Those who believe the works of Klifzogon the Dunite hold the planets to be lifeless fires serving some mysterious purpose of Natural Philosophy perhaps counterbalancing the heft of the Sun and Moon and keeping them from falling to the ground. The Dunisians have long believed the planets are in fact the wandering homes of the 3 Dragon-Reeves and 4 Giant-Gastalves that manage the demense of the spheres and view them as cockleshells or Murex-boats in which those worthies keep office.

Still a few notes; Aerovia is the landmass the game centers on. It was settled in deep antiquity by men from from over the Greenfoam Abyss. Perhaps from Ogrifant, or perhaps Mankind was created on the Summit of Gher as the Ankgharians say.

The flat world is ringed by a massive mountain range; the Orobrian Fence, the summits of which are said to touch the stars, but Master Vrechkar maintains they in fact do not. The Summit of Gher is another mountain, and so large that whole cities hang from it's sheer cliffs, or are built in clefts. Agamroria is a vast desert, and a comfortable home only to lizard-men, whose civilization is concentrated around the ancient city of Dunis, once the Mother-city of Cardis. Apiasynia is called the Golden Land, and it's people, the Delf, are blessed with hot sun, warm breezes, gentle hills, and grow vines, wheat and honey unlike any found on the world. It is not a friendly place to strangers however and the Delf, proud and easily angered, barely coexist with their own families. The Sea of Molten Lead is not a romantic allegory but a deadly place, where cataracts of metal flow down from the Orobrian Fence into a vast silver sea. Fumes of poison and murderous fogs threaten any foolish enough to venture there. Beyond the Sea of Swet are exotic lands visited by only the most lucky powerful and fearless. West of the Gher mountain are the grass seas of murderous beasts without civilization.

In the far North is the icy white lands of the powerful and fierce Guovza people; that Aerovians call Panzerbears. The Sea that Thaws is famous for the great white Whales described in the anonymous song with the refrain "Cook my bones so I'll know warmth one last time". North of Gher are the Old Elvish Lands, ruin dotted islands now but once the Sunses Ouempire of the Western Elves destroyed and sunk in the troubles of the past. Now it's the haunt of monsters and refuge of Selkies. To the North of Aerovia is the enormous wasteland of Barbarosk. These wild lands linger under an ancient curse that dims the sun. It is never warm. Summer is bleak and damp, Winter is unrelenting, and the benighted people have intermarried with Giants and beasts for the might to survive. Their descendants flooded Ogothol and the Goblands and were the forefathers of the wolf-riding goblins of Wilderness.

The Pale of Marchandy is the wild borderland. Farmers pushed into these lands hundreds of years ago in spite it's dangers, and 300 years ago petitioned the High King for a protector. Yaris, The Unicorn of Cafolat, was made Duke of the Pale and with an army of mercenaries from all over civilized Prath, he extended the King's Peace to every corner of the Pale. He made roads, built fortified towns, settled his mercenaries, and refreshed the defenses atop the Fenwall. His descendants continued to protect the Pale for the King. The Kings in Parth however have had dynastic distractions for the past 150 years and spared little thought for the people of march nor the dangers that dwell in the wilderness beyond. Money and arms to protect the lands ceased to flow from the High King, the Archduke Kjarl of Marchandy, called Kjarl Knocknoggin, reorganized the Pale of Marchandy, holding the taxes meant for the High King and taking upon himself the charter rights properly belonging to his Lord. Though he fashioned a crown he never wore it, that was left to his grand daughter the current Queen Apfelswythe

The Pale of Marchandy

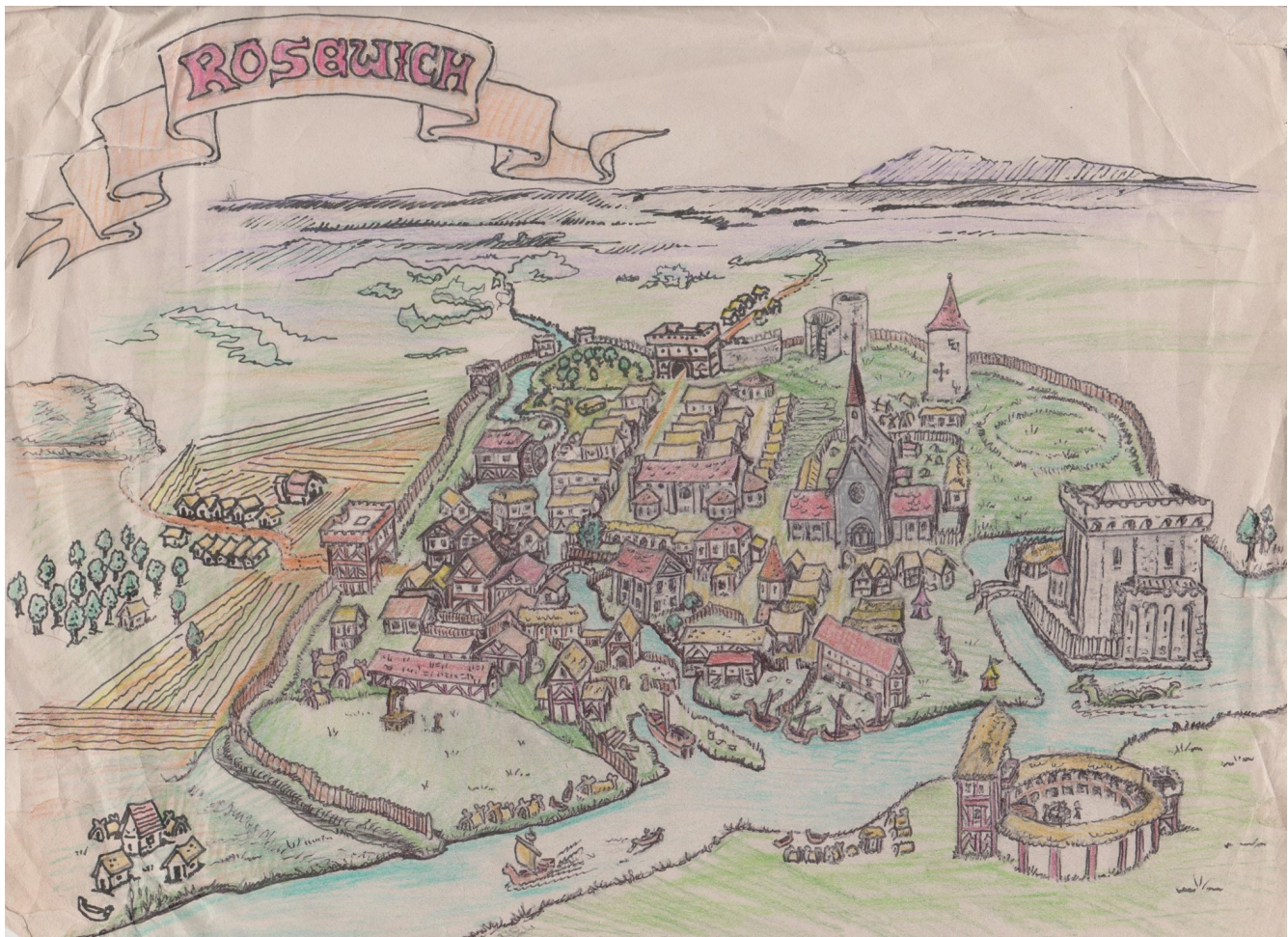


Marchandy is divided into 5 baronies; Raines, Bentwist, Baconbach, Olifaunce and Boeth. Raines is the demense of the Lady of the March, now Queen, Apfelswythe.

At this time she is beset by troubles. Ogmen armies from beyond the wall have burned Oldensoc. She's just broken a siege at Castle Fatbac, Wodjeki vikings have decended on Raines and the King in Parth has dispatched a demand for back taxes. But these events are of small import to an adventuring party drawn from the towns and hamlets of Baconbach and centered on the city of Rosewich.

Where the Roserun River and the small Roserun Creek confluent sits the town of

Rosewich. It's a pleasant little place, famous for apples, cabbages, roses, it's Church of Cudjerval, the Cracked Cask and it's renowned Rosedrake Cider. On the table are Pike, Trout, and Bream, good butter, cheeses, and rye breads. Entertainment can even be had in the only theater in the Barony; the Blue Owlbear. The most adventurous spirits in Baconbach invariably turn their dusty feet here to seek fortune and excitement.



Making Characters for Eldorath.

Begin by generating ability scores; 3d6 each for; Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma. In addition there is a seventh score; Social. This defines the relative importance and wealth of ones family of origin. Descriptions of the Ability Scores are found in the Basic Fantasy Rulebook, except Social, which is here;

Social Ability;

The number indicates where on the social scale (that runs between serf and King) the Player begins life; this mostly defines how much money the Character begins the game with. The Pale of Marchandy is not so rigidly classist as the other Archduchies of Parth, so the population has much more freedom to rise and fall as fate, talent, and personal choices decree. Apply the Social bonus or penalty as dice added to or removed from the initial roll for starting money. So, an 18 Social would get the ordinary 3d6, plus 3 more d6 throws...while a poor peasant youth with a Social score of 3 might begin with the same 3d6, but MINUS 3 dice!! in which case, instead of a 0, no character will never begin with less than 1 point (10gp).

Social Scale;

- 1 outlaw
- 2 slaves/serfs
- 3 tinker
- 4 Villain
- 5 Plowman
- 6 Peasant
- 7 Commoner
- 8 Commoner
- 9 Commoner
- 10 Commoner
- 11 Commoner
- 12 Commoner
- 13 Gudwight
- 14 Landlord
- 15 Tradesman
- 16 Guildsman
- 17 Burghermaster
- 18 Lord,
- 19 Baron/Duke
- 20 King/Emperors

If you are unhappy with a score, you may raise it by exchanging each point up, for two points down.

Next, note your ability score bonus/negative. (pg. 4 Basic Fantasy)

Now choose a Race and a Class. (These are separate in Eldorath) Players may choose from Smchtrmpffen, Dwarves, Ogmen, Humans, and Wodjeki.

Be mindful that prime requisites help experience points, but the DM doesn't prohibit a character or a race just because they have low scores in important abilities; the Gods made us without asking our preferences.

The Classes in Eldorath are; Fighter, Wizard (Magic user), Witch (Djrutha), Cleric (Church of Allsanzt, there are other Clerical religions in the world, but Allsanzt is the Prathic Church) and lastly Thief (Locksmith).

After noting the abilities per the descriptions below and getting your beginning spells, potions or miracles from the DM it's time for rolling Hit Points. Each class determines the die to roll for this, see the notes on Class below.

Next come languages; every character speaks East Aerovian (common) fairly well. Other languages one might hear are;

Ywb – a strange sounding tongue used by fisherfolk of the Marromir, and many Ogmen

Grylbror- The loud and violent speech of the Wodjeki.

Urbarbrosk – the uncouth tongue of wolfriders in the Wilderness

Spishag – Idalian pirate merchants speak this, it sounds slippery and slithery to locals.

Rhoonic – the Fancy Tongue of the merchant princes of Rhoona, beloved by nobles.

Prathic – The very correct and old fashioned speech of High King

Wandburush – an unintelligible difficult language of the strange blue men of Selkutland Island

Bornvaric The difficult grumbling tongue of the Wodjeki Vikings

Mumblish – Spoken by many creatures, beastmen, and wild beings throughout Aerovia

Gagnic – The language of the Theocratic Dons of Ibrea

Brazonsk – a distant and rare language here, but used by merchants that caravan to the Brazen Empire.

Agamrorian – the mellifluous language of Cardis and the Cardisite Mages.

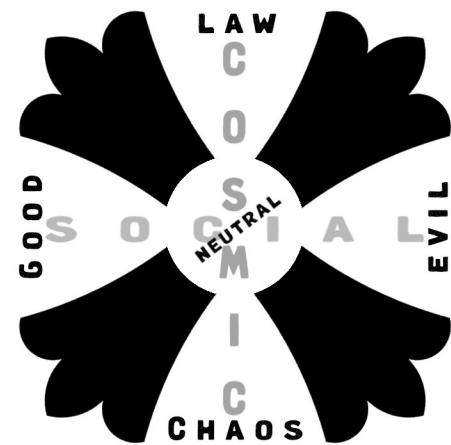
Schmrf – the bewildering and tinkling bell laden speech of the Smchtrumffen,

Znurkgug- the throat speech of Dwarves descended from that of Giants.

To learn a language beyond one's birth language a roll against Intelligence may be made for each month of immersion, with intelligence bonus added. This requires either books or speaking with another user daily during this time, if learning only from books do not use the ability bonus. And No adventuring, though ordinary travel is fine.

Alignment;

Alignment is a guide that helps players understand their relationships and helps players make decisions for their Character. It's expressed in terms of 5 points along two axes; one Social, and one Cosmic. The Social axis represents where the character stand in regard to Good and Evil, Good being the ideas of selflessness, kindness, desire to uplift and encourage. Preference for putting other's needs before one's wants and ultimately the willingness to sacrifice one's own well-being to ensure the well-being of others. Evil, by contrast, represents an extreme of selfishness, putting ones wants before other's needs, willingness to destroy and oppress, enjoyment of causing harm, antisocial, vicious and soul killing.



The Cosmic Order represents one's relationship to the vast powers of creation. Law in this respect represents the natural order, the organized fabric of creation, the Namulings' Eldorath and Cosmos made by Namutamtu, whereas Chaos stands for the unmaking of all things, the disruption of order, the dissolution of the fabric of creation, the undoing of peace and the triumph of the nameless things that gibber in the Gray Beyond, held back by the Walls of Heaven for they would feed on the tapestry of the world.

In General most characters are expected to tend towards Law and Good, as both Evil, and Chaos tend to lead to despair and unhappiness. But it's only a suggestion, and the whole is only a loose guide to help imagine how your character behaves in situations of ethical conflict.

MONEY!

The Coins of Aerovian Continent.

D&D Value	Marchandy, Anordandy, Olandy	Parthandy, Gascotrine, Dutchy of Prath	Otmerondy Anewlamer (Angalon)	Rhoona
4PP	Rhoon	Rhoon	Rhoon	Rhoonish Crown
1pp	Noble	Crown	Hog	Rhoonic Bezent
1gp	Ecu (silver)	Solt	Livre	Stater
2ep		Mark	Mark	Murket
1ep			Gull	Gwuloon
1sp	Denier	Penny		Drachma
5cp			Grosh	
1cp	Gros	Sequin	Kopek	Obloy
.5cp	Barleycorn	haypenny	Mill	

One of my biggest irritations with the D&D system is its hideous “gold point” system, that reflects nothing of actual monetary practice in Europe from 400-1600. This makes developing any kind of background economy very difficult, and disrupts and undermines what should be the main story telling features of quasi-medieval fantasy economies. In a game where treasure accumulation is an important measure of character success, having a rational background to the money system is important; after all what separates a serf, from a kulak, from a merchant, from a lord is the same thing that divides 1st level characters from 9th level characters; money.

More importantly, it defines the resources that money can command. In the actual middle ages there were a number long term trends; inflation, depreciation, and so on that can be overlooked, but only if you see the long term consistency; Land is wealth, the cost of armor and weapons makes those who have them rare and powerful, trade is dangerous because it requires large investments with huge amounts of risk.

The currencies of the middle ages descend from late Roman times, and they were already economic chaos, various reforms following reform as the Empire bled itself of metal to pay for the armies, bribe barbarians, build churches and fill them with treasures, bribe barbarians, build monasteries and fill them with treasure, bribe barbarians, build city walls, bribe barbarians, and build ships to try and hold the economic and military Roman world together, all while dealing with a manpower drain to monasteries, disease, and war. Over the few final Roman centuries a whole smorgasbord of coins were minted and melted, and reminted, some by towns, some by emperors, some by desperate generals, and what began as a simple system of As and Denier bushed out into a bewildering fecund forest of metal.

D&D reduces this amazing variety to a decimal system and introduces coins in metals that were almost never seen. Platinum was unknown to the middle ages in Europe (when conquistadors first encountered it in South America they tossed it back into the rivers they were panning, hoping it would mature into silver). Copper was never coined, though some bronze coins were molded in the late Roman Empire, and in dark age England. By the year 1000, the usual start date for middle ages, they were effectively gone from European commerce. (except when they weren't, China and Asia pumped some in from time to time).

Medieval Europe relied on three major kinds of coins descended from Roman models; a large denomination coin, the Shilling, the everyday silver coin that most people would be familiar with called the Penny, and an occasional Gold large denomination coin called an Ecu or Noble. A Few types of Shilling were minted in limited areas of

Spain from Electrum..but that was a rarity. Later in the middle ages the richest cities would counter inflation with an even larger coin; The famous Florins and Ducats and Byzants based on imported coin type from the rich east, these coins were needed by spice and cloth merchants to pay for ship loads of goods, and by kings to hire the very large “state” armies of the many 15th century wars. .

All these coins were essentially bullion guaranteed by the issuing authority; often a king, sometimes a town, or a bishop, or a baron even...but effectively interchangeable pence to penny, shilling to sou. Florin to Mark.

That's pretty much the scene; three kinds of coins ultimately amounting to no more than bouillon guaranteed with the King's mark. Which was why kings liked them...they could cheat and debase the coin a tad, and it, like the dollar, would still spend as it's face value since it be reckoned as if it were bouillon. To counter the kings and barons, bankers and merchants would use a touchstone; a bit of slate upon which a coin was rubbed, the lines being compared to the color of known quantities, detecting (hopefully) the cheats.

Real medieval coinage is based on the value of a pound of silver. One pound of Silver divided evenly into 20 portions (or sometimes 22 or 24, this isn't an exact science here)- the Shilling/Sou/or Roman Soldus... itself divided into 12 silver pennies. The penny was the main coin of European transaction. There were many other coins, but all based on multiples of one of these two; larger values minted in gold like the Noble (6 shillings), or smaller ones (usually in silver as well) like the haypenny. Notice the 12 and 20 relationship? That's because dividing coins this way is easier. A circle can be bisected easily by eye three times to produce 6 surprisingly precise equal parts, 5 is a much harder division to get right...and people get fussy when you give them “short change”.



D&D coinage is based on a decimal accounting, it's easier book keeping, but it isn't right. And it's bugged me for years. I keeps the system locked into the computer like tyranny of sameness, reducing a perplexing, ambiguous, and colorful riot of names and values into mere "gold points" so bland and uninteresting and patterned that one may as well be playing a video game, and an old one at that.

my desire is to make regions distinct with their own coins so that a breath of wonder and suggestion of depth comes into the game. Also age; hoards of coins that are very old being distinguished from what is current, and that from what was brought from far away...

So, what to do? I've tried developing conversion tables, to turn the D&D gold points into reasonable facsimiles of Deniers and Ecus and Solidos and whatnot. That totally failed. It would require rewriting every rule book and treasure table to be functional on the fly. I don't have the oomph for that. So my new compromise is this; a simple name change table, allowing the complexity of unique coins from different regions without having to engage in crazy conversion tables. Later I'll compose a similar one for the ancient past, and for places farther away...

Now it's Time for Shopping!!

Basic Fantasy Pg 10 and the Basic Fantasy Equipment book are thorough and I won't repeat them EXCEPT THE PRICE OF ARMOR. It's wrong, Armor is VERY expensive; the expense of Armor is why Lords are Lords.

Padded	50 Solt	12
Leather	100 Solt	13
Chain	600 Solt	15
Banded	800 Solt	16
Plate	3,000 Solt	17
Suit	5,000 +	19
Armor		

Armor Class and Saving Throws are per the Basic Fantasy Book.

RACES

Humans of course have settled Aerovia thoroughly, but they are not the only beings that live under the King's Peace in the Prathic Lands. In Marchandy particularly one tends to meet mainly Humans, Smchtrmpffen, Dwarves, Ogmen, and the very occasional Wodjeki, though some Giants, Imps and Orcs have bent the knee. Commoners see Ogmen, Orcs, Imps, Centaurs, lizardmen, Minotaurs and so on as "Beastmen" being combinations of Humans and Natural Animals. But also beings polymorphed into actual anthropomorphic common animals. As to the Feyfolk; gnomes, elves, faeries, sprites, etc... Most commonfolk prefer to believe they have joined the Great Giants in Cloudkookooland, raised into the Heavens, retreated to the wilds, or settled in the snowy peaks of the Ouroboran Mountains, at any rate they are not a player class.

Humans, and Dwarves are covered the the Basic Fantasy Rules on pg 5.

Dwarves

Dwarves or Darrowdelfs are one of the few feyfolk still common in Eldorath. They are a sad and declining people who once were great. Many ages ago their forefathers were Giants, and they held empires and kingdoms and ruled the world, indeed, their distant ancestors helped build the fabric of the world itself. They have greatly diminished since those days, literally and figuratively.

Every decade fewer and fewer are born. Today most make a living wandering from town to town, fair to fair, sharpening blades, making small jewelry, or shoes, fabricating intricate toys or perhaps joining itinerant entertainers. A few brothers still delve in the earth but the mines are small now, no longer do they make great cities, carve whole nations under the earth, and long gone are the days when their Giant forefathers conquered the clouds and built castles upon the very air. The Dwarves remember the stories and weep and drink deep of bitterness with their ale.

Smchtrmpffen (Smurf)

Smchtrmpffen are small blue people about 3 apples tall. They are dexterous, nimble, and magical. Some believe they were once gnomes but changed by curse or wizardry, Smchtrmpffen hold they were born in a ring of Glukspiltz birthed by the Moon, and they still build their homes in the fashion of that Mushroom. Smchtrmpffen are naturally very long lived, and very gregarious, they greatly dislike being alone. A Smchtrmpffen of 9th level may clear a forest space, plant a Glukspiltz ring, and attract followers, up to 100.

Females are quite rare indeed, no one knows why. Master Gresholtz wrote a treatise on this and he claims that in fact ALL Smchtrmpffen are female whatever their presentation. And there are no male Smchtrmpffen at all. When asked of this my Smchtrmpffen source would only say; “Smchtrmp smurfity smuffen smurfish Smchtrmpffen Smrv”. And I garnered no enlightenment.

Restrictions; Smchtrmpffen may become Wizards, Fighters or Thieves. They may never use a hit die larger than d6 regardless of class. They subtract 2 from the Strength Ability Roll, but may add one to the Dexterity roll. Being limited to not more than 16 inches tall a Smchtrmpffen are limited to small weapons of d4 damage, save their small polearms which can do d6 but are still only a yard long (a clothyard shaft in fact). Lastly the Smchtrmpffen is restricted to a diet of berries; Smchrberries. This is a category rather than species of dark purple or blue fruits such as; blackberry, blueberry, mayhaw, huckleberry, sloe, elderberry, juneberry, and currants, and some grapes. They may drink wine and cider, but never beer or ale which is toxic to them.

Special Abilities; Smchtrmpffen gain +1 with ranged weapons. They receive a +2 bonus to AC when fighting anything Man sized or larger. Being quick little beings they get a +1 to initiative. In the outdoors they are skilled at being unseen, so long as they are immobile among vegetation they may only be detected 5% of the time. That chance of detection rises to 25% indoor or in dungeons. A Smchtrmpffen Thief gets only one roll and must choose this natural ability OR thief class ability, as the player prefers. Smchtrmpffen have a strange language that defies easy learning by non Smchtrmpffen, to whose ears it sounds like variations of smrpf and tiny bells. They may automatically speak easily with natural non magical animals. Once per day they may use a Cantrip effect OR speak a curse. The DM will roll on the curse table to determine the effect.

Saving Throws: Smchtrmpffen save at +4 vs. Death Ray or Poison, Magic Wands, Paralys or Petrify, and Spells, and at +3 vs. Dragon Breath.

Ogmen

Description: Ogmen are a species of the beastmen that inhabit the Ogmarch swamps beyond the Gobdyke and Frogfen Marchwall (A line of low hills that defines the East border of the realm and holds back the creatures of the Swamp from the Pale of Marchandy) There they have numerous small kindgoms along the Tradewalk to Bronzeantika Idalia.

Ogmen can be found around the rivers of Marchandy fairly often. Ogmen are small; about 3 feet tall and weigh around 40 pounds. They are often a very pale green with skin that seems a bit translucent. They are excellent swimmers. Notably cheerful and



jolly with a love of singing they possess warm hearts even if their hands are damp and cool. Ogmen are fabulous craftsmen with fiber, wattle, and thatch, and wood. They prefer Copper, Gold and Bronze to all other metals and are masters of cold working and of enamel, but find silver, iron and steel unpleasant. Ogmen use a d6 for hit dice.

Restrictions:

Ogmen may be Thieves, Witches, and less commonly, fighters. Ogmen live about 50 years on average. Just a tad shorter than menfolk. Ogman cannot wear steel or iron armor. Ogmen MUST bathe daily. Each day without a full submersion in water will remove one CON point from an Ogman. At zero the Ogman becomes unconscious. Each day beyond that will remove a Hit Point from the Ogman until they are dead. A 24 hour soak with total rest will revive and restore them to complete health however.

Ogmen Characters lose 4 Charisma points at generation, but converse and interact with other Ogmen at +4.

Special Abilities:

Ogman may speak with invertebrate non-magical creatures as if they were people.

They excel with slings and crossbows and use them with a +1 to hit, and may fire them twice as fast as other races. Special Ogman made crossbows can be had that in their hands provide a +2 and fire at three times the normal rate, though they cost twice as much as a usual one and are very hard to find outside the Ogfen.

Ogmen swim as quickly as they run, and are nimble in water.

Ogmen have fairly long tongues about long enough to touch their belt buckles, that are rather sticky and they will use them a bit like a third hand sometimes, though they cannot shoot it out and grab things like frogs do.

Once per week they may sing the Summons song, this will bring a small swarm of insects or other small invertebrates.

Ogmen see very well in the dark; Darkvision 60 feet. (BFR pg. 43) and Ogmen have the special ability to always know which way is North, even in caves, or buildings, day or night.

Saving Throws: Ogmen save at +1 vs. Paralysis, or petrify, and +2 vs. Magic Wands and Spells.

Wodjeki



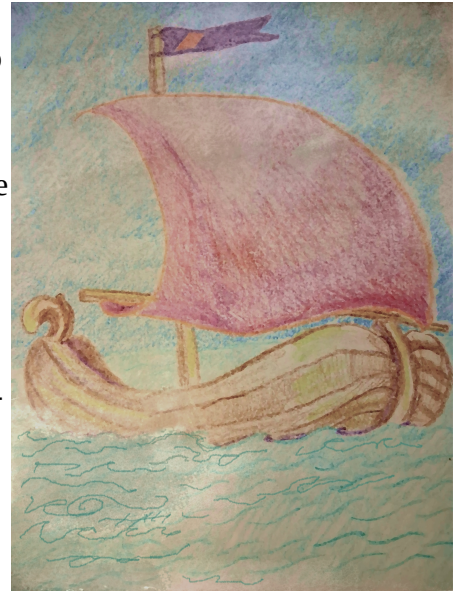
Description;

Wodjeki are immensely powerful Bear beastmen of the far north. They are very tall, up to 12 feet high! At that massive size they can weigh 3,000 pounds of very very tough bearman. Wodjeki are rugged, thewsome, and mighty. They do not wear many clothes in North, but have taken to the practice in our Civilized lands largely for decoration. They live in ice block cities in the North, and make ships from ice and whale bones to pursue their favorite food of Whale. Though they quite enjoy smoked and pickled fish, and have a noted weakness for mead. They don't enjoy farming, and dislike bread and most vegetable food. They delight in the hunt, but enjoy gathering

things in the forest; wood, mushrooms, bast, honey etc. and meet their needs selling these forages in villages and towns, but mostly they make a living as sellswords when in our southern lands. Their fur varies from brilliant white to a yellow tan, eyes and nose are always black as are their deadly claws. They are a violent and stubborn people, courageous to foolishness, their loyalty is unsurpassed however, and they tend to have a kind soft spot for children and small animals. Besides being unsurpassed soldiers they have a almost amazing skill with iron and steel, and Wodjeki Smiths make armor unlike any other. Wodjeki have been raiding Prath for three generations, but some have settled here mostly to work as mercenaries, hirelings, and henchmen. Wodjeki are considered old at 40.

Restrictions;

Wodjeki may be Fighters or Witches. They must deduct 3 from Charisma. They are not trusting of even each other. Wodjeki do not use missile weapons except the harpoon. Wodjeki dislike magic very much and reaction rolls in encounters with wizards are -3. Wodjeki will only wear armor made by Wodjeki, and this will double the price for a character to purchase. Wodjeki may not use small weapons, and use human 2 handed weapons as if they were one handed. They much prefer Large weapons, and will not use magical weapons viewing all magical weapons and armor as if they were cursed. Wodjeki have famously poor eyesight, being invariably near-sighted. Wodjeki use a d10 for Hit dice.



Special Abilities;

Wodjeki are very strong and roll 4d6 for Strength. And 3d6 +1d4 for Constitution. They do not experience cold as we do, and can swim exceedingly well in even frigid waters. Once per six month period a Wodjeki may fashion a single piece of Wodjeki Metal Armor using materials equal to half the ordinary cost of the human equivalent. They have an amazing sense of smell and can identify enemies up to 200' away by smell, and are only surprised on a roll of 1 on a d6. Due to the denseness of their hide and fur and the special nature of Wodjeki armor, they get an additional +3 to their armor class. When on all 4 feet Wodjeki can run non stop a number of days equal to their Constitution score. And feel no ill effects if they stay awake that same number of days in a row...however they must then sleep for twice that number of days or take damage equal to 1d4 per day of wakefulness.

Saving Throws;

Wodjeki are very susceptible to magical attacks and save at -4 vs Spells, and Magic Wands, but +4 against cold based attacks.

Combination classes are possible; see pg 6 of the Basic Fantasy rules.

CLASSES.

Players may choose to play Fighters, Thieves, Magic Users, Witches, or Clerics. Thieves are covered in the Basic Fantasy rule book. Magic works differently in Eldorath than in other Dungeons and Dragons Games and I explain below. Fighters use special Rules too.

Fighters;

In addition to the Fighter rules on Pg 7 of the BFR, Fighters get the following additional special abilities; Lance Attack, and Set Spear vs. Charge, and Fighter Combat Options per the TSR Rules Cyclopedia.

Lance Attack; If mounted and wielding a lance and the mount can run/fly at least 20 yards before encountering the target, the total damage is DOUBLED.

Set vs. Charge

If on Foot, and armed with spear, pike, halberd or the like, and being attacked by a charging enemy, the fighter may Set the weapon against the Charge. Holding the polearm, braced against ground next to the instep of the foot. This will count as an attack against the charging creature made DURING it's movement towards the defending fighter. If the hit roll is successful it does DOUBLE damage and spoils the enemy charge leading to ordinary melee.

Multiple Attacks;

at 9th level Fighters gain the ability to make double attacks against enemies of Hit Dice equal to half the Fighters level. At 20, one may fight monsters with Hit Dice equal to 1/3 or less of their level with three attacks per round.

Smash;

At 9th level a fighter may decided to Smash instead of perform an ordinary strike when in hand to hand combat. The fighter loses initiative automatically, and attacks at a 5 point penalty, but if the blow lands the fighter adds his strength ability bonus, all magical bonuses, and HIS ENTIRE STRENGTH SCORE to the weapon's normal damage.

Parry;

any fighter of 2nd level or above may attempt the maneuver. During a melee the fighter does not make an attack roll on his turn, instead the fighter is using his weapon to in purely defensive moves to prevent being hit by the opponent. This gives the fighter a -4 against all attacks by weapon or thrown missile for the round.

Disarm;

Available to fighters at level 6. This may be used against an armed opponent (one using a weapon of some description and not a natural body part). The fighter rolls attacks as normal but if successful, instead of inflicting damage the opponent must make a Dexterity Check – the attacking Fighter's strength ability bonus, and if they fail, drop their weapon.

Weapon Mastery; 1st level fighters begin with 4 weapon choices. Fighters gain one new weapon choice at experience levels 3, 6, 9, 11, 15, 19, 23, 27, 30, 33, and 36 and each 200,000 xps beyond 36th.

There are 6 levels of Expertise in any given weapon; Unskilled, Basic, Skilled, Expert, Master, Grandmaster.

For each weapon choice (slot) the fighter may learn to use a single weapon from the weapons table, in a single fashion (one handed or two handed for instance) at the basic level of ability. For each additional “weapon choice” spent on a given weapon (used in the same fashion) a new level of mastery may be learned; this will require training with a superior master. See pg. 75 of the Rules Cyclopedia. In short; money and time must be spent with a qualified trainer. One may not jump levels, the progression must go 1 step at a time; Unskilled to Basic, Basic to Skilled, Skilled to Expert, never Basic to Expert skipping skilled...

Training Time and Cost

Level Mastery sought	Time in Weeks	Cost per Week (GP)
Basic (new weapon)	1	100
Skilled	2	250
Expert	4	500
Master	8	750
Grand Master	12	1000

Chance of Training Success;

Student Knowledge	Trainer's Knowledge				
	Basic	Skilled	Expert	Master	G.Master
None	60%	80%	95%	99%	99%
Basic	1%	50%	70%	90%	95%
Skilled	-	1%	40%	60%	80%
Expert	-	-	1%	30%	50%
Master	-	-	-	1%	20%
Grand Master	-	-	-	-	1%

Effect of Mastery;

Attack roll bonus

Level	Bonus vs. (primary/secondary) opponent.
Unskilled	-/-
Basic	+1/-
Skilled	+2/1
Expert	+4/2
Master	+6/4
Grand Master	+8/6

Weapons Mastery Table

Weapons for Hand-Held Use Only

Weapon	Lvl	Damage	Defense	Special Effects
Blackjack* [P=H] ☉ + ☙ + Cost: 5 gp	BS 1d2 SK 2d2 EX 1d4+1 MS P=1d4+3; S=1d6+1	—	—	§ Knockout § Knockout (save -1) § Knockout (save -2) § Knockout (save -3)
Enc: 5 cn	GM P=1d4+5; S=1d6+2	—	—	§ Knockout (save -4)
Cestus* [P=H] ☉ + ☙ + Cost: 5 gp	BS 1d3 SK 1d4+1 EX 2d4 MS P=2d4; S=1d4+3	—	—	No off-hand penalty
Enc: 10 cn	GM P=3d4; S=2d4+3	—	—	No off-hand penalty
Halberd* [P=H] ☉ + ☙ + Cost: 7 gp	BS 1d10 SK 1d10+2 EX 1d10+5	—	H: -1AC/1 H: -2AC/1	Hook + disarm Hook (save -1) + disarm Hook (save -2) + deflect (1) + disarm
Enc: 150 cn	GM P=1d8+10; S=1d8+8	—	H: -2AC/2	Hook (save -3) + deflect (1) + disarm
Lance* [P=M] ☉ + ☙ + Cost: 10 gp	BS 1d10 SK 1d10+3 EX 1d10+7 MS P=1d8+12; S=1d8+10	—	M: -2AC/1 M: -3AC/1 M: -3AC/2	Charge Charge Charge Charge
Enc: 180 cn	GM P=1d8+16; S=1d6+12	—	M: -4AC/2	Charge
Pike* [P=H] ☉ + ☙ + Cost: 3 gp	BS 1d10 SK 1d12+2 EX 1d12+5 MS P=1d12+9; S=1d10+8	—	H: -2AC/1 H: -2AC/2 H: -3AC/2	Deflect (1) Deflect (1) Deflect (2)
Enc: 80 cn	GM P=1d10+14; S=1d8+10	—	H: -3AC/3	Deflect (2)
Polearm, Other*	** **	** **	** **	** **
Poleaxe* [P=H] ☉ + ☙ + Cost: 5 gp	BS 1d10 SK 1d10+3 EX 1d10+6 MS P=1d10+10; S=1d10+8	—	H: -1AC/1 H: -2AC/1 H: -2AC/2	Deflect (1) Deflect (1) Deflect (2)
Enc: 120 cn	GM P=1d8+16; S=1d8+12	—	H: -3AC/2	Deflect (2)

Hand-Held Weapons Rarely Thrown

Weapon	Lvl	Ranges	Damage	Defense	Special Effects
Axe, Battle [P=M] ☉ + ☙ + Cost: 7 gp	BS — SK — EX —/5/10 MS —/5/10	—	1d8 1d8+2 1d8+4 1d8+8; S=1d8+6	M: -2AC/2 M: -3AC/2 M: -3AC/3	Delay Delay Delay + stun Delay + stun
Enc: 60 cn	GM 5/10/15	—	P=1d10+10; S=1d8+8	M: -4AC/4	Delay + stun
Club or Torch* [P=M] ☉ + ☙ + Cost: 3 gp	BS — SK — EX —/15/25 MS —/15/25	—	1d4 1d6+1 1d6+3	A: -1AC/2 A: -2AC/2	Deflect (1) Deflect (1)
Enc: 30 cn	GM 10/25/40	—	P=1d6+6; S=1d4+6	A: -3AC/3 A: -4AC/4	Deflect (2) Deflect (2)
Hammer, War [P=H] ☉ + ☙ + Cost: 5 gp	BS — SK — EX —/10/20 MS —/10/20	—	1d6 1d6+2 1d8+2	M: -2AC/2 M: -3AC/3	—
Enc: 50 cn	GM 10/20/30	—	P=1d8+5; S=1d6+4	M: -4AC/3	—
Mace [P=A] ☉ + ☙ + Cost: 15 gp	BS — SK — EX —/10/20 MS —/10/20	—	1d6 2d4 2d4+2	H: -1AC/1 H: -2AC/2	Deflect (1) Deflect (1)
Enc: 30 cn	GM 10/20/30	—	P=1d8+7; S=1d6+7	H: -3AC/3 H: -4AC/3	Deflect (1) Deflect (2)
Sword, Bastard* Used 1-Hand [P=H] ☉ + ☙ + Cost: 15 gp	BS — SK — EX — MS —	—	1d6+1 1d6+3 1d6+5	H: -1AC/1 H: -2AC/2	Deflect (1) Deflect (1)
Enc: 80 cn	GM —	—	P=1d8+10; S=1d6+8	H: -4AC/3	Deflect (2)
Sword, Bastard* Used 2-Hand [P=H] ☉ + ☙ + Cost: 15 gp	BS — SK — EX —/5/10 MS —/5/10	—	1d8+1 1d8+3 1d8+5	H: -1AC/1 H: -2AC/2	Deflect (1) Deflect (1)
Enc: 80 cn	GM —/5/10	—	P=1d10+8; S=1d8+7	H: -3AC/2	Deflect (2)
Sword, Normal [P=H] ☉ + ☙ + Cost: 10 gp	BS — SK — EX —/5/10 MS —/5/10	—	1d8 1d12 2d8	H: -2AC/1 H: -2AC/2	Deflect (1) + disarm Deflect (2) + disarm (save +1)
Enc: 60 gp	GM 5/10/15	—	P=2d6+4 S=2d6+8	H: -3AC/3 H: -4AC/3	Deflect (2) + disarm (save +2) Deflect (3) + disarm (save +4)
Sword, Short [P=H] ☉ + ☙ + Cost: 7 gp	BS — SK — EX —/10/20 MS —/10/20	—	1d6 1d6+2 1d6+4	H: -1AC/1 H: -2AC/2	Deflect (1) + disarm (save +1) Deflect (2) + disarm (save +2)
Enc: 30 cn	GM 10/20/30	—	P=1d6+7 S=1d6+9	H: -3AC/3 H: -4AC/4	Deflect (3) + disarm (save +4) Deflect (3) + disarm (save +6)



Chapter 5: Other Character Abilities



How to Read the Weapon Mastery Table

The columns on the table provide the following information:

Weapon: This column gives not only the weapon name but also many other details about its use; compare the symbols beneath the weapon name to the list of abbreviations at the bottom of the table.

Lvl: This heading stands for "level of mastery." Each weapon has statistics listed for five different levels of mastery. If your character has expert mastery with a normal sword, he'd find the entry for normal sword and skip down to the line labeled "EX" (for Expert) in this column.

Ranges: This column shows the weapon's range when thrown or launched. Not all weapons have ranges listed. Note that the weapon's range increases with each new level of mastery.

Damage: This column shows the damage the weapon does. Damage, too, increases with each new level of mastery. This column often has separate entries for "P" and "S"—the weapon does different amounts of damage to its primary and secondary target types.

Defense: This column shows the effects the weapon has on the armor class of its wielder.

Special Effects: This column summarizes the weapon's special abilities; you will need to read the text after the table to understand what these notations mean. Certain weapons have an additional symbol ("§") in this column; this symbol indicates that these weapons have special effects beyond the other weapons' special effects. Read the following text for more information on these particular weapons.

The "§" Notation

Five weapons—the blackjack, blowgun, bola, net, and whip—are listed on the Weapons Mastery Table with an "§" symbol in their "Special Effects" column. This means you need to refer to the following Special Effects Tables to see what *else* these weapons do to their victims.

Special Effects Descriptions

The special effects listed for weapons in the Weapons Mastery Table are described here and are arranged alphabetically for your convenience.

Breaks: Whenever the wielder of a shield weapon *or* his foe rolls the exact number needed to hit the other, there is a chance that one of the shield weapon's blades will break. With a subse-

quent roll of 5 or less on 1d10, a blade breaks.

Charge: If the wielder charges 20 yards or more and strikes his target, the victim takes double damage.

Death: The victim is reduced to 0 hit points.

Deflect: In *addition* to any attacks, the wielder of this weapon may attempt to deflect the number of melee and thrown weapon attacks indicated in one round. To deflect each attack, the character must make a saving throw vs. death ray.

Delay: The victim hit by this weapon must make a saving throw or lose initiative the next round. If the type of saving throw is not specified, it is a saving throw vs. paralysis. For missile attacks, this effect occurs only at the indicated ranges.

Disarm: The wielder of this weapon may attempt to disarm an opponent instead of making a normal attack. The attacker must roll to hit the target. The victim can save his weapon by rolling less than or equal to his Dexterity on 1d20. If the attacker has the Disarm Combat option, the victim must add a +5 penalty to his die roll. The DM should determine Dexterity scores for NPCs and monsters or else assume a Dexterity score of 11. In addition, for each level of mastery the attacker has gained beyond basic, the victim suffers a penalty of +1 to his roll vs. the effect.

Double Damage: On a natural roll of the number(s) indicated, the weapon inflicts double damage.

Entangle: An entangled victim cannot attack, cast spells, or move. The victim may make a saving throw vs. death ray each round to escape.

Hook: Instead of making a normal attack, the wielder of this weapon may attempt to hook and pull down a foe. The attacker must roll to hit. This causes the minimum damage possible for the weapon; the victim must make a saving throw vs. paralysis or fall down. A +4 bonus to attack rolls applies when attacking a fallen foe. A fallen foe also has a -4 penalty to all saving throws and a -2 penalty to attack rolls while on the ground. A character can stand up in one round.

Ignite: Fire has a chance to ignite anything flammable that it hits. The chance is equal to 5% (rolled on 1d100) per point of damage caused in each round. If an item ignites it will burn for 1d6 rounds causing 1d4 points of damage each round.

Knockout: The victim is rendered unconscious for 1d100 rounds.

No Off-Hand Penalty: If a campaign is using the optional Two Weapons Combat rules (see Chapter 8 and consult the DM), the cestus does not take a -4 penalty or the -1 weapon mastery level penalties when used in the off-hand. If the character uses two cestus, he can strike with both weapons at the same chance for success.

Paralysis: Paralysis freezes a creature in place for 1-6 turns. A paralyzed creature is aware of what is happening but cannot move, attack, talk, or cast spells. Any cure spell can negate the effects of paralysis, but they do not cure damage in addition to removing the paralysis.

Poison: See the Special Effects Tables One-Three for effects.

Second Attack: The wielder is able to make a second attack with this shield weapon while attacking with another one-handed weapon in his

Special Effects Table One: Blowgun and Net

Victim's Level or Hit Dice	Bonus to Saving Throw	Results of Failed Saving Throw	
Up to 1	None	Blowgun	Net
1 + 1 to 3	+1	Death	Entangle
3 + 1 to 6	+2	Loss of 75% hp + paralysis	Entangle
6 + 1 to 9	+3	Loss of 50% hp + paralysis	Slow
9 + 1 to 12	+4	Loss of 50% hp	Slow
12 + 1 to 16	+5	Loss of 25% hp	Delay
16 + 1 or more	+5	Loss of 25% hp	Delay
Save vs.:		Loss of 10% hp	Death Ray
		Poison	

Special Effects Table Two: Blackjack

Victim's Level or Hit Dice	Bonus to Saving Throw	Results of Failed Saving Throw		
Up to 1	None	Basic/Skilled	Expert/Master	Grand Master
1 + 1 to 3	+1	Knockout	Knockout	Knockout
3 + 1 to 6	+2	Knockout	Knockout	Knockout
6 + 1 to 9	+3	Stun	Knockout	Knockout
9 + 1 to 12	+4	Stun	Knockout	Knockout
12 + 1 to 16	+5	Delay	Stun	Stun
16 + 1 or more	+5	Delay	Delay	Stun
Save vs.:		Death Ray	Death Ray	Death Ray

Special Effects Table Three: Bola and Whip

Victim's Level or Hit Dice	Bonus to Saving Throw	Results of Failed Saving Throw		
Up to 1	None	Basic/Skilled	Expert/Master	Grand Master
1 + 1 to 3	+1	Entangle	Entangle	Entangle
3 + 1 to 6	+2	Entangle	Entangle	Entangle
6 + 1 to 9	+3	Slow	Entangle	Entangle
9 + 1 to 12	+4	Slow	Entangle	Entangle
12 + 1 to 16	+5	Delay	Slow	Slow
16 + 1 or more	+5	Delay	Slow	Slow
Save vs.:		Delay	Delay	Slow
		Death Ray	Death Ray	Death Ray



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other hand. This second attack is made with no off-hand penalty.

Set vs. Charge: If the wielder is aware of a charging enemy, he may set this weapon against the charge. A charge only takes place when the enemy rushes the wielder at 20 yards (or more) this round. If the wielder's weapon hits the charging foe, it inflicts double listed damage.

Skewer: If the target has no more than the number of Hit Dice indicated, the wielder of this weapon may decide to *skewer* him instead of strike him normally. A normal attack consists of striking the target and withdrawing the trident for another attack; with the *skewer*, the attacker thrusts his trident into the target and twists it so that it is not easily extracted. Once the weapon hits, it is stuck; it will remain stuck for 1d4 + 4 (5-8) rounds, after which time the victim's movements will cause it to come free. For each round a victim remains skewered, he automatically takes 1d6 points of damage.

Slow: The victim is slowed and can move and attack at only half his normal movement rates. He can cast no spells while slowed.

Strangle: If the attacker makes a natural roll of the number(s) indicated, the victim must make a successful saving throw vs. death ray or become immediately paralyzed and die in 1d6 + 2 (3-8) rounds unless rescued. If the victim escapes, he survives but remains paralyzed for 2d6 (2-12) rounds.

Stun: If the victim is approximately the same size as the attacker or smaller, he is stunned if he fails a saving throw vs. death ray. A stunned character moves at 1/3 speed and cannot attack or cast spells. The character also has a +2 armor class penalty and a -2 saving throw penalty. A stunned character can make a saving throw vs. death ray each round to recover from the stun effect. For missile weapons, this effect occurs only at the specified ranges.

Individual Weapon Descriptions

Some of the weapons on the Weapons Mastery Table are marked with either one or two asterisks. When a weapon is marked with one asterisk (*), refer to last chapter's Weapon Descriptions to learn about the item's special characteristics. If a weapon is marked with two asterisks (**), that weapon is described here. Items are arranged alphabetically for your convenience.

Blowguns: A victim hit by a poisoned blowgun dart fired by someone with skilled or better weapon mastery makes his saving throws at a penalty. The weapon master knows how to accurately fire the dart into veins, arteries, and other critical areas, thus introducing the poison more quickly into the bloodstream.

Polearms, Other: The last chapter mentioned that traits of the halberd, pike, and poleaxe could be combined to individualize the other types of polearm mentioned. This is an optional rule to be used if the DM wishes these weapons to be individualized. These additional polearms are detailed as follows:

Bardiche: This polearm uses halberd statistics but also has the deflect abilities of the pike. The bardiche may be set vs. a charge.

Bill: This weapon uses poleaxe statistics and deflect scores. In addition, the bill has the hook ability of a halberd.

Gisarme: This polearm uses pike statistics and deflect scores. The gisarme also has the hook ability of a halberd.

Glaive: This weapon uses poleaxe statistics and deflect scores. The glaive causes double damage like a dagger. This weapon may be set vs. a charge.

Lochaber Axe: This polearm follows all of the halberd rules, but the lochaber axe may also stun at the highest two masteries.

Partizan: This weapon follows all the pike rules, but the partizan may also disarm. This weapon may be set vs. a charge.

Ranseur: This polearm uses halberd statistics and deflect scores. The ranseur may also be used to disarm at skilled level and above. This weapon may be set vs. a charge.

Spetum: This weapon uses pike statistics and deflect scores. The spetum may also disarm at skilled or greater mastery. It may be set vs. a charge.

Spontoon: This polearm uses spear statistics, but it may not be thrown. It uses the deflect scores of a halberd. The spontoon does double damage like a dagger and may be set vs. a charge.

Voulge: This weapon uses poleaxe statistics, but it causes +2 points of damage. The voulge uses the deflect scores for a halberd. It may cause double damage like a dagger.

Throwing Rarely Thrown Weapons

Several of the weapons listed in the Weapons Mastery Table, while normally used in melee, can be thrown by a wielder at high levels of mastery in desperate situations.

To throw these weapons, the attacker must make a normal attack roll modified by Strength (but not by Dexterity).

Since the maneuver is unexpected, the attacker first checks to see if his foe is surprised (a roll of 1 or 2 on 1d6). If the victim is not surprised, the victim makes a saving throw vs. death ray to reduce damage by half. If he is surprised or if he fails his saving throw, he takes full damage from the attack.

Retroactive Weapon Mastery

If a campaign has already begun but the DM would like to add weapon mastery to it, it's not too late. The DM should start by carefully examining each character. Characters often have a few favorite weapons. Assume that these are the character's preferences; these will be the weapons for which the character has learned increased mastery, while the knowledge of the proper use of other weapons has faded through lack of use.

The DM may then give the character the number of weapon choices appropriate for his class and experience level. Weapons that are the character's personal trademark can be bought up to expert mastery; weapons that the character uses frequently can be bought up to skilled mastery; weapons that the character has been known to use effectively should be bought to basic mas-

tery. If the character still has any weapon choices left, his player can assign them as he pleases to buy Basic masteries with other weapons; he cannot buy higher than basic mastery for these additional weapons.

When fitting these rules into an existing campaign, the DM should not allow a character to buy a weapon skill above expert level unless the character is at 24th experience level or greater. He or she should not allow a character to buy a weapon skill above master level unless the character is already 30th level or better.

Refer to "Reality Shift" in Chapter 13 for additional suggestions about coping with sudden retroactive changes in a campaign.

Weapon-Using Monsters

Monsters may use weapon mastery rules if they ordinarily use weapons to attack. Just as with player characters, a monster must find a trainer willing to teach it. Its maximum possible skill is determined by its Intelligence, as given in the Mastery Limits for Weapon-Using Monsters Table. (See Chapter 13 for advice on determining monster Intelligence scores.)

Note that only humans and demihumans can become grand masters; monsters cannot.

Mastery Limits for Weapon-Using Monsters Table

Monster Intelligence	Maximum Level of Weapon Mastery
Up to 11	Basic
12-15	Skilled
16-17	Expert
18 +	Master

General Skills

General skills are abilities that characters can use in the campaign. There are many general skills, but no character will have more than a few of them, so a character's choice of skills will help make him more distinctive and more individually useful in some campaign situations.

Using general skills is *optional*. If the DM doesn't want to use them in his or her campaign, they won't be used.

Beginning Skills

All 1st level characters start with four "blank" skills, often called *slots*. (When a skill is chosen, it stops being a slot.)

Characters who have an Intelligence of more than 12 start with more than four skill slots. If the character has an Intelligence of 13-15, he gets 1 additional skill slot; if his Intelligence is 16-17, he gets 2 additional skill slots; and if his Intelligence is 18, he gets 3 additional skill slots.

Different things determine which skills are chosen to fill the character's slots. The player may choose some or all of the skills to fill his available skill slots. Or the DM may insist that the player select certain skill choices appropriate for the character background the player has chosen.

Eldorath is, of course, full of magic. This is to be expected for, as the Master Sage of Dunis once wrote; “Everything is Magic. The Gods spun chaos into the unseen threads that make the warp and weft of the world. Every invisibly tiny particle of creation is really a knot of magic in that invisible liquid tapestry. A Tapestry? Hah! 6 Tapestries morelike; Earth, Air, Fire, Water, Wood, and Spirit, and perhaps more unknown to our poor scivings.”

The Moonmage of Andyfields, once Storysage to the King of Parth proclaims; “In the most distant of times there was no world at all, only Chaos, a fog of possibilities in which nothing could be real save the amorphous Godly Spirits and Monsters. They sprang into existence, and just as easily drifted apart, rearranged, and refused to hold even the nebulous form given spirits. Namutamtu, the Great Mother Goddess broke this cycle, She The First. Her form sprung into being and became real. In her was the beginning. She spun the chaos like flax, into Spirit. and made her children from Spirit: the Namulings, the first Gods.”

The Moonmage tells us more; that the Namulings, guided by Namutamtu, spin from the endless Chaos the Material Wefts; Earth, Air, Fire, Water, Wood, Spirit. This begins the Great Tapestry of Existence. Later the work tires the gods and they invent assistants to the weaving; These become Dragons and Giants. Of course not Dragons and Giants as we know them, mere shrunken imps compared to these first Lords of the race. Many long ages of the springing of the world would end when the Godlings and Giants and Dragons squabbled, beings swelled with pride equal to their power.

Namutamtu eventually stepped in to quell the strife, building the great disk of Eldorath it's spheres, and seas from the very bodies of those troublesome first beings. This ended the Dawning of the world. Now the remnants of her brood created a new population, Ancient beings were banished to aether, or beyond the spheres, or to the underworld. The Mothers of Giant-folk and Dragon-kind were shackled to the material world firmly in death. Their powers were drawn, used to make the Faekin, those ancestors of Elf, and Dwarf, and Gnome, Unicorn and Wyvern, Griffin and much else. This age belonged most to the Elves, tutored by their dragon kin, such lessened wyrms as remained. Inspired by the powers the elders had wielded they invented our fashion of spellcasting. They were the first who learned to manipulate the fields of magic with dance, gesture and song, using the things of the world to hook threads of creation and reweaving them to suit themselves. They invented the art of recording their spells with inks and papers. They made the beginnings of Wizardry.

Withwhile their brothers the Darrowdwarves created new arts of making. Being the Children of Giants, they invented how to fashion exquisitely by tool in every sort of stone and gem and metal. Alas, pride and fury overcame them too. Elf and Dwarf became estranged, rekindled the older feuds, and began to break up the delightful age with noisy fury.

The Gods were roused by noise, The Dwarves hammered the seas into wrath, the elves threw down towering mountains with storm. Incensed at the waste and rubble and breakage the Namulings banished Giant and Elves on high, and Dragons and Dwarves below, and set the



world to harmony again. At Namutamtu's behest they fashioned a new people from the very earth and the remains of the Elders; the Mannvolken, that we know as all the various kinds of men; Orc men, Goblin men, Men of the woods and sea and beast. Men blended with blood of elf, and of dwarf, giant and dragon, field, wood, and sea, and air. After much practice the Smithing Gods finally wrought the Ur-men, that in our tongue we call Human. Home only upon the face of Eldorath, under the Sun and Stars, weak, bereft of the ability to directly handle the magical warp and weft of creation they nonetheless delight the Namulings with their antics, and through the observances and obeisances they are fed and empowered to keep Chaos at bay.

Mankind is not fully denied Magic however. The learning of the Dragons and the Elves has passed down, weakly, to those of our Race willing to study, practice, labor with the mind and suffer with the body. The old Power to remake the world still echoes, quieter now, and in fewer hands, but attainable by those of strong mind who strive to learn it.

This was all a synopsis of the Moonmage's great tome, and if the reader happens to find a full copy in all it's volumes, he would be lucky indeed.

Magic today is practiced in three great traditions; called the Ways of Wych, of Wize, and of Wigt, by the learned., though the common rabble would yclept them the magic of Bookish Wizards, Herbal Witches, and Sacerdotal Benedictions. Or, even more plebeian; the Magic Users, Witches/Druides, and Clerics.

The first requires dedication to reading; long hunched hours of study, a guiding Master, and much practice. This is the most difficult, and most rewarding path to power. The Wytching Way is perhaps easier, it's study not one of dead book-leaf, but of living plant leaf, teasing out threads of power from stem and seed and those small living things that dwell in the shadow thereof. This path unlocks great power for good and ill, though it is the weaker way. And the final path to remaking the world as it is?

The Sacred Path. Subordination of one's spirit to some one of the Namulings, or more commonly their Saints; by feeding them, honoring their feasts, holding fasts, succoring their followers and carrying out their will and prescriptions with great diligence. For these ministrations and honors, the powerful Spiritual patron may listen to their priestly beseechings and work miracles of power through them on their behalf.



Attitudes towards Magic.

There are varied attitudes common folk have towards those that work the Arts of Magic. Just as the weather may tend to one way or another if one lives in Marchandy, or Ibrea, or Agamroria or Idalia...so too, the relations one may expect from common folk are related to the places they live.

Through the Great Kingdom of Parth one finds the commons amenable, even respectful and well disposed to all the lawful Schools. Peasants tend to be only slightly distrustful, but mostly willing and cooperative in relation to the kindnesses they are shown. The Archdukes and Kings of the Realm often take Wizard advisors, and most polities encourage powerful Users to build towers, churches and groves for the betterment of the community. In addition only in the Civilized Prathian Realms will you find all three schools co-existing in balance and good-intent.

The Ibreans of Southern Aerovia however made a hostile place to magic. Controlled by a Tyrannical Church that has declared war on Magic and the Cardisic Wizard-state to the South, no wizard is safe from being jailed, and a Witch quite likely to be burnt out of hand. They will find no succor from the terrified commoner, and the ruder peasant is not to be trusted at all, for they will sooner cut out a wizard's heart as turn them in to the Authorities for Examination.

Clerics, however, receive in proportion a worship and devotion that might seem slavish and uncomfortable for the well bred Prathian. Especially if they are devotees of El, Gawish, Bvugel, or their Saints, such as Wigoon the Stern, Vanzyka the Shorn, Luglash the Mortificite, etc.



In contrast Agamrorian Cardis with its Seven Schools, Great Library, hundreds of book-stalls and Council of Ruling Wisdom seems a paradise for the bookish wizard. Here magical power is seen as a sign of social rank, the unmagical peasant defers in greatest respect to even a lowly street prestidigitator. Nevertheless the sunny land is no comfortable place for Clerics. While common hostility is less overt than the Ibreans towards wizards and witches, clerics are viewed with great suspicion. This is much on account of the War between Cardis' colony in southern Etre and the Clerical Kingdoms afore mentioned. A cleric asking unguarded questions is quite likely to find himself in the dungeons fielding a few very pointed questions in return.

The Wildernezz, and Balimatian Marches, that vast sweep of ruined lands from Marchandy to the decaying Empire of Bronze, as well as the Strange Angalon and Aburgundian Coast are the comfort of all witches. The general rudeness of its hamlets, lacking in any schooling whatever, and dangers of its country, greatly discourages the Wizardly Lord. While the Churchman venturing here finds the general poverty and barbaric habit of the unwashed inhabitants a great obstacle for raising funds to expand the Sainthood, while the local trust in the practitioners of the Auld Wyccaswae makes it neigh impossible to overcome the benighted wildmen's distrust of organized religion enough to make a convert to the Saints. It is here that witches thrive, and find their lore of Natural Harmony most congenial to the sparse populace.

Eldorathic MAGIC USERS (Wizards)

Magic users have a Prime Requisite of Intelligence, it should be at least 9. They use d4 for hit dice. Most carry only a dagger, staff, wand, or sling to fight with should they be forced into an unseemly melee. Casting Spells requires both a singing command of the Ancient Rhenic Tongue (the Magical language) and the ability to prestidigitate ones hands and body in something like a dance, which is why they can wear no constrictive clothing, and metal armors would interfere with the magics.

The aspiring Wizard begins as an apprentice to some Master Wizard who has seen in the rough youth some hinted glinting of a gem, if well worked. For a time the apprentice labors for the Wizard; cleaning pots, making inks, shaving parchment, mending robes, gathering wood, hauling, fetching, shoveling snows mayhap. In that time they will be learning the lore of magic, and struggling to master their cantrips. These are the tiny spells the first pickings at the fabric of the universe for a character who hopes someday to stitch and refashion reality. Once a number of

Cantrips are mastered, the Master, assured with their progress, sends the student forth on a minor quest, by tradition this is to fetch a “certain book”. On successfully returning with the book, the Master judges the apprentice while they use “Read Magic” and “Write Magic” to copy all the cantrips they have learned, and then to read an unfamiliar spell for the Master, then enter that spell into the book. On Success, the Master enrobes the pupil as a Medium, a sort of Journeyman of magic, presents them their first Spellbook, and sets them loose upon the world, encouraging them to return with items and spells as gifts of gratitude. The Spellbook will now contain

A Wizard begins play with a spellbook, often quite large (20-30 pounds sometimes) very likely they will wish to buy or make a smaller “travelling spell book” to adventure with. A large spellbook can hold every spell a wizard will learn, a Travelling book can hold up to 5 spells. Think of the spell as a bit like a cooking recipe, with guides for footwork, hand gestures, and lists of appropriate materials and conditions (Correspondences) to make it more successful. And probably notes made by other wizards about using the spell.

The number of spells a wizard may cast in a day is controlled by their Constitution. On casting a spell the wizard loses a number of CON points equal to the Spell’s Level, (0 in the case of cantrips) this lasts until a full night’s sleep refreshes them. CON of 0 or below causes unconsciousness. At 9th level the wizard’s costs are reduced by half, and at 20th level they are 1/3rd. So a 9th Level Wizard casts a 9th level spell and loses not 9 points but 5 (round down) while a 20th level wizard loses 3 con points casting a 9th level spell...until they rest a full quiet night’s sleep.

Each Morning a wizard prepares himself, studying his spellbook, practicing the correct words and movements, and by this means enters the spells they choose from their books into the mind. Once memorized, the power of the spell persists in the mind until discharged (cast). Or is dismissed uncast.

The number of Spells a Wizard may Memorize is equal to Twice their Experience level plus their intelligence bonus.

To Cast a Spell a Wizard must be unbound, hands empty, (unless using a wand, stave, or rod) and able to speak and sing. They must have studied the desired spell, and so committed it to memory. They then use a formula to determine the success of the effort;

$(Int + (Dex\ bonus * 5) + (5\% \text{ per Caster's level}) + (5\% \text{ per Correspondence}) + 5\% \text{ for wand/staff} + 10\% \text{ for rhyming couplet})(\text{times } 2 \text{ for cantrips}) - (\text{difference between Wizard's Level and Spell Level} \times 5) =$
the number to roll UNDER on a % die throw.

Example, Nerbs the Nearsighted is a first level wizard and wishes to cast LIGHT (1st level spell). Nerbs has an intelligence of 18, Dex of 17, and is holding a wand painted white. Addressing the Correspondence table for the month in which he’s casting (Sweatember) he finds it’s a good time to make the spell; he can pull in the following threads of Correspondence; it’s Wansday, Prime of the clock, the spell is a Fire spell, he has a gold ring which is also good, but nothing topaz, no mistletoe, but some fennel, His wand is painted white, so he can use that correspondence too, but the other fields of the table provide him no help he thinks, so he tallies up the points; $6 \times 5 = 30$. So he’s looking at $18 (INT) + 10 (Dex\ bonus\ times\ 5) + 1 (Spell\ level) + 30 (Correspondence) + 5$ for his wand, His level is 1

and the spell level is 1, so $(1-1) \cdot 5 = 0$, he subtracts 0 from 64 and that gives him a 64% of success.

The player then speaks a rhyming couplet; “This Gloomy hall is Dark and Night, I’ll banish it with a spell of Light” which adds a further 10 percent to his chance, now 74. He rolls a 43 on a d100 well below the required 74, and is delighted with 30 feet of blazing light! On his sheet Nerb’s player notes that Nerb has lost a point of Constitution. And used his Light spell that he’d memorized that morning. Tiring him somewhat but not enough to disturb his ability bonuses which thus does not affect his Hit Points, and leaving him with the remaining spells he’d studied that morning (having only Light and Read Magic and his Cantrips in the spellbook all he’d memorized today were one instance of Read Magic, and one Light spells, now 0 Light spells).

Constellation Sign-Name	descriptions	planet	dates	Day	Hours of day	Elements	Metal	Gem	Wood	Herb	Colors	Number	Body	Beasts	Geotform	Aspects of existence
Zubar,	the Bonnacon	<i>Uerssa</i>	Nifl 20 - Tayatember 18	Otterday	Vigiliae	Air	Tin	Opal	Elm	Fuitorry, Mullein, Barley	Clear, transp.	4	Leg	Horses	Wetlands	Magic, treasure-seeking, friendship with comrades
zyrf,	the Griffon	<i>Ennosidas</i>	Tayatember 19- Rainuary 28	Thirstday	Terce	Water	Bronze	Pearl	Beech	Medowsweet Roshidp, Lunwort	Blue	10	Feet	Fish, Frogs	Open Water	Religion, Mysticism, treachery, travel
Doeht	the Hind-Murex	<i>Nergul</i>	Rainuary 29 - Mowdrek 26	Thosday	Lauds	Fire	Iron	Ruby	Oak	Mint, Thyme, Tansy	Green	1	Brain	Sheep	Hills	Individual Combat, deeds of Strength & Valor,
Oureanis,	the wizard	<i>Aurstarte</i>	Mowdrek 27 - Blostum 18	Lokday	Malefactor sum	Earth	Copper	Sapphire	Hornbeam	Dill, Parsley, Lavender	Black	6	Head	Cattle	Fields	Health, Curing, Endurance, Leisure
Corunna,	the crown (usually depicted as shown, a king losing his head to a hare called Eostara)	<i>Saremaya</i>	Blostum 19 - Chufmuond 28	Sunday	Nones	Air	Mercury	Onyx	Willow	Balm, Agrimony, Daisy	Violet	11	Chest	Deer	Woods	Communications, Knowledge, Concealed Things
YgZytis,	the Dragon	<i>Moon</i>	Chufmuond 29 - Sweatember 18	Otterday	Sext	Water	Silver	Emerald	Thorn	Bay, Rue, Saffron, Savory	Yellow	8	Gut	Shellfish, Insects	Underground	Fortune, Madness, Reason
(Cephus, prince of the Earth)	The Giant, or rarely, the fool	<i>Sun</i>	Sweatember 19 - Gredil 27	Wansday	Prime	Fire	Gold	Topaz	Mistletoe	Fennel, Valerian, Savory	White	12	Heart	Felines	Plains	Worldly Power, Justice, Leadership

Constellati on Sign-Name	descriptio ns	planet	dates	Day	Hours of day	Elements	Metal	Gem	Wood	Herb	Colors	Number	Body	Beasts	Geoforn	Aspects of existence
Auriga	the wain (wagon)	Saremaya	Gredil 28 - Aemptember 29	Doggyday	Laudes	Earth	Mercury	Diamond	Pine	Yarrow, Violet, Dandelion	Red	7	Gonad	Unicorns, Rodents	Heaths	Love, Sex, Language, Worldly Knowledge
Ygdrizt,	the world tree	Aurstarte	Aemptember 30 - Piefestober 19	Adderday	Compline	Water	Copper	Jade	Yew	Basil, Nettle, Tarragon	Orange	2	Hip	All Dogs	Towns	Peace, Cooperation, Commerce, Organization
Zunyadea	the slug	Nergul	Piefestober 20 - Chillings 27	Fifthday	Sext	Air	Iron	Aquamarine	Fir	Sage, Chervil, Sampfire	Brown	5	Tummy	Scorpions, Snakes, Venomous beasts	Deserts	War, Vengeance, Evildoing, Scheming and Plotting
Hruq	the tower	AnSain	Chillings 28 - Freezeuary 23	Moonsday	Terce	Fire	Tin	Cornelian	Poplar	Rosemary, Marjoram, Comstlip	Gray	3	Arm/Hand	Birds, Bats, Flying things	Highlands	Humor, Teaching, Resurrection, Defense
Namutamtu	The Pregnant woman	Sterces	Freezeuary 24 - Niffle 19	Sunday	Vigiliae	Earth	Lead	Garnet	Ash	Comfrey, Sorrel, Beet	Purple	6	Lung	Goats	Icy Waste	Death, Failure, Old Age, Destruction, Rebirth

Cantrips.

Burp

Blink

Hiccup

Sneeze

Wink

Nod

Dry

Shine

Stitch

Tie

Level

Open

Cool

Heat

Flamespark

Noise

Dust

Witch Class. (based on Ronald Pehr)

Witches Have a Prime Requisites of Wisdom and Intelligence; both of which must be 9 or better. They use d4 for hit dice, and have a limit of 9th level. Witches, like Wizards, cannot use non fabric armor. They are limited to daggers, staves, wands, and slings for weapons. Witches do not “cast” spells in the way Wizrds do, but rather use herblore to make magical potions to affect the world.

A Witch learns witchcraft from a Witchlord or Master who must be at least 7th Level. These Witchlords generally seek orphaned children to take in and apprentice, for the memorizing of lore best suits a young mind. For years the young witch serves their master much like a servant. They master the many poems and songs that encode the magic recipes much like a Wizard does written spellcraft. Learning their cantrips all the while. When the Master is satisfied her protege is ready she must pass a final test, using the Cauldron. This is large, iron, and inherently magical. It will aid the Witch in remembering her potioncraft. The young witch will prepare her first true potion and if it’s successful, the master presents her the Cauldron and with a benediction sets a new witch loose on the world. It is expected that the Student periodically return with gifts to the Master in gratitude.

Level	Title	XP points	No. Potions	Special Ability
1	Medium	0	2	Brew Potions, Cantrips
2	Soothlich	3000	3	Speak to nonmagical animals
3	Sibyl	6000	4	Find Familiar
4	Mystic	12,000	5	Polymorph self once/day
5	Oracle	25,000	6	Make a hat of holding
6	Siren	50,000	7	Polymorph other once/day
7	Enchantre	85,000	9	Dance of Seduction
8	Sorcereirre	160,000	10	Speak with Dead once/week
9	Witch	320,000	12	Candle Magic

Making Potions.

Where Wizards use academic learning of somatic and physical technique to pull at the threads of creation, the Witch must do so with distillates lifted from the natural world, brewing many

components into a Potion whose use changes the material world. A Witch's Potion has the same effect as a Wizard, or Clerical Spell of the same name. A witch may brew one potion per day per their level.

Her Cauldron stores the memory of Making a potion, and a first level witch will learn 2 potions from her master, from then on each level of experience will gain her more spell potions per the table above. A witch may know more than the listed number, if she is lucky enough to acquire an unfamiliar potion and deconstruct it (pour the potion into the Cauldron, and work it like "casting" the spell...success means she's now Learned how to make that potion, and the Cauldron remembers).

The potion has a success rate like a Wizard's Spell. The Success meaning she's decanted a number of potion vials, equal to her level, containing that spell.

Successfully Brewing a Potion Formula;

$(\text{Int} + (\text{Dex bonus} * 5) + (5\% \text{ per Caster's level}) + (5\% \text{ per Correspondence}) + 5\% \text{ for wand/staff} + 10\% \text{ for rhyming couplet}) = \text{the number to roll UNDER on a \% die throw.}$

Explanation of Special Abilities;

Brew Potions

The Witch may use their Magic Cauldron Once per day to prepare a number of vials of a single magic potion type equal to their level.

Cantrips

Witches learn Cantrips just as Wizards do, through cultivating their natural connection to the world.

Find Familiar

At this level the Witch may designate a "Familiar" from any creature of less than one Hit Dice, which will be the Witches Homunculus. This creature shares all it sees and hears with the Witch, will act on the Witche's behalf within it's natural abilities, and will willingly sacrifice itself on behalf of it's Master.

Make a Hat of Holding

Here the Witch gains her famous Witchy Headwear, They put their essence and much treasure into the making of it so that there may only be one Hat per Witch in existence at a time, It may be used by no other person, and if lost will require a month and significant treasure to replace.

Dance of Seduction

Through the entrancing graceful, and enticing movements of their body the Witch spellbinds a victim. The Dance takes a full turn to perform but is subtle enough that the victim may not be aware it has even begun. If successful the victim is affected as if Charm Person were used. Success target is 10 percent per level, minus 5% per victim's level or HD over 4.

Candle Magic

Using her cauldron a witch may create 1 Magic Candle, of One Color per month. It takes 3 days for each Turn of candle duration desired. The Magic of a Candle is released when the candle is burned. Candles are colored by the effect they produce.

Red: when burnt in the presence of a victim it acts as a successful Love Potion, no save, for a single day's duration.

Blue: For each turn it burns the Candle provides the Protection from Evil effect.

Orange: the inverse of Blue

Yellow: Each turn of burning provides the Telepathy Effect for that turn

Purple : Each turn the candle lasts provides the power to ask a single question of the shade of a single Dead being.

Gold: for each turn the candle burns it's victim heals 1d6 lost HP.

Brass: as Gold, but TAKES 1d6 per each turn it burns.

Black: The Cursed Candle, It's effect is determined by the length of time it burns. Every being in sight must save vs. Spells or be effected.

No. Turns burned	Effect
1	When "surprised" in encounters, or damaged in battle the victim uncontrollably urinates themselves.
2	Leather rots at the victims touch
3	Iron rots instantly at the touch
4	Gems become Glass when touched
5	Victim becomes an anthropomorphic version of a common farm animal...player's choice.
6	Victim becomes incredibly attractive with 18+ charisma...to every natural animal they encounter. This animal will relentlessly follow, try to mate with victim and fight everyone that seems to be a rival for their affections
7	Victim is beset by unpredictable uncontrollable and very very loud farting until curse is removed
8	Victim is Polymorphed into a small 1hd common animal (frog, toad, etc) until curse is removed. They may speak, but not cast spells, and are limited to the natural abilities of the species they become.

Victim becomes Mute, grows 5 foot long shaggy hair all over, in the DM's color of choice, and inspires Fear spell effect in all 1hd NPCs.

Eldorathic Clerics.

The Namulings in their heavens keep the World safe from dissolution into Chaos, and keep the frightening and hideous things that form there at bay. The Namulings refresh the world spinning raw Chaos into order, into the threads and fabrics of the Elemental Fields. In return they need refreshment. Taking great delight in their creation, their creation feeds them - through love and a kind psychic Soma or Mana that comes from clerical maintenance of order and harmony.

The Church of the Saints (officially the Yehailgot Sybilrede)

Ruguld the Soothsage writes in his Sacerdotal History; "The Namulings reset the world after the fall of the Elves, and made the many man-kinds. They walked Eldorath in those days and directly guided and befriended some of the humans they made. Perhaps we were like pets to them, but they cared for and enjoyed their pets." and the Sybilrede Archaeum records; "In the first days the 13 Ymestintava, which means friends of humanity in Early Parznugal speech, were the Namulings; Y'El, Gawish, Bvugel, Manzu, Hufufu, Kukka, Girim, Seshen, Lool, Zosheel, Wayta, Qytic, Tsaqiq, and Namutamtu herself, who it is said, once manifested to Saint Wukanzi the First and walked with him on the shores of ancient Blyssail before that land sank into the Sargassy Sea."

The Hierphant of Cardis wrote in his "Cirulum Antiquary"; "The Ymestintava Gods in time taught their friends the keeping of time, and the laws of order. The Ymestintava Showed them how to make temples that guide the worship and honor and right relations of Mankind to Gods. How to plant and harvest, sing and feast. Those were good days for men, in Blyssail, knowing no hunger, or fear, or pain, sickness or suffering. "

But not forever are good things gifted to Mankind. Ghrymish Aulnokkin penned; "The days of Blyssail were fated to end, for the Ymestintava were not the only Namulings in creation. Mgurk, and his Ybogstintavans had made beast-men; the Pygginkin or Orcish men. they preferred them to the Ur-men of Blyssail, and stoked discord. In time the peoples warred, and Orcs woke Humfubu, a Giant of the Olden days and together they warred with the Blyssailian Men, Humfubu sank Blyssail, and the Surviving men scattered about the world. Afterward the Namulings agreed among themselves to leave Eldorath in the care of their peoples and not intervene between them, instead, for the part of men, to rely on the Saints of the Sybilrede Church to care for them. The Orcs too have their own clerics and the other beast-folk too have witches or churches that speak to the Namuling for them. Thus the first Saints; Wukanzi, Kevit, Yatam, and Yugann who spread the Way of the Cloth."

Clerics in Eldorath have the duty to observe the Calendar and Hold service on every feast day, presenting libation and burning offerings, and leading the songs and speaking the stories of each Saint's day and Feast. By Royal Decree every person of the realm must attend a Service at least twice a month where the Officiant, usually the ranking cleric of a village or town, reads

missives from the Queen and shares news important to the community. The “Way of the Cloth” is the set of rules Clerics follow with the goal to recreate the idyllic Blyssail. The Way prescribes Clerics to speak no lies, observe every feast, heal the sick, feed the poor, give justice to the oppressed, Smite the unjust, never spill blood, and to keep the living alive, and the dead, dead.

The forces of Chaos on occasion interfere in the natural order of life, preventing the Spirit of the dead from going to their proper place in the underworld, these sad beings, undead, are a blight to the living, the Namulings require them to be released from mortal torment so as to fulfill the Divine Plans. Thus they grant Clerics the ability to Turn Undead. So long as a Cleric wields a Crook (the clerical staff), they may Turn Undead per ordinary rules.

8 times each day Clerics preform the ritual Prayer of the Watch; usually this involves at minimum, spreading a small cloth, lighting incense, singing the Song for that Heure, and pouring a libation to the Namulings and the Saint guarding that time period, and the Saint whose day it is. At this time they Cleric may **Pray for a Miracle**. This is the Cleric’s equivalent to a Wizard’s studying for a spell. A Cleric may have the ability pray for and to “cast” a number of Miracles (Clerical Spells) in a day equal to their Clerical Level -1, up to 9th level.

When a Cleric **Prays for a Miracle** there is a percent chance the Gods being prayed to hear the prayer and grant the Miracle.

Chance of Miracle Bestowal.

(Wis + (Cha bonus *5) + (5% per Cleric’s level) +(5% per Correspondence) + 5% for Crook +10% for prayer observed in the past 5 heures) - (difference in Caster’s level and Spell level) = the number to roll UNDER on a % die throw.

Success means the Divines place the power of the spell in the Cleric’s soul, until it’s used, discharged, or they sleep.

Eldorathian people do not conceive of time in 24 hour days, but rather divide the days into 9 periods they call Heures or sometimes Watches. These Heures are associated with various Correspondences which may aid a Clerics imprecations for a miracle (spell).

	Heures								
	Vigilae	Lauds	Prime	Terce	Sext	Nones	Vespers	Compline	Malefactorum
Period of day	(3AM)	5AM	Dawn	9AM	Noon	3PM	Dusk	Night	Witching Hour (midnight)
saint	Andle	Aunce	Wukanzi	Kevit	Yatam	Wys	Yugann	Mardu	Schmendric
Game hours	4	3	2	2	2	2	2	3	4
Turns	24	18	12	12	12	12	12	18	24
Color	Purple	Gray	Periwinkle	Orange	Yellow	Peuce	Green	Violet	Black
Metal	Lead	Electrum	Silver	Iron	Gold	Tin	Brass	Bronze	Lead
Herb	Alba	Garlic	Hyssop	Licorice	Mint	Thyme	Rose	Phlox	Primrose
Fabric	Felt	Baise	Broadcloth	Samite	Blanchet	Gauze	Baldequin	Cambric	Fustian
Incense	Gotzumber (Calamas)	Gumfitim (mastic)	Spikenard	Clove	Costmary	Galingale	Frankincense	Myrrh	Musk

Oil	Rose	Sesame	Olive	Walnut	Hazelnut	Whale	Almond	Hemp	Clove
Scripture	Virgim's	Letters of	First	Second	Wylf of	Guidance	Noticum	Dream of the	Scroll of the
book	Octagint	Hupret	Sulprecht	Sanarb	Oralyx	to Astolat	Heliot	Shippe	Luminous Ancestors
Illness	Lask	Catarrh	Quinsy	Palsy	Megrim	Dropsy	Gleet	Grippe	Ague

The Sacred Calender of the Sybilrede.

Hogday	Trewsday	Entsdaeg (Trimberday)	Nifle Wurmday	Slaughterday	Toadsday (Fwogdaeg)	Panday (Loafday)
1	2	3	4	5	6	7
St.s Luki and Ronicki	St. Ousendz	St. Clabrethe Bloodbread	Ss Marjathe and Tooli	Ss Anwynz and Bub the Goblin	St. Flogg Fleshless	St. Wilbernath
8	9	10	11	12	13	14
SS Velikki and Bompini	St. Bambi the Martyr	St. Welf	St. Tarmilaw	St. Wizzant	St. Vloey	St. Pancho
15	16	17	18	19	20	21
Ss Snooker and Dooble	Haxhoot	Ss Wusly Martyred-by- Fowl	St. Welf II	St. Otava the Green	St. Merryberry sans Poutin	St. Grimgrew the Dark
22	23	24	25	26	27	28
Ss Children of Nornige	St. Dottr	St. Uno	St. Tummux	St. Fortbris	St. Vambrix	St. Sogbuttum
29	30					
St. Bambi Halfdarrow	St. Gomgom the Headless					

Tayatember

Hogday	Trewsday	Entsdaeg (Trimberday)	Wurmday	Slaughterday	Toadsday (Fwogdaeg)	Panday (Loafday)
1 St. Lonlus	2 Ss Bloomwraith and Blossbute	3 Ss Badodz Bludderweep	4 St. Urrnhud	5 St. Wetwig the Blessed	6 St. Smalcod the cursed	7 St. Stews the Younger
8 Himbolty	9 Ss Medwmarte and Lod knotnoggin	10 St. Chard the Martyr	11 St. Clodvus	12 St. Cuthberga	13 Ss. Ympsus and Jollux	14 SS. Mgruth and Krumus Cudjulus
15 St. Radehelx	16 St. Clifvart	17 St. Swymlym Rapknuckle	18 Gwichgaws (Cheese rolling)	19 St. Bysswix	20 St. Evtans Unmartyred	21 St. Sywlllo
22 St. Pendus the Great	23 Ss. Wylwes and Fridtruthe Sterneye	24 St. Sourwart	25 St. Netherclad	26 St. Zygruel	27 St. Logwur of Rhoona	28 St. Logwur of Walnussen
29 St Lukki of Wizzpoting	30 Ladyday					

Mowdrek

Hogday	Trewsday	Entsdaeg (Trimberday)	Wurmday	Slaughterday	Toadsday (Fwogdaeg)	Panday (Loafday)
1 Ss. Sigubrund and Azfurtane	2 St. Nonrud the scullion	3 St. Kyfbarantz	4 St Lupbeux the Bucket	5 Ss. Gumbod and Thag the shorn.	6 Ss. Chysquip and Horgus	7 St. Ippygulk
8 St. Frendufred	9 Ss. Vynklewz and Churd the Fishfinger	10 St. Marggin the Carter	11 St. Elp the Costermonger	12 St Hunanant	13 St. Crabastion	14 St. Gleon the Martyr
15 St. Frostfoom the Giant	16 St. Bogmarte the Plowman	17 Ss. the Briderose Martyrs	18 Kynnetane	19 St. Flotsym	20 St. Teef the Dragon	21 St Soused Ynnaditch
22 St. Sieve	23 St Ym Hotiron	24 Ss. Childotin and Lofsturkin	25 Ss. Blueleaf Twice Elven and the Martyrs of Blyssum	26 St. Olyasantegud	27 St. the Griffin of Leur	28 Candlemas
29 St. Nonrud the Stylite	30 St. Wuesefpy the Cloisterer					

Blostum

Hogday	Trewsday	Entsdaeg (Trimberday)	Wurmday	Slaughterday	Toadsday (Fwogdaeg)	Panday (Loafday)
1 St. Luneparador	2 Ss. Ombaddum the Drum, and Oxeye Blight	3 St. Myseriase	4 St. Blintz	5 St. Peggrok	6 St. Jonroq	7 St. Wiffor
8 St. Poo the Koboldite	9 St. Deithilt the cloistered	10 St. Yvrhurd	11 St. Harby Sanspity	12 St. Folktude the Pantless	13 Ss. Atelfalz and Wytpeake	14 Ss. Ebbedulf and Larry Elm Shaker
15 Bridgetollia	16 Ss. Nosenra and Divad	17 St. Tippet Alejack	18 St. Baltgut the Headless	19 St. Mordtrype Twelftoed	20 St. Brightsic the Limmer	21 St. Pimplix Broadbeamed
22 St. Stupendous the Impaler	23 Ss. Barthur Baldbottom and Kyzro the Serf	24 St. Vertrahbix the Coiner	25 Wimplewash	26 St. Conbert the Never Washed.	27 St Coachule the Schmtrumpf- friend	28 St. Micklecod the Giant
29 St. Asperella	30 Ss. Gulgirar and Likmishitik the Silent					

Chufmuond

Hogday	Trewsday	Entsdaeg (Trimberday)	Wurmday	Slaughterday	Toadsday (Fwogdaeg)	Panday (Loafday)
1 Ss. Gaspar and Aldroolf	2 St. Clodbert the Fancy	3 St. Mudwyg the Fair	4 St. Tummox of Yrminfalse	5 St. Nunrud the Curt	6 St. Chudstard the Chaste	7 Ss. Bogmarte of Calfhat and Rusk the Simple
8 St. Hogenear	9 St. Maggin the Martyr	10 St. Maggin the Butcher	11 St. Clodvus the Pen	12 St. Yuggi Lugbuk	13 St. Kzsyolf the Peristylite	14 St. Hiltwigga
15 St. Skikkle	16 St. Oxeyen of the Waters	17 Tillingtide	18 Tillingtide	19 Tillingtide	20 St. Jewlperic	21 St. Grass
22 St. Plugkard	23 St. Nemo the Blinded	24 St. Picclehod	25 Maunday	26 St. Transitive of Verz	27 St Zessamhy	28 St. Hilf
29 St. Hyorjis Guzzlejack	30 St. Mhrvin of the Beefield					

Sweatember

Hogday	Trewsday	Entsdaeg (Trimberday)	Wurmday	Slaughterday	Toadsday (Fwogdaeg)	Panday (Loafday)
1 St. Sainte of SanSanzoot	2 St. Refnarud	3 St. Aplonky	4 St. Dour the Daduchus	5 Wytesun	6 St. Opendum the Cantor	7 St. Fuskov the Circuitor
8 St. Clifvar Presbytrix	9 Ss. Roodgum and Mercrift the Obediant	10 St. Ghum the Butler	11 St. Nandswith	12 St. Maun the Generous	13 St. Holy Martyr of Rhoona	14 St. Rudeswinde the Stylite
15 St. Naana the Grazer	16 St. Rofiwulfizz the Dendrite	17 St. Inguine the Inclusi of Prathbridge	18 St. Clodbert the Chancel	19 St. Pfuzzlbrect the Anchorite	20 Mittysun	21 St. Ittledotte
22 St. Hoarchest Mikklethews	23 St. Gignazi Foulfooted	24 St. Ingijorky	25 St. Millifrith	26 St. Mogilgoggyl of Eleutos	27 St. Witthywort	28 St. Ingajyne of Bongongny
29 St. Swythine the Vinyer	30 St. Rowel					

Gredil

Hogday	Trewsday	Entsdaeg (Trimberday)	Wurmday	Slaughterday	Toadsday (Fwogdaeg)	Panday (Loafday)
1 St. Chanticle	2 St. Bum of Oldsoc	3 Ss. Gulfmurre and Pyxum the Amarite	4 St. Skullnokkin the Heretic Hammer	5 St. Ylleye	6 St. Jellroe	7 Loavmasfest
8 St. Summonuther	9 Ss. Whiskadipple and Rick the Cantor	10 Ss. Crackcrace the Juggite and Pilvhert Posternward	11 St. Gredehanmer	12 St. Uggum Undertaker	13 St Kirkenchurcin	14 St. Vestry
15 St. Chasciblather	16 St. Sogguryp the Stylite	17 Alemastfest	18 St. Pliklejerd	19 St. Rockshank	20 St. Orpglyth	21 St Qynaelf
22 Moonymass	23 Ss. Scribele and Balewyf	24 St. Rux	25 Ss. Blystrewynne and Inkkethymble of Baconbach	26 St. Lackwit of Andyfield	27 St. Tygthew	28 St. Yustizz
29	30					

St. Dum St. Wythenpfaz

Amptember

Hogday	Trewsday	Entsdaeg (Trimberday)	Wurmday	Slaughterday	Toadsday (Fwogdaeg)	Panday (Loafday)
1 St. Bukhunde	2 Ss. Gwymt and Gogfuddy	3 St. Cudjelbert	4 St. Breen the Submersite	5 St. Thwiccasfre	6 St. Tod	7 St. Dwebitter
8 St. Deenuh	9 Gwilloost	10 St. Hunneliste	11 St Hurri	12 St Dlerf the Moustachite	13 St. Grannyloaf	14 Ss Malgyfrithe and Leutwynne
15 St. Saltyrn Salzmonger	16 St. Bogkaern	17 St Wet the Puddlite	18 Ss. Vestbraga and Niffletwerk	19 St. Amona of Prath	20 St. Silicobactre of Jellystone	21 St. Sammik of Dunis
22 St. Sop of Pennrith	23 St. Vairberkke	24 Rhybomast	25 St. Crusk	26 St. Ruberprate of Rhoona	27 St. Silas of Olinoy	28 St Stupendous of Angalon
29 Ss. Greysea the Drowned and Jack of the Hairshirt	30 St. Markavin Grollslain					

Piefestober

Piefestober

Hogday	Trewsday	Entsdaeg (Trimberday)	Wurmday	Slaughterday	Toadsday (Fwogdaeg)	Panday (Loafday)
1 St. Jansky	2 Ss. Bertbholt and Vuggnobf	3 St. Tikkel	4 St. Scookelp	5 St Briscracker	6 St Bedebuey	7 St. Wellagrum
8 St. Casterlotte	9 St Apfelmann	10 St. Grethe Hot Wheel	11 St. Haenhulu	12 St. Stanity	13 St. Stryffen	14 St. Sogdetost
15 St. Skeweelope	16 St. Kinnagaete	17 St. Wettemann	18 St. Frustvair	19 Meadmast	20 St. Mellodurk	21 St. Gurl
22 St. Clabberwyfe	23 Ss. Bookyduene and Clawt the Stylite	24 St. Wrothratte	25 St. Fussypante	26 St. Frowygne	27 St. Dirggin	28 St. Kineblot
29 St. Goodewyffe	30 PIEDAY					

Chillings

Hogday	Trewsday	Entsdaeg (Trimberday)	Wurmday	Slaughterday	Toadsday (Fwogdaeg)	Panday (Loafday)
1 St. Wulfborbog	2 Ss. Kytelyck and Lyssol the Sanitite	3 St. Leefen	4 St. Barelgrinthe	5 Ss. Fulschip and Lowythe	6 Ss. Martyrs of the Foolship	7 St. Homsar
8 St. Tetottle	9 Owldanz	10 St. Sipf	11 St Spankwoden	12 St. Abbot Abbot of Maltingmuc	13 St. Stylomfrid	14 Kalengaff
15 St. Guerth	16 St. Blyggalebahg	17 Ss. Caterwal the Chancel and Quietrude the Lout	18 St. Crispix the Frybolger	19 St. Wymmfride	20 St Squrgoggle the Imp	21 St. Spiklippe the twice-stuck
22 St. Goosethorpe	23 St. Fogfretten	24 Aoshimas	25 St. Narwigg	26 St. Badderite	27 St. Crispcolyn	28 St. Avenhuer
29 St. Fugypfume	30 St. Seawherey					

Freezeuary

Hogday	Trewsday	Entsdaeg (Trimberday)	Wurmday	Slaughterday	Toadsday (Fwogdaeg)	Panday (Loafday)
1 St. Swythe	2 St. Cletus	3 St. Badegurde	4 Ss. Chudostom and Crumbadgin	5 St. Nyn	6 St. Humthyne	7 St. Wahlupp
8 Wurstsong	9 Ss. Jacomite and Pudcris	10 St. Langtuthe	11 St. Wyshtrollo	12 St. Woohbegum	13 St. Mergithe	14 St. Sipfglebe
15 St. Gorfunder	16 Gruefast	17 St. Karcloshy	18 St. Guldmellow	19 St. Ciphrog	20 St. Entlassore	21 St. Puragonne
22 St. Swykken	23 St. Whooler	24 St. Jeyaw	25 St. Shwurfen	26 Yeampona	27 St. Kwpvoggin	28 St. Uhgram
29 St. Lyzwaryz	30 Ss. Pudnoggin and Mudsol					

Fjulekrytide

Belday	Aleday	Wrenday	Pieday	Frostday	Mumday	Pyreday
1 Greendocking	2 the Boundryde	3 First mumming	4 Cold Pies	5 Meatcake	6 Berrybrew	7 Second Caroling
8 Dedmare	9 Morrisdanse	10 Frostfair	11 the tobaggan	12 Hamwich	13 beerbrot	14 butter and ale

Candlemaiden

**and
kindershoes**

**Second
Mumming**

**15
Boarfeast**

**16
Fowlboard
Third Caroling**

**17
Gifting and
Ghost-telling**

Note:

During Fjulekrytide the Stars and Planets pause in the Heavens. It is said their Souls join the Namulings for the Holiday.

I include here a Vovelle to construct; this is just a fun little thing to show the Night Sky and it's constellations on any particular day. Cut the blank pieces from the large one, and cut out the wheel, then stitch them in the center to spin the wheel. Or use a pin.

Constellations of Eldorath



