

Beyond Heroes

Companion Rules BH16



The Book of the Sky

The Role Playing Game for all Genres

The Beyond Heroes Roleplaying Game Book XVI: The Book of the Sky

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Foreword

The Beyond Heroes Role Playing Game is based on a heavily revised derivative version of the rules system from Advanced Dungeons and Dragons 2nd edition. It also makes extensive use of the optional point buying system as presented in the AD&D Player's Option Skills and Powers book. My primary goal was to make this system usable in any setting, from fantasy to pulp to superhero to science fiction.

The sky realms are a mysterious place. Cloud cities come and go with the drifting of the winds, while mysterious winged creatures migrate vast distances in a single week. Some "terrain features" are permanent (such as persistent rainstorms or clouds that orbit in a fixed pattern), while others are completely unpredictable (such as cloud cities that move entirely at the whims of the wind).

This is the second version of this pdf; races and spells have been added.

1. Sky Content

The sky (or celestial dome) is everything that lies above the surface of the Earth, including the atmosphere and outer space. During daylight, the sky appears to be blue because air scatters blue sunlight more than it scatters red. At night, the sky appears to be a mostly dark surface or region scattered with stars. During the day, the Sun can be seen in the sky unless obscured by clouds. In the night sky (and to some extent during the day) the moon, planets and stars are visible in the sky.

Some of the natural phenomena seen in the sky are clouds, rainbows, and aurora. Lightning and precipitation can also be seen in the sky during storms. Birds, insects, aircraft, and kites are often considered to fly in the sky. Due to human activities, smog during the day and light pollution during the night are often seen above large cities. Individual water droplets exposed to white light will create a set of collared rings.

If a cloud is thick enough, scattering from multiple water droplets will wash out the set of collared rings and create a washed-out white colour. The sky can turn a multitude of colours such as red, orange, purple and yellow (especially near sunset or sunrise) when the light must pass through a much longer path (or optical depth) through the atmosphere. Because red light also scatters if there is enough air between the source and the observer, these longer wavelengths of light will also scatter significantly, making parts of the sky change colour during a sunset.

As the amount of atmosphere nears infinity, the scattered light appears whiter and whiter. At higher altitudes, the sky tends toward darker colours since scattering is reduced due to lower air density; an extreme example is the moon, where there is no atmosphere and no scattering, making the sky on the moon black even when the sun is visible.

The atmosphere of Earth is the layer of gases surrounding the planet Earth that is retained by Earth's gravity. The atmosphere protects life on Earth by absorbing ultraviolet solar

radiation, warming the surface through heat retention (greenhouse effect), and reducing temperature extremes between day and night (the diurnal temperature variation). The common name air is given to the atmospheric gases used in breathing and photosynthesis.

By volume, dry air contains 78.09% nitrogen, 20.95% oxygen, 0.93% argon, 0.039% carbon dioxide, and small amounts of other gases. Air also contains a variable amount of water vapour, on average around 1% at sea level, and 0.4% over the entire atmosphere. Air content and atmospheric pressure vary at different layers, and air suitable for the survival of terrestrial plants and terrestrial animals is found only in Earth's troposphere and artificial atmospheres.

The atmosphere has a mass of about 5.15×10^{18} kg, three quarters of which is within about 11 kms of the surface. The atmosphere becomes thinner and thinner with increasing altitude, with no definite boundary between the atmosphere and outer space. The Kármán line, at 100 kms, or 1.57% of Earth's radius, is often used as the border between the atmosphere and outer space. Atmospheric effects become noticeable during atmospheric re-entry of spacecraft at an altitude of around 120 kms.

Several layers can be distinguished in the atmosphere, based on characteristics such as temperature and composition. Air is mainly composed of nitrogen, oxygen, and argon, which together constitute the major gases of the atmosphere. Water vapour accounts for roughly 0.25% of the atmosphere by mass.

The concentration of water vapour (a greenhouse gas) varies significantly from around 10 ppmv in the coldest portions of the atmosphere to as much as 5% by volume in hot, humid air masses, and concentrations of other atmospheric gases are typically provided for dry air without any water vapour. The remaining gases are often referred to as trace gases, among which are the greenhouse gases such as carbon dioxide, methane, nitrous oxide, and ozone.

Filtered air includes trace amounts of many other chemical compounds. Many substances of natural origin may be present in locally and seasonally variable small amounts as aerosols in an unfiltered air sample, including dust of mineral and organic composition, pollen and spores, sea spray, and volcanic ash. Various industrial pollutants also may be present as gases or aerosols, such as chlorine (elemental or in compounds), fluorine compounds and elemental mercury vapour. Sulphur compounds such as hydrogen sulphide and sulphur dioxide (SO₂) may be derived from natural sources or from industrial air pollution.

The average temperature of the atmosphere at Earth's surface is 14 °C or 15 °C depending on the reference. The average atmospheric pressure at sea level is defined by the International Standard Atmosphere as 101325 pascals (760.00 Torr; 14.6959 psi; 760.00 mmHg). This is sometimes referred to as a unit of standard atmospheres (atm). Total atmospheric mass is 5.1480×10^{18} kg (1.135×10^{19} lb), about 2.5% less than would be inferred from the average sea level pressure and Earth's area of 51007.2 megahectares,

this portion being displaced by Earth's mountainous terrain. Atmospheric pressure is the total weight of the air above unit area at the point where the pressure is measured. Thus air pressure varies with location and weather.

If the entire mass of the atmosphere had a uniform density from sea level, it would terminate abruptly at an altitude of 8.50 kms. It actually decreases exponentially with altitude, dropping by half every 5.6 kms or by a factor of $1/e$ every 7.64 kms, the average scale height of the atmosphere below 70 kms. However, the atmosphere is more accurately modelled with a customized equation for each layer that takes gradients of temperature, molecular composition, solar radiation and gravity into account.

In summary, the mass of Earth's atmosphere is distributed approximately as follows:

50% is below 5.6 kms.

90% is below 16 kms.

99.99997% is below 100 kms, the Kármán line. By international convention, this marks the beginning of space where human travellers are considered astronauts.

By comparison, the summit of Mt. Everest is at 8,848 mtrs; commercial airliners typically cruise between 10 kms and 13 kms where the thinner air improves fuel economy; weather balloons reach 30.4 kms and above; and the highest X-15 flight in 1963 reached 108.0 kms.

Even above the Kármán line, significant atmospheric effects such as auroras still occur. Meteors begin to glow in this region though the larger ones may not burn up until they penetrate more deeply. The various layers of Earth's ionosphere, important to HF radio propagation, begin below 100 kms and extend beyond 500 kms.

By comparison, the International Space Station and Space Shuttle typically orbit at 350–400 kms, within the F-layer of the ionosphere where they encounter enough atmospheric drag to require reboosts every few months. Depending on solar activity, satellites can experience noticeable atmospheric drag at altitudes as high as 700–800 kms.

The division of the atmosphere into layers mostly by reference to temperature is discussed above. Temperature decreases with altitude starting at sea level, but variations in this trend begin above 11 kms, where the temperature stabilizes through a large vertical distance through the rest of the troposphere.

In the stratosphere, starting above about 20 km, the temperature increases with height, due to heating within the ozone layer caused by capture of significant ultraviolet radiation from the Sun by the dioxygen and ozone gas in this region. Still another region of increasing temperature with altitude occurs at very high altitudes, in the aptly-named thermosphere above 90 kms.

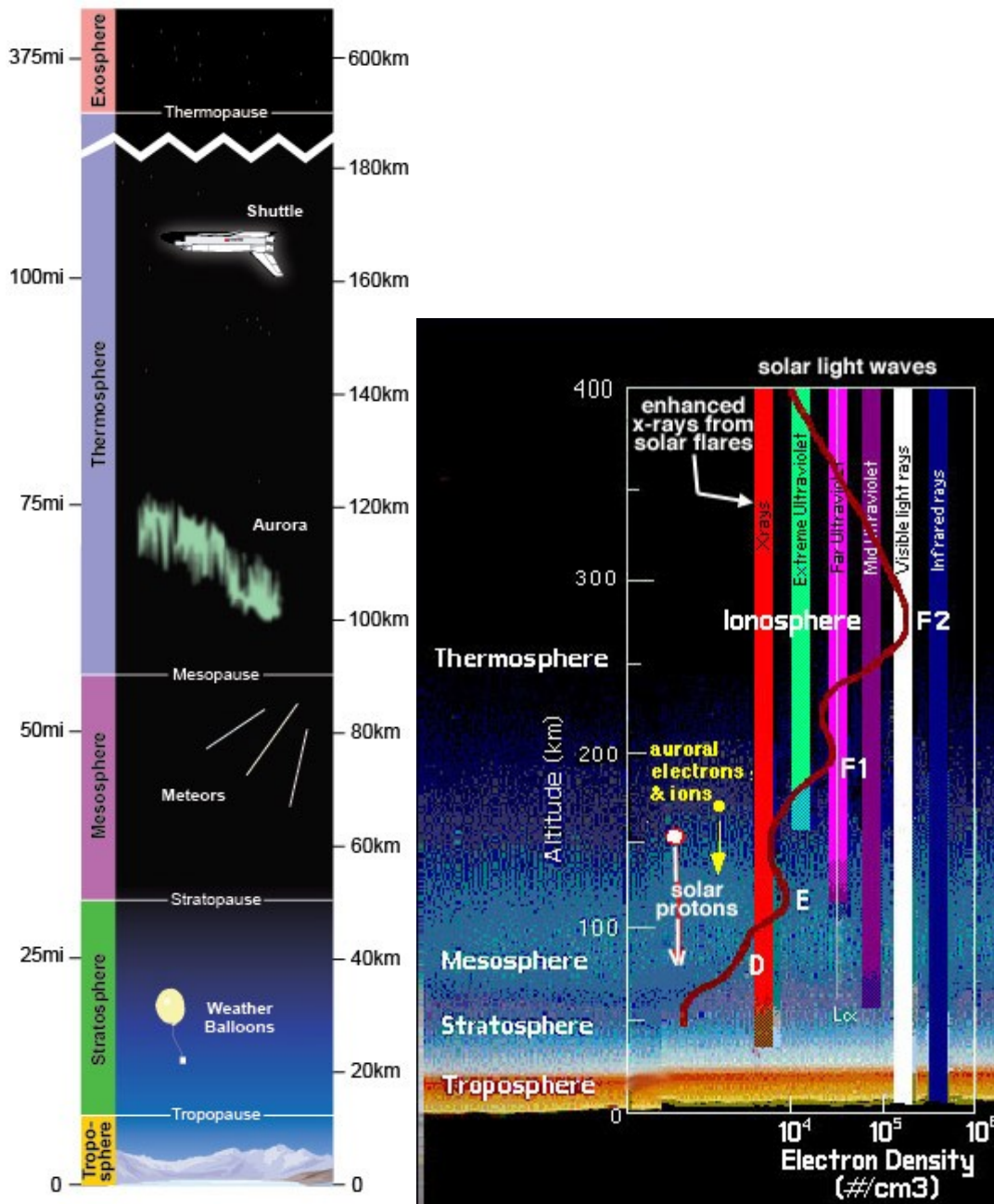
Because in an ideal gas of constant composition the speed of sound depends only on temperature and not on the gas pressure or density, the speed of sound in the atmosphere with altitude takes on the form of the complicated temperature profile (see illustration to the right), and does not mirror altitudinal changes in density or pressure.

The density of air at sea level is about 1.2 kg/m³ (1.2 g/L). Density is not measured directly but is calculated from measurements of temperature, pressure and humidity using the equation of state for air (a form of the ideal gas law). Atmospheric density decreases as the altitude increases. This variation can be approximately modelled using the barometric formula. More sophisticated models are used to predict orbital decay of satellites.

The average mass of the atmosphere is about 5 quadrillion (5×10^{15}) tonnes or 1/1,200,000 the mass of Earth. According to the American National Centre for Atmospheric Research, "The total mean mass of the atmosphere is 5.1480×10^{18} kg with an annual range due to water vapour of 1.2 or 1.5×10^{15} kg depending on whether surface pressure or water vapour data are used; somewhat smaller than the previous estimate. The mean mass of water vapour is estimated as 1.27×10^{16} kg and the dry air mass as $5.1352 \pm 0.0003 \times 10^{18}$ kg.

Solar radiation (or sunlight) is the energy Earth receives from the Sun. Earth also emits radiation back into space, but at longer wavelengths that we cannot see. Part of the incoming and emitted radiation is absorbed or reflected by the atmosphere.

2. Sky Levels



In general, air pressure and density decrease with altitude in the atmosphere. However, temperature has a more complicated profile with altitude, and may remain relatively constant or even increase with altitude in some regions (see the temperature section, below). Because the general pattern of the temperature/altitude profile is constant and recognizable through means such as balloon soundings, the temperature behaviour provides a useful metric to distinguish between atmospheric layers. In this way, Earth's atmosphere can be divided (called atmospheric stratification) into five main layers. Excluding the exosphere, Earth has four primary layers, which are the troposphere,

stratosphere, mesosphere, and thermosphere. From highest to lowest, the five main layers are:

Exosphere: 700 to 10,000 kms

Thermosphere: 80 to 700 kms

Mesosphere: 50 to 80 kms

Stratosphere: 12 to 50 kms

Troposphere: 0 to 12 kms

Exosphere

The exosphere is the outermost layer of Earth's atmosphere (i.e. the upper limit of the atmosphere). It extends from the exobase, which is located at the top of the thermosphere at an altitude of about 700 kms above sea level, to about 10,000 kms. The exosphere merges with the emptiness of outer space, where there is no atmosphere.

This layer is mainly composed of extremely low densities of hydrogen, helium and several heavier molecules including nitrogen, oxygen and carbon dioxide closer to the exobase. The atoms and molecules are so far apart that they can travel hundreds of kilometres without colliding with one another. Thus, the exosphere no longer behaves like a gas, and the particles constantly escape into space. These free-moving particles follow ballistic trajectories and may migrate in and out of the magnetosphere or the solar wind.

The exosphere is located too far above Earth for any meteorological phenomena to be possible. However, the aurora borealis and aurora australis sometimes occur in the lower part of the exosphere, where they overlap into the thermosphere. The exosphere contains most of the satellites orbiting Earth. The most common molecules within Earth's exosphere are those of the lightest atmospheric gasses.

Hydrogen is present throughout the exosphere, with some helium, carbon dioxide, and atomic oxygen near its base. Because it can be difficult to define the boundary between the exosphere and outer space, the exosphere may be considered a part of interplanetary or outer space. The lower boundary of the exosphere is called the exobase. It is also called exopause and 'critical altitude' as this is the altitude where barometric conditions no longer apply.

Atmospheric temperature becomes nearly a constant above this altitude. On Earth, the altitude of the exobase ranges from about 500 to 1,000 kilometres depending on solar activity. The fluctuation in the height of the exobase is important because this provides atmospheric drag on satellites, eventually causing them to fall from orbit if no action is taken to maintain the orbit.

In principle, the exosphere covers distances where particles are still gravitationally bound to Earth, i.e. particles still have ballistic orbits that will take them back towards Earth. The upper boundary of the exosphere can be defined as the distance at which the influence of solar radiation pressure on atomic hydrogen exceeds that of Earth's gravitational pull. This happens at half the distance to the Moon (the average distance

between Earth and the Moon is 384,400 kilometres. The exosphere, observable from space as the geocorona, is seen to extend to at least 10,000 kilometres from Earth's surface. The exosphere is a transitional zone between Earth's atmosphere and space. Very high up, the Earth's atmosphere becomes very thin. The region where atoms and molecules escape into space is referred to as the exosphere. The exosphere is on top of the thermosphere.

Thermosphere

The thermosphere is the second-highest layer of Earth's atmosphere. It extends from the mesopause (which separates it from the mesosphere) at an altitude of about 80 kms up to the thermopause at an altitude range of 500–1000 kms. The height of the thermopause varies considerably due to changes in solar activity. Because the thermopause lies at the lower boundary of the exosphere, it is also referred to as the exobase.

The lower part of the thermosphere, from 80 to 550 kilometres above Earth's surface, contains the ionosphere. This atmospheric layer undergoes a gradual increase in temperature with height. Unlike the stratosphere, wherein a temperature inversion is due to the absorption of radiation by ozone, the inversion in the thermosphere occurs due to the extremely low density of its molecules.

The temperature of this layer can rise as high as 1500 °C , though the gas molecules are so far apart that its temperature in the usual sense is not very meaningful. The air is so rarefied that an individual molecule (of oxygen, for example) travels an average of 1 kilometre between collisions with other molecules.

Even though the thermosphere has a very high proportion of molecules with immense amounts of energy, the thermosphere would not feel hot to a human in direct contact, because the low density in the thermosphere would not be able to conduct a significant amount of energy to or from the skin. In other words, a person would not feel warm because of the thermosphere's extremely low pressure.

This layer is completely cloudless and free of water vapour. However non-hydrometeorological phenomena such as the aurora borealis and aurora australis are occasionally seen in the thermosphere. The International Space Station orbits in this layer, between 320 and 380 kms. The thermosphere is the layer of the Earth's atmosphere directly above the mesosphere and directly below the exosphere.

Within this layer, ultraviolet radiation causes photoionization/ photodissociation of molecules present. Thermospheric temperatures increase with altitude due to absorption of highly energetic solar radiation. Temperatures are highly dependent on solar activity, and can rise to 2,000 °C. Radiation causes the atmosphere particles in this layer to become electrically charged (see ionosphere), enabling radio waves to bounce off and be received beyond the horizon. In the exosphere, beginning at 500 to 1,000 kilometres above the Earth's surface, the atmosphere turns into space.

The highly diluted gas in this layer can reach 2,500 °C during the day. Even though the temperature is so high, one would not feel warm in the thermosphere, because it is so near vacuum that there is not enough contact with the few atoms of gas to transfer much heat.

A normal thermometer would be significantly below 0 °C, because the energy lost by thermal radiation would exceed the energy acquired from the atmospheric gas by direct contact. In the anacoustic zone above 160 kilometres, the density is so low that molecular interactions are too infrequent to permit the transmission of sound. The dynamics of the thermosphere are dominated by atmospheric tides, which are driven by the very significant diurnal heating. Atmospheric waves dissipate above this level because of collisions between the neutral gas and the ionospheric plasma.

The International Space Station orbits within the middle of the thermosphere, between 330 and 435 kilometres (decaying by 2 kms per month and raised by periodic reboosts), whereas the Gravity Field and Steady-State Ocean Circulation Explorer satellite at 260 kilometres utilized winglets and an innovative ion engine to maintain a stable orientation and orbit.

It is convenient to separate the atmospheric regions according to the two temperature minima at about 12 kms altitude (the tropopause) and at about 85 kms (the mesopause). The thermosphere (or the upper atmosphere) is the height region above 85 kms, while the region between the tropopause and the mesopause is the middle atmosphere (stratosphere and mesosphere) where absorption of solar UV radiation generates the temperature maximum near 45 kms altitude and causes the ozone layer.

Turbulence causes the air within the lower atmospheric regions below the turbopause at about 110 kms to be a mixture of gases that does not change its composition. Its mean molecular weight is 29 g/mol with molecular oxygen (O₂) and nitrogen (N₂) as the two dominant constituents. Above the turbopause, however, diffusive separation of the various constituents is significant, so that each constituent follows its own barometric height structure with a scale height inversely proportional to its molecular weight.

The lighter constituents atomic oxygen (O), helium (He), and hydrogen (H) successively dominate above about 200 kms altitude and vary with geographic location, time, and solar activity. The ratio N₂/O which is a measure of the electron density at the ionospheric F region is highly affected by these variations. The solar X-ray and extreme ultraviolet radiation (XUV) at wavelengths < 170 nm is almost completely absorbed within the thermosphere. This radiation causes the various ionospheric layers as well as a temperature increase at these heights.

While the solar visible light (380 to 780 nm) is nearly constant with a variability of not more than about 0.1% of the solar constant, the solar XUV radiation is highly variable in time and space. For instance, X-ray bursts associated with solar flares can dramatically increase their intensity over preflare levels by many orders of magnitude over a time span of tens of minutes. In the extreme ultraviolet, the Lyman α line at 121.6 nm represents an

important source of ionization and dissociation at ionospheric D layer heights. During quiet periods of solar activity, it alone contains more energy than the rest of the XUV spectrum.

Quasi-periodic changes of the order of 100% and more with period of 27 days and 11 years belong to the prominent variations of solar XUV radiation. However, irregular fluctuations over all time scales are present all the time. During low solar activity, about one half of the total energy input into the thermosphere is thought to be solar XUV radiation. Evidently, that solar XUV energy input occurs only during daytime conditions, maximizing at the equator during equinox.

A second source of energy input into the thermosphere is solar wind energy which is transferred to the magnetosphere by mechanisms that are not completely understood. One possible way to transfer energy is via a hydrodynamic dynamo process. Solar wind particles penetrate into the polar regions of the magnetosphere where the geomagnetic field lines are essentially vertically directed.

An electric field is generated, directed from dawn to dusk. Along the last closed geomagnetic field lines with their footpoints within the auroral zones, field aligned electric currents can flow into the ionospheric dynamo region where they are closed by electric Pedersen and Hall currents.

Ohmic losses of the Pedersen currents heat the lower thermosphere (see e.g., Magnetospheric electric convection field). In addition, penetration of high energetic particles from the magnetosphere into the auroral regions enhance drastically the electric conductivity, further increasing the electric currents and thus Joule heating.

During quiet magnetospheric activity, the magnetosphere contributes perhaps by a quarter to the energy budget of the thermosphere. This is about 250 K of the exospheric temperature. During very large activity, however, this heat input can increase substantially, by a factor of four or more. That solar wind input occurs mainly in the auroral regions during the day as well as during the night.

Heating, predominately by tidal waves, occurs mainly at lower and middle latitudes. The variability of this heating depends in general on the meteorological conditions within troposphere and middle atmosphere, and may not exceed about 50%. In contrast to solar XUV radiation, magnetospheric disturbances, indicated on the ground by geomagnetic variations, show an unpredictable impulsive character, from short periodic disturbances of the order of hours to long standing giant storms of several day's duration.

The reaction of the thermosphere to a large magnetospheric storm is called thermospheric storm. In addition, due to the impulsive form of the disturbance, higher order terms are generated which, however, possess short decay times and thus quickly disappear. The sum of these modes determines the "travel time" of the disturbance to the lower latitudes, and thus the response time of the thermosphere with respect to the magnetospheric disturbance. Important for the development of an ionospheric storm is the increase of the

ratio N₂/O during a thermospheric storm at middle and higher latitude. An increase of N₂ increases the loss process of the ionospheric plasma and causes therefore a decrease of the electron density within the ionospheric F-layer (negative ionospheric storm).

The mesosphere is the third highest layer of Earth's atmosphere, occupying the region above the stratosphere and below the thermosphere. It extends from the stratopause at an altitude of about 50 kms to the mesopause at 80–85 kms above sea level. Temperatures drop with increasing altitude to the mesopause that marks the top of this middle layer of the atmosphere. It is the coldest place on Earth and has an average temperature around –85 °C.

Just below the mesopause, the air is so cold that even the very scarce water vapour at this altitude can be sublimated into polar-mesospheric noctilucent clouds. These are the highest clouds in the atmosphere and may be visible to the naked eye if sunlight reflects off them about an hour or two after sunset or a similar length of time before sunrise. They are most readily visible when the Sun is around 4 to 16 degrees below the horizon.

A type of lightning referred to as either sprites or ELVES, occasionally form far above tropospheric thunderclouds. The mesosphere is also the layer where most meteors burn up upon atmospheric entrance. It is too high above Earth to be accessible to aircraft and balloons, and too low to permit orbital spacecraft. The mesosphere is mainly accessed by sounding rockets.

The Earth's thermosphere also includes the region of the atmosphere called the ionosphere. The ionosphere is a region of the atmosphere that is filled with charged particles. The high temperatures in the thermosphere can cause molecules to ionize. This is why an ionosphere and thermosphere can overlap. Scientists call the ionosphere an extension of the thermosphere.

So technically, the ionosphere is not another atmospheric layer. The ionosphere represents less than 0.1% of the total mass of the Earth's atmosphere. Even though it is such a small part, it is extremely important. The upper atmosphere is ionized by solar radiation. That means the Sun's energy is so strong at this level, that it breaks apart molecules.

So there ends up being electrons floating around and molecules which have lost or gained electrons. When the Sun is active, more and more ionization happens. Different regions of the ionosphere make long distance radio communication possible by reflecting the radio waves back to Earth. It is also home to auroras. Temperatures in the ionosphere just keep getting hotter as you go up.

The ionosphere is broken down into the D, E and F regions. The breakdown is based on what wavelength of solar radiation is absorbed in that region most frequently. The D region is the lowest in altitude, though it absorbs the most energetic radiation, hard x-rays. The D region doesn't have a definite starting and stopping point, but includes the ionization that occurs below about 90kms. The E region peaks at about 105kms. It

absorbs soft x-rays. The F region starts around 105kms and has a maximum around 600kms. It is the highest of all of the regions. Extreme ultra-violet radiation (EUV) is absorbed there. On a more practical note, the D and E regions reflect AM radio waves back to Earth. Radio waves with shorter lengths are reflected by the F region. Visible light, television and FM wavelengths are all too short to be reflected by the ionosphere. So your t.v. stations are made possible by satellite transmissions.

Invisible layers of ions and electrons are found in the Earth's atmosphere. We call this region of atmosphere the ionosphere. The main source of these layers is the Sun's ultraviolet light which ionizes atoms and molecules in the Earth's upper atmosphere.

During this process, electrons are knocked free from molecules or particles in the atmosphere. Flares and other big events on the Sun produce increased ultraviolet, x-ray and gamma-ray photons that arrive at the Earth just 8 minutes later (other particles from the Sun may arrive days later) and dramatically increase the ionization that happens in the atmosphere. So, the more active the Sun, the thicker the ionosphere.

Mesosphere

The mesosphere is the layer of the Earth's atmosphere that is directly above the stratopause and directly below the mesopause. In the mesosphere temperature decreases as the altitude increases. The upper boundary of the mesosphere is the mesopause, which can be the coldest naturally occurring place on Earth with temperatures below $-143\text{ }^{\circ}\text{C}$.

The exact upper and lower boundaries of the mesosphere vary with latitude and with season, but the lower boundary of the mesosphere is usually located at heights of about 50 kilometres above the Earth's surface and the mesopause is usually at heights near 100 kilometres, except at middle and high latitudes in summer where it descends to heights of about 85 kilometres. This is also around the same altitude as the turbopause, below which different chemical species are well mixed due to turbulent eddies. Above this level the atmosphere becomes non-uniform; the scale heights of different chemical species differ by their molecular masses.

Within the mesosphere, temperature decreases with increasing height. This is due to decreasing solar heating and increasing cooling by CO_2 radiative emission. The top of the mesosphere, called the mesopause, is the coldest part of Earth's atmosphere. Temperatures in the upper mesosphere fall as low as $-100\text{ }^{\circ}\text{C}$, varying according to latitude and season.

The main dynamic features in this region are strong zonal (East-West) winds, atmospheric tides, internal atmospheric gravity waves (commonly called "gravity waves") and planetary waves. Most of these tides and waves are excited in the troposphere and lower stratosphere, and propagate upward to the mesosphere. In the mesosphere, gravity-wave amplitudes can become so large that the waves become unstable and dissipate. This dissipation deposits momentum into the mesosphere and largely drives global circulation.

Noctilucent clouds are located in the mesosphere. The upper mesosphere is also the region of the ionosphere known as the D layer. The D layer is only present during the day, when some ionization occurs with nitric oxide being ionized by Lyman series-alpha hydrogen radiation. The ionization is so weak that when night falls, and the source of ionization is removed, the free electron and ion form back into a neutral molecule.

The mesosphere is also known as the "Ignorosphere" because it is poorly studied compared to the stratosphere (which can be accessed with high-altitude balloons) and the thermosphere (in which satellites can orbit). A 5 km deep sodium layer is located between 80–105 kms.

Made of unbound, non-ionized atoms of sodium, the sodium layer radiates weakly to contribute to the airglow. Millions of meteors enter the atmosphere, an average of 40 tons per year. The mesosphere lies above the maximum altitude for aircraft and nearly all balloons, and below the minimum altitude for orbital spacecraft. Above the 53 km balloon altitude record, the mesosphere has only been accessed through the use of sounding rockets.

As a result, it is the most poorly understood part of the atmosphere. The presence of red sprites and blue jets (electrical discharges or lightning within the lower mesosphere), noctilucent clouds and density shears within the poorly understood layer are of current scientific interest. In the Earth's mesosphere, the air is relatively mixed together and the temperature decreases with altitude.

The atmosphere reaches its coldest temperature of around -90°C in the mesosphere. This is also the layer in which a lot of meteors burn up while entering the Earth's atmosphere. The mesosphere is on top of the stratosphere. The upper parts of the atmosphere, such as the mesosphere, can sometimes be seen by looking at the very edge of a planet.

Stratosphere

The stratosphere is the second-lowest layer of Earth's atmosphere. It lies above the troposphere and is separated from it by the tropopause. This layer extends from the top of the troposphere at roughly 12 kms above Earth's surface to the stratopause at an altitude of about 50 to 55 kms. The atmospheric pressure at the top of the stratosphere is roughly 1/1000 the pressure at sea level. It contains the ozone layer, which is the part of Earth's atmosphere that contains relatively high concentrations of that gas.

The stratosphere defines a layer in which temperatures rise with increasing altitude. This rise in temperature is caused by the absorption of ultraviolet radiation (UV) radiation from the Sun by the ozone layer, which restricts turbulence and mixing. Although the temperature may be -60°C at the tropopause, the top of the stratosphere is much warmer, and may be near 0°C . The stratospheric temperature profile creates very stable atmospheric conditions, so the stratosphere lacks the weather-producing air turbulence that is so prevalent in the troposphere.

Consequently, the stratosphere is almost completely free of clouds and other forms of weather. However, polar stratospheric or nacreous clouds are occasionally seen in the lower part of this layer of the atmosphere where the air is coldest. This is the highest layer that can be accessed by jet-powered aircraft. The stratosphere is the second major layer of Earth's atmosphere, just above the troposphere, and below the mesosphere. It is stratified in temperature, with warmer layers higher up and cooler layers farther down.

This is in contrast to the troposphere near the Earth's surface, which is cooler higher up and warmer farther down. The border of the troposphere and stratosphere, the tropopause, is marked by where this inversion begins, which in terms of atmospheric thermodynamics is the equilibrium level. At moderate latitudes the stratosphere is situated between about 10–13 kms and 50 kms altitude above the surface, while at the poles it starts at about 8 kms altitude, and near the equator it may start at altitudes as high as 18 kms.

Within this layer, temperature increases as altitude increases (see temperature inversion); the top of the stratosphere has a temperature of about -3°C s, just slightly below the freezing point of water. The stratosphere is layered in temperature because ozone (O_3) here absorbs high energy ultraviolet (UVB and UVC) radiation from the Sun and is broken down into the allotropes of atomic oxygen (O_1) and common molecular oxygen (O_2).

The mid stratosphere has less UV light passing through it; O and O_2 are able to combine, and this is where the majority of natural ozone is produced. It is when these two forms of oxygen recombine to form ozone that they release the heat found in the stratosphere.

The lower stratosphere receives very low amounts of UVC; thus atomic oxygen is not found here and ozone is not formed (with heat as the byproduct). This vertical stratification, with warmer layers above and cooler layers below, makes the stratosphere dynamically stable: there is no regular convection and associated turbulence in this part of the atmosphere.

The top of the stratosphere is called the stratopause, above which the temperature decreases with height. Methane (CH_4), while not a direct cause of ozone destruction in the stratosphere, does lead to the formation of compounds that destroy ozone. Monatomic oxygen (O) in the upper stratosphere reacts with methane (CH_4) to form a hydroxyl radical ($\text{OH}\cdot$).

This hydroxyl radical is then able to interact with non-soluble compounds like chlorofluorocarbons, and UV light breaks off chlorine radicals ($\text{Cl}\cdot$). These chlorine radicals break off an oxygen atom from the ozone molecule, creating an oxygen molecule (O_2) and a hypochloryl radical ($\text{ClO}\cdot$). The hypochloryl radical then reacts with an atomic oxygen creating another oxygen molecule and another chlorine radical, thereby preventing the reaction of monatomic oxygen with O_2 to create natural ozone.

Commercial airliners typically cruise at altitudes of 9–12 kms (30,000–39,000 ft) in temperate latitudes (in the lower reaches of the stratosphere). This optimizes fuel burn,

mostly due to the low temperatures encountered near the tropopause and low air density, reducing parasitic drag on the airframe. (Stated another way, it allows the airliner to fly faster for the same amount of drag.)

It also allows them to stay above hard weather (extreme turbulence). Concorde would cruise at mach 2 at about 18,000 mtrs (59,000 ft), and the SR-71 would cruise at mach 3 at 26,000 mtrs (85,000 ft), all still in the stratosphere.

Because the temperature in the tropopause and lower stratosphere remains constant (or slightly decreases) with increasing altitude, very little convective turbulence occurs at these altitudes. Though most turbulence at this altitude is caused by variations in the jet stream and other local wind shears, areas of significant convective activity (thunderstorms) in the troposphere below may produce convective overshoot.

Although a few gliders have achieved great altitudes in the powerful thermals in thunderstorms, this is dangerous. Most high altitude flights by gliders use lee waves from mountain ranges and were used to set the current record of 15,447 mtrs. The stratosphere is a region of intense interactions among radiative, dynamical, and chemical processes, in which the horizontal mixing of gaseous components proceeds much more rapidly than in vertical mixing.

An interesting feature of stratospheric circulation is the quasi-biennial oscillation (QBO) in the tropical latitudes, which is driven by gravity waves that are convectively generated in the troposphere. The QBO induces a secondary circulation that is important for the global stratospheric transport of tracers, such as ozone or water vapour. Also, some bird species have been reported to fly at the lower levels of the stratosphere.

About 90% of the ozone in the Earth's atmosphere is found in the region called the stratosphere. This is the atmospheric layer between 16 and 48 kilometres above the Earth's surface. Ozone forms a kind of layer in the stratosphere, where it is more concentrated than anywhere else. Ozone and oxygen molecules in the stratosphere absorb ultraviolet light from the Sun, providing a shield that prevents this radiation from passing to the Earth's surface.

While both oxygen and ozone together absorb 95 to 99.9% of the Sun's ultraviolet radiation, only ozone effectively absorbs the most energetic ultraviolet light, known as UV-C and UV-B. This ultraviolet light can cause biological damage like skin cancer, tissue damage to eyes and plant tissue damage. The protective role of the ozone layer in the upper atmosphere is so vital that scientists believe life on land probably would not have evolved - and could not exist today - without it.

The ozone layer would be quite good at its job of protecting Earth from too much ultraviolet radiation - that is, it would if humans did not contribute to the process. It's now known that ozone is destroyed in the stratosphere and that some human-released chemicals such as CFC's are speeding up the breakdown of ozone, so that there are "holes" now in our protective shield. While the stratospheric ozone issue is a serious one,

in many ways it can be thought of as an environmental success story. Scientists detected the developing problem, and collected the evidence that convinced governments around the world to take action.

Although the elimination of ozone-depleting chemicals from the atmosphere will take decades yet, we have made a strong and positive beginning. For the first time in our species' history, we have tackled a global environmental issue on a global scale. Many jet aircrafts fly in the stratosphere because it is very stable. Also, the ozone layer absorbs harmful rays from the Sun.

Troposphere

The troposphere is the lowest layer of Earth's atmosphere. It extends from Earth's surface to an average height of about 12 kms, although this altitude actually varies from about 9 kms at the poles to 17 kms at the equator, with some variation due to weather. The troposphere is bounded above by the tropopause, a boundary marked in most places by a temperature inversion (i.e. a layer of relatively warm air above a colder one), and in others by a zone which is isothermal with height.

Although variations do occur, the temperature usually declines with increasing altitude in the troposphere because the troposphere is mostly heated through energy transfer from the surface. Thus, the lowest part of the troposphere (i.e. Earth's surface) is typically the warmest section of the troposphere. This promotes vertical mixing.

The troposphere contains roughly 80% of the mass of Earth's atmosphere. The troposphere is denser than all its overlying atmospheric layers because a larger atmospheric weight sits on top of the troposphere and causes it to be most severely compressed. Fifty percent of the total mass of the atmosphere is located in the lower 5.6 kms of the troposphere. It is primarily composed of nitrogen (78%) and oxygen (21%) with only small concentrations of other trace gases.

Nearly all atmospheric water vapour or moisture is found in the troposphere, so it is the layer where most of Earth's weather takes place. It has basically all the weather-associated cloud genus types generated by active wind circulation, although very tall cumulonimbus thunder clouds can penetrate the tropopause from below and rise into the lower part of the stratosphere. Most conventional aviation activity takes place in the troposphere, and it is the only layer that can be accessed by propeller-driven aircraft.

The troposphere is the lowest portion of Earth's atmosphere. It contains approximately 75% of the atmosphere's mass and 99% of its water vapour and aerosols. The average depth of the troposphere is approximately 17 kms in the middle latitudes. It is deeper in the tropics, up to 20 kms, and shallower near the polar regions, approximately 7 kms in winter. The lowest part of the troposphere, where friction with the Earth's surface influences air flow, is the planetary boundary layer.

This layer is typically a few hundred meters to 2 kms deep depending on the landform and time of day. The border between the troposphere and stratosphere, called the

tropopause, is a temperature inversion. The word troposphere derives from the Greek: tropos for "change" reflecting the fact that turbulent mixing plays an important role in the troposphere's structure and behaviour. Most of the phenomena we associate with day-to-day weather occur in the troposphere.

The chemical composition of the troposphere is essentially uniform, with the notable exception of water vapour. The source of water vapour is at the surface through the processes of evaporation and transpiration. Furthermore, the temperature of the troposphere decreases with height, and saturation vapour pressure decreases strongly as temperature drops, so the amount of water vapour that can exist in the atmosphere decreases strongly with height. Thus the proportion of water vapour is normally greatest near the surface and decreases with height. Since temperature in principle also depends on altitude, one needs a second equation to determine the pressure as a function of height.

The temperature of the troposphere generally decreases as altitude increases. The rate at which the temperature decreases, $-dT/dz$, is called the environmental lapse rate (ELR). The ELR is nothing more than the difference in temperature between the surface and the tropopause divided by the height. The reason for this temperature difference is that most absorption of the sun's energy occurs at the ground which then heats the lower levels of the atmosphere, and the radiation of heat occurs at the top of the atmosphere cooling the earth, this process maintaining the overall heat balance of the earth.

As parcels of air in the atmosphere rise and fall, they also undergo changes in temperature for reasons described below. The rate of change of the temperature in the parcel may be less than or more than the ELR. When a parcel of air rises, it expands, because the pressure is lower at higher altitudes.

As the air parcel expands, it pushes on the air around it, doing work; but generally it does not gain heat in exchange from its environment, because its thermal conductivity is low (such a process is called adiabatic). Since the parcel does work and gains no heat, it loses energy, and so its temperature decreases. (The reverse, of course, will be true for a sinking parcel of air.).

Measuring the temperature change with height through the troposphere and the stratosphere identifies the location of the tropopause. In the troposphere, temperature decreases with altitude. In the stratosphere, however, the temperature remains constant for a while and then increases with altitude. The region of the atmosphere where the lapse rate changes from positive (in the troposphere) to negative (in the stratosphere), is defined as the tropopause. Thus, the tropopause is an inversion layer, and there is little mixing between the two layers of the atmosphere.

Other Layers

Within the five principal layers that are largely determined by temperature, several secondary layers may be distinguished by other properties:

The ozone layer is contained within the stratosphere. In this layer ozone concentrations are about 2 to 8 parts per million, which is much higher than in the lower atmosphere but still very small compared to the main components of the atmosphere. It is mainly located in the lower portion of the stratosphere from about 15–35 kms, though the thickness varies seasonally and geographically. About 90% of the ozone in Earth's atmosphere is contained in the stratosphere.

The ionosphere is a region of the atmosphere that is ionized by solar radiation. It is responsible for auroras. During daytime hours, it stretches from 50 to 1,000 kms and includes the mesosphere, thermosphere, and parts of the exosphere. However, ionization in the mesosphere largely ceases during the night, so auroras are normally seen only in the thermosphere and lower exosphere. The ionosphere forms the inner edge of the magnetosphere. It has practical importance because it influences, for example, radio propagation on Earth.

The homosphere and heterosphere are defined by whether the atmospheric gases are well mixed. The surface-based homosphere includes the troposphere, stratosphere, mesosphere, and the lowest part of the thermosphere, where the chemical composition of the atmosphere does not depend on molecular weight because the gases are mixed by turbulence. This relatively homogeneous layer ends at the turbopause found at about 100 kms, which places it about 20 kms above the mesopause. Above this altitude lies the heterosphere, which includes the exosphere and most of the thermosphere. Here, the chemical composition varies with altitude.

This is because the distance that particles can move without colliding with one another is large compared with the size of motions that cause mixing. This allows the gases to stratify by molecular weight, with the heavier ones, such as oxygen and nitrogen, present only near the bottom of the heterosphere. The upper part of the heterosphere is composed almost completely of hydrogen, the lightest element.

The planetary boundary layer is the part of the troposphere that is closest to Earth's surface and is directly affected by it, mainly through turbulent diffusion. During the day the planetary boundary layer usually is well-mixed, whereas at night it becomes stably stratified with weak or intermittent mixing. The depth of the planetary boundary layer ranges from as little as about 100 metres on clear, calm nights to 3000 metres or more during the afternoon in dry regions.

3. Weather

Another challenge of travelling outdoors is surviving the elements. Only extreme temperatures and heavy precipitation need produce game mechanic effects. Precipitation most often causes problems with visibility. Extreme temperatures may cause minor damage to the characters. Weather is the state of the atmosphere as measured on a scale of hot or cold, wet or dry, calm or storm, clear or cloudy. Most weather phenomena occur in the troposphere, just below the stratosphere. Weather refers to day-to-day temperature

and precipitation activity whereas climate is the term for the average atmospheric conditions over longer periods of time.

Weather occurs due to density (temperature and moisture) differences between one place and another. These differences can occur due to the sun angle at any particular spot which varies by latitude from the tropics. The strong temperature contrast between polar and tropical air gives rise to the jet stream. Weather systems in the mid-latitudes such as extratropical cyclones are caused by instabilities of the jet stream flow. Because the Earth's axis is tilted relative to its orbital plane sunlight is incident at different angles at different times of the year. On Earth's surface temperatures usually range 40 °C (100 °F to -40 °F) annually. Surface temperature differences in turn cause pressure differences. Higher altitudes are cooler than lower altitudes due to differences in compressional heating. The atmosphere is a chaotic system, so small changes to one part of the system can grow to have large effects on the system as a whole.

There are several good indicators of climatic changes. Birds and insects fly lower to the ground than normal in heavy, moisture-laden air. Such flight indicates that rain is likely. Most insect activity increases before a storm, but bee activity increases before fair weather. Clouds come in a variety of shapes and patterns. A general knowledge of clouds and the atmospheric conditions they indicate can help you predict the weather. Slow moving or imperceptible winds and heavy, humid air often indicate a low-pressure front.

Such a front promises bad weather that will probably linger for several days. You can smell and hear this front. The sluggish, humid air makes wilderness odours more pronounced than during high-pressure conditions. In addition, sounds are sharper and carry farther in low-pressure than high-pressure conditions.

Smoke rising in a thin vertical column indicates fair weather. Low rising or flattened out smoke indicates stormy weather. You can determine wind direction by dropping a few leaves or grass or by watching the treetops. Once you determine the wind direction, you can predict the type of weather that is imminent. Rapidly shifting winds indicate an unsettled atmosphere and a likely change in the weather.

Roll	Precipitation	Wind
01-19	Clear	Calm, 1 kph
20-29	Partly cloudy	Breeze, 4-10 kph
30-39	Mostly cloudy	Light Wind, 11-21 kph
40-49	Cloudy	Windy, 22-27 kph
50-59	Misty/Drizzle; Maximum duration 14 days.	Heavy Wind; Maximum duration 6 days. 28-33 kph
60-69	Rain/Sleet; Maximum duration 10 days.	Gale; Maximum duration 3 days. 34-55 kph
70-79	Thunderstorm/Snow; Maximum duration 6 days.	Cyclone/Tornado; Maximum duration 6 hours, also fast-moving phenomena. 64-85kph

Roll	Precipitation	Wind
80-89	Deluge/Blizzard; Maximum duration 6 hours, also fast-moving phenomena.	74-105kph
90-00	Hurricane/Monsoon; Maximum duration 1 day.	84-120kph

Rain is liquid precipitation as opposed to non-liquid kinds of precipitation such as snow, hail and sleet. Rain requires the presence of a thick layer of the atmosphere to have temperatures above the melting point of water near and above the Earth's surface. On Earth it is the condensation of atmospheric water vapour into drops of water heavy enough to fall often making it to the surface.

Moisture moving along three-dimensional zones of temperature and moisture contrasts known as weather fronts is the major method of rain production. If enough moisture and upward motion is present, precipitation falls from convective clouds (those with strong upward vertical motion) such as cumulonimbus (thunderstorms) which can organize into narrow rainbands.

In mountainous areas heavy precipitation is possible where upslope flow is maximized within windward sides of the terrain at elevation which forces moist air to condense and fall out as rainfall along the sides of mountains. On the leeward side of mountains desert climates can exist due to the dry air caused by downslope flow which causes heating and drying of the air mass. The movement of the monsoon trough or intertropical convergence zone brings rainy seasons to savannah climates. Rain is the primary source of freshwater for most areas of the world providing suitable conditions for diverse ecosystems.

The table below lists the amount of possible precipitation in millimeters.

<u>Semi Arid</u>	<u>Winter</u>	<u>Spring</u>	<u>Summer</u>	<u>Autumn</u>
D4mm	01-20	01-10	01-20	01-10
D12mm	21-30	11-20	21-40	11-20
D20mm	31-90	21-40	41-50	21-80
D20 +20mm	91-00	41-00	51-00	81-00
<u>Sub Arctic</u>	<u>Winter</u>	<u>Spring</u>	<u>Summer</u>	<u>Autumn</u>
D4mm	01-50	01-40	01-40	01-00
D12mm	51-00	41-50	41-00	
<u>Sub Tropical</u>	<u>Winter</u>	<u>Spring</u>	<u>Summer</u>	<u>Autumn</u>
D4mm	01-20	01-10	01-10	01-20
D12mm	21-40	11-20	11-20	21-70
D20mm	41-90	21-30	21-40	71-90
D20 +20mm	91-00	31-00	41-00	91-00
<u>Tropical</u>	<u>Winter</u>	<u>Spring</u>	<u>Summer</u>	<u>Autumn</u>
D4mm	01-70	01-30	01-20	01-30
D12mm	71-80	31-50	21-50	31-40
D20mm	81-90	51-80	51-70	41-50
D20 +20mm	91-00	81-00	71-00	51-00

A character caught out in the open during a hailstorm may suffer damage from being pelted by the rocklike clumps of ice, but a well-prepared or well-armoured character can often avoid any difficulties. A character who is wearing splint mail, banded mail, or any other armour with a natural armour class of 4 or better can avoid damage entirely by taking the simple precaution of squatting or rolling into a ball and covering his head. (Of course, this makes the character a much easier target to hit in a combat situation.)

A character can also protect himself by squatting or rolling into a ball and covering himself with a large shield. Partial or total protection may be afforded by draping a large skin or canvas over a couple of handy tree branches and taking refuge beneath this makeshift tent. A character who is not suitably protected has a 50% chance of suffering damage on a round-by-round basis, depending on the type of armour he is wearing and the size of the hailstones. Most hailstones will only do 1 point of damage but may do up to D4.

A lightning storm presents no special hazard to characters who take simple precautions. However, the word “simple” in this context is an expression of complexity and not necessarily a measure of difficulty. For instance, it may not be at all easy for a character to find somewhere to hole up during a lightning storm if he’s in the middle of a flat, featureless plain that extends for hundreds of metres, or kilometres, in every direction.

The most important precaution to take against being struck by lightning in the outdoors is to get rid of, and get away from, any metal armour, weapons, and equipment. If time permits, it is a good idea to scatter individual pieces of metal (the parts of a suit of armour, for instance) over an area at least several yards in diameter to minimize the possibility of lightning hitting the armour and gear. Heaping everything up in a pile for easier access later is asking for trouble, especially if the top of the pile is higher than any surrounding terrain.

Second, if solid cover is not available, get as low as possible, either by dropping flat on the ground or lying in a ditch or depression. Lightning is not immediately absorbed into the ground after it hits; the electrical force may travel some distance (up to several hundred metres, if the stroke is very powerful) along the ground before dissipating, and along its route it will seek out gullies, ruts, and other such low spots.

Thus, someone lying in a ditch is not entirely safe, but this course of action is still better than presenting oneself as a target above ground level. (Contrary to popular belief, lightning does not travel from the clouds to the ground but rather in the opposite direction; even so, we tend to speak of lightning “hitting the ground” because of the visual impression created when a strike occurs). Even an apparently safe place, such as a rock overhang, is not necessarily the best place to be.

If lightning strikes on a ridge above the overhang, it may travel downward and into the enclosure as described above. Still, an alcove of this sort is much more preferable than a more exposed position. Taking cover under a lone tree is not a good course of action at all; if the tree is taller than the surrounding terrain, it is a prime target for lightning - and

even if the electrical force of the lightning stroke does not travel down through the tree, a character is still vulnerable to damage from falling debris (at the DM's discretion) if the tree is hit.

Standing beneath a thick cover of trees of equal height is perhaps the best precaution one can take against lightning in the outdoors when no better cover is available. Of course, if an enclosed structure is within running distance, that is the place to head for. If lightning hits the structure, the electrical charge will ground itself through the roof and walls. A structure with an earthen floor is the safest of all, since the ground provides additional insulation against any electricity that may leak through the structure.

The chance of a character being struck by lightning is a very small one, even considering the possibility of normal foolish behaviour, such as standing out in the open while wearing a suit of plate mail. In contrast, abnormal foolish behaviour is rushing to the only tall tree in sight, climbing to the top, and thrusting your sword toward the heavens. The suggestions that follow do not take abnormal behaviour into account; the Dungeon Master is free to arbitrate such occurrences, and it is strongly recommended that if a character voluntarily and knowingly engages in such behaviour, he be given exactly what he appears to want the jolt to end all jolts.

4. Altitude Sickness

To people unfamiliar with altitude and its effects on the human body a trip from sea level to 3048 metres (10,000 feet) may seem like no big deal. Many people can make this change without feeling ill effects or may have only minor symptoms. However others acclimatize more slowly and may become extremely ill. This may include: headaches, nausea, loss of appetite, heavy fatigue and vomiting. None are life threatening, neither are they serious.

However the person experiencing them is probably not having a good time. Moreover the patient must be monitored closely to insure that dehydration does not develop. In any case, the first rule is: don't go any higher until the symptoms reduce. This is followed closely by the second rule: if the symptoms continue to get worse or don't improve within 48 hours, go down.

More severe forms are High Altitude Pulmonary Edema (characterized by the following: loss of muscle control resulting in difficulty maintaining balance, coughing, crackling or gurgling sounds while breathing, difficulty breathing and cyanosis; leading to respiratory and cardiac arrest) and High Altitude Cerebral Edema (characterized by the following: severe headache, ataxia, hallucinations and seizures; leading to unconsciousness and death.

If someone experiences signs and symptoms of either of these, they must be taken to a lower elevation without delay or they will die. For every 500 metres above sea level

reduce the normal abilities of STR, DEX, CON and MR by 1. Over 1000 metres and the negative effects of cold must also be added.

Hypothermia

Hypothermia is the lowering of the body temperature at a rate faster than the body can produce heat. Causes of hypothermia may be general exposure or the sudden wetting of the body by falling into a lake or spraying with fuel or other liquids. The initial symptom is shivering. This shivering may progress to the point that it is uncontrollable and interferes with an individual's ability to care for himself.

This begins when the body's core (rectal) temperature falls to about 35.5C. When the core temperature reaches 32C, sluggish thinking, irrational reasoning, and a false feeling of warmth may occur. Core temperatures of 30C and below result in muscle rigidity, unconsciousness, and barely detectable signs of life. If the victim's core temperature falls below 25C, death is almost certain. To treat hypothermia, rewarm the entire body. If there are means available, rewarm the person by first immersing the trunk area only in warm water of 37.7 to 43.3C.

Rewarming the total body in a warm water bath should be done only in a hospital environment because of the increased risk of cardiac arrest and rewarming shock.

Frostbite

Exposure to severe cold can seriously injure characters. If a character spends time exposed to the cold without adequate protection (warm clothing or some kind of magic), he runs the risk of frostbite. For every half hour of exposure, the character suffers 1 point of damage to all affected areas. No armour protects against this damage. The gamemaster may increase the damage for exceptionally harsh conditions such as snowstorms or being buried beneath an avalanche.

If the character remains in the cold long enough, he will eventually fall unconscious and freeze to death. When a character susceptible to frostbite suffers cold damage, the first points of that damage are applied to any vulnerable extremities for the purpose of determining whether frostbite occurs. If more than one body part is vulnerable and the damage cannot be distributed evenly among the parts, apply the "leftover" damage to the body part(s) named first, making the distribution as even as possible.

Frostbitten ears will cause discomfort and distraction; the victim takes a - 1 penalty on all initiative rolls, and any opponent's chance to surprise him is increased by 1 in 6. Severely frostbitten ears are numb; the victim suffers no noticeable discomfort, and the penalties given above no longer apply - but if the victim does not treat or receive treatment for the frostbite within two turns after it becomes severe, his ear(s) will be permanently damaged.

Frostbitten feet are a great hindrance to mobility and manoeuvrability for a character on foot; he moves at one-half normal speed and takes a -2 penalty to armour class in any situation that requires dodging ability or abrupt changes of position (such as defending

himself in combat). Severely frostbitten feet are no longer painful, and because of this the character can once again move on foot at normal speed, but the penalty to armour class still applies.

A victim who is riding or being carried or is otherwise elevated so that his feet are not touching the ground does not suffer either of the above penalties, but is still in danger of serious injury from the frostbite. If the victim does not receive treatment for severely frostbitten feet within one turn after the onset of that condition, his feet will be permanently damaged. A character with frostbitten hands has a -6 penalty to hit with any thrown or fired missile weapon, and is -4 to hit with a melee weapon. If his hands become severely frostbitten, the penalty to hit with a melee weapon lessens to -2, but the -6 penalty for missile weapons still applies.

Other Dangers

Exposed skin can become sunburned even when the air temperature is below freezing. The sun's rays reflect at all angles from snow, ice, and water, hitting sensitive areas of skin; lips, nostrils, and eyelids. Exposure to the sun results in sunburn more quickly at high altitudes than at low altitudes. Apply sunburn cream or lip salve to your face when in the sun. The reflection of the sun's ultraviolet rays off a snow-covered area causes this condition.

The symptoms of snow blindness are a sensation of grit in the eyes, pain in and over the eyes that increases with eyeball movement, red and teary eyes, and a headache that intensifies with continued exposure to light. Prolonged exposure to these rays can result in permanent eye damage. A human needs to drink at least one quart of water each day, assuming he doesn't get involved in any strenuous activity.

Others require less or more water, proportionate to their size. For each day that a character does not get sufficient water, he takes a -1 penalty to all STR, DEX and CON tests from dehydration (no armour provides protection). Additionally, he receives a penalty to his recovery equal to the number of days he has gone without adequate water. This damage may be added to any damage inflicted by heat exposure.

If a character becomes exhausted when the effective temperature for that character is high enough to require a Constitution Check for damage, then he has suffered heatstroke. He will immediately collapse, with a 50% chance of lapsing into unconsciousness. Even if he remains conscious, he will be incapable of moving or defending himself (unlike a normally exhausted character, who can still fight if necessary).

From this time until he recovers, all of his constitution Checks will automatically fail, and he will suffer maximum damage whenever damage from heat is indicated. The treatment for heatstroke involves much more than simply getting the victim into a tolerable environment - he must be cooled quickly and drastically by immersion in very cold water or by some magical means that cools him and keeps him cool for at least an hour (see the section on Magic in the Wilderness).

If a heatstroke victim does not receive treatment within three turns after the onset of the condition, he will suffer a drop in constitution of one point per turn thereafter, and if constitution reaches zero, the character dies. If he is treated after the constitution loss has begun, he will naturally regain one point of constitution for every turn that he remains in the treatment up to a maximum of two-thirds (rounded up) of the points that were lost.

Clothing that becomes water-soaked will not be damaged as such, but if it is porous and becomes waterlogged by prolonged exposure to moisture it will lose some of its insulating quality until it is taken off and dried out. The wetness and loss of insulating ability may result in an alteration of the personal temperature for the character wearing the clothes: Someone decked out in wet clothing when the environment is at an effective temperature of 30 degrees may be treated as if the effective temperature (for purposes of determining his personal temperature) was 10 degrees colder. Remember that clothing worn under metal armour is not necessarily safe from moisture, unless a character is completely covered with tight-fitting, leakproof armour - and this sort of attire can be dangerous in cool or cold weather, since it does not allow the body to “breathe” naturally.

Metal armour or equipment that is exposed to significant moisture will begin to rust if it is not dried off or dried out at least once every two days and oiled or otherwise protected at least once every two weeks. Rusted armour will not suffer a penalty to armour class, but the Dungeon Master may wish to allow the possibility that such armour will weaken or break if it is hit; for instance, if an opponent in melee combat makes an unmodified “to hit” roll of 20 and does more than four points of damage with a weapon, there is a 1 in 3 chance that the armour will crack or split and thereafter be treated as if it had an armour class one step worse.

On a second hit of this sort, the armour will break entirely and be useless until it is repaired. Articles of leather (such as boots, armour, and backpacks or other accessory equipment) are not usually damaged by excess moisture as long as they are waterproofed periodically; even an item of leather that is not waterproofed will not be directly harmed by becoming waterlogged, but the water may seep through and moisten or harm materials (clothing, equipment, etc.) on the inside of the leather.

Boots are somewhat of an exception to this general statement; because of the stress they are under when they are being used, water-soaked boots may begin to come apart at the seams as the hide softens and weakens from being moistened. If boots are not thoroughly dried out once every two days or so, they may start to show signs of this deterioration.

Generally, the greatest danger to waterlogged leather is the owner’s failure to dry it out properly. If too much heat is applied to the leather, it will certainly dry out - but in the process it will become cracked, and the seams will be weakened even more than they might have been if they had been allowed to remain wet. (Treat cracked leather armour the same as rusted metal armour for determining whether it is affected by a blow during combat.)

Leather gear should also be kept free of mud and grime; an excessive amount of dried mud can crack leather almost as quickly as an excessive application of heat. Rope expands when it gets wet. A knot made in a dry rope will be very difficult to untie quickly if the rope has been drenched in the meantime. Conversely, a knot made with a wet rope will be weaker or looser, or both, after the rope dries out. Certain items of equipment will be less useful, or perhaps altogether useless, if they take on moisture.

Vegetable matter may develop mould or begin to rot if it is kept for too long in a moisture-laden environment, especially at high temperatures. Nonmagical ink will run and bleed across the surface it is written on, making instructions and maps at least partially illegible. Spell scrolls, protection scrolls, and other types of magical writing are presumed to be written in waterproof ink - but the substance on which the ink was placed is not necessarily waterproof as well. Arrows that get wet will not fly true until the fletching is dried out; any character who is not a specialist in the use of his bow will take a - 1 penalty "to hit" and damage when firing a waterlogged arrow.

5. Tornadoes

A tornado is a vortex of air rising into a cloud. In their early and mature stages all thunderstorms are characterized by rising air called updrafts. These updrafts supply the warm, humid air that fuels thunderstorms. But in some cases the column of rising air becomes a vortex, a funnel cloud or tornado. In a few cases the vortex becomes a strong tornado with wind whirling around at speeds close to 480kph. Often a tornado is located on the edge of the updraft, next to air that's coming down from the thunderstorm with falling rain or hail.

This is why a burst of heavy rain or hail sometimes announces a tornado's arrival. Air rising from the ground in the tornado vortex creates low air pressure near the ground which air rushes inward to fill. Such inflow winds can be damaging. In other words a house or auto doesn't have to be hit directly by the tornado to be damaged. The centre of the tornado's vortex is a low-pressure area. As air rushes into the vortex its pressure lowers, which cools the air. Cooling condenses water vapour in the air into the tornado's familiar funnel-shaped cloud. As the swirling winds pick up dust, dirt, and debris from the ground, the funnel turns even darker. Twisters that pick up little dirt can retain their white, cloud coloration.

Some tornadoes have taken on a red hue by picking up red dirt. Although the air is rising in a tornado the funnel itself grows from the cloud toward the ground as the tornado is forming. The term 'funnel cloud' refers to a tornado-like vortex that doesn't reach the ground. When a funnel cloud touches the ground, it becomes a tornado. Often, however, apparent funnel clouds are already tornadoes. But the part nearest the ground is still invisible because cloud hasn't formed there and little dirt is being picked up. The lesson: Don't think you're safe near or under a funnel cloud.

Experts once thought tornado winds exceeded 800kph. But research in recent years including detailed analysis of movies and video tapes shows that winds rarely exceed 400kph and most tornadoes have winds of less than 112 mph. Tornadoes are also relatively small. An average tornado will be 400 to 150mtrs wide and travel 6 to 8 kilometres on the ground lasting only a few minutes. A mile wide tornado is an extremely large one and tornadoes this big are rare.

Many tornadoes are small, less than 30 metres wide, and last only a few minutes. A few monster tornadoes are a mile or more wide and can last for an hour or more. As the parent thunderstorm travels along tornadoes can come down from the cloud, run along the ground and lift back up to be followed by other tornadoes. Generally tornadoes move along the ground at around 32 to 76kph but some race along faster than 112kph. Often the most destructive tornadoes have smaller vortices, known as suction vortices rotating around the main vortex. These show up in some photos and leave distinctive, looped patterns in fields of corn or other crops knocked over by the winds.

Wind Damage Scale

Forecasters and researchers use a wind damage scale created by T. Theodore Fujita to classify tornadoes and sometimes the damage done by other wind storms. The F for Fujita scale uses numbers from 0 through 5. The ratings are based on the amount and type of wind damage. The scale had been calculated through F-12, which is Mach 1 the speed of sound (750 mph), but tornado wind speeds are not expected to reach these speeds. F-0 and F-1 tornadoes are considered weak, F-2 and F-3 are strong and F-4 and F-5 are violent. F-6 or higher rated tornadoes aren't thought to exist. The damage they would do would be inconceivable. The ratings are:

-
- | | |
|-----|--|
| F-0 | Gale tornado (64-116kph): Some damage to chimneys; breaks branches off trees; pushes over shallow-rooted trees; damages sign boards. |
| F-1 | Moderate tornado (117 to 180kph): The lower limit is the beginning of hurricane wind speed; peels surface off roofs; mobile homes pushed off foundations or overturned; moving autos pushed off the roads; attached garages may be destroyed. |
| F-2 | Significant tornado (181 to 251kph): Considerable damage. Roofs torn off frame houses; mobile homes demolished; boxcars pushed over; large trees snapped or uprooted; light object missiles generated. |
| F-3 | Severe tornado (252 to 330kph): Roof and some walls torn off well-constructed houses; trains overturned; most trees in forest uprooted. |
| F-4 | Devastating tornado (331 to 416kph): Well-constructed houses levelled; structures with weak foundations blown off some distance; cars thrown and large missiles generated. |
| F-5 | Incredible tornado (417-509kph): Strong frame houses lifted off foundations and carried considerable distances to disintegrate; automobile sized missiles fly through the air in excess of 100 metres; trees debarked; steel-reinforced concrete structures badly damaged. |
-

F-6 Inconceivable tornado (510-606kph): These winds are very unlikely. The small area of damage they might produce would probably not be recognizable along with the mess produced by F-4 and F-5 wind that would surround the F-6 winds. Missiles, such as cars and refrigerators would do serious secondary damage that could not be directly identified as F-6 damage. If this level is ever achieved, evidence for it might only be found in some manner of ground swirl pattern, for it may never be identifiable through engineering studies.

Further classifying tornadoes by path length, width

The original wind damage scale developed by T. Theodore Fujita, which bares his name, had two additional sections added to further categorize tornadoes by the lengths and widths of their damage paths. Both ratings were the products of researcher Allen Pearson, director of the National Weather Service's National Severe Storms Forecast Centre, in 1971. The P - for Pearson scale was accepted for use by NSSFC in 1973, creating the Fujita-Pearson Scale, or FPP Scale, which is still mentioned in some literature. In practice, the Pearson Scales are not as widely used today;

<u>Scale</u>	<u>Fujita Wind Speed</u>	<u>Pearson Path Length</u>	<u>Pearson Path Width</u>
-	0-64 kph	less than 0.5 kms	less than 5.4 metres
0	65-115 kph	0.6-1.5 kms	5.5-6.5 metres
1	116-179 kph	1.6-4.9 kms	7-49.5 metres
2	180-251 kph	5-16 kms	50-67.5 metres
3	252-329 kph	17-50 kms	68-509.5 metres
4	330-416 kph	51-159 kms	510 metres -1 km
5	417-508 kph	160-504 kms	1.6-5 kms

Waterspouts: Tornadoes over water

Typically waterspouts are described as tornadoes over water. But scientific work over the last 30 or so years has led to a more complicated picture. Waterspouts and all the different kinds of tornadoes have a similar basic structure with air moving upward. At the ground or ocean surface, winds are rushing faster and faster as they swirl into the vortex and then upward. Often with both tornadoes and waterspouts, the vortex is seen coming down from the cloud but not obviously touching the ground or ocean. Such vortices that don't seem to touch the ground are called funnels or funnel clouds. We begin to see the vortex when its lower air pressure cools the air enough to condense water vapour in the air into tiny water droplets. Cool air brought down by the rain cuts off the supply of warm, humid air that's feeding into the waterspout to keep it going.

Other types

Dust devils are swirls that go upward to fizzle out in clear air; they aren't attached to clouds. While they are most commonly found on deserts and form when air at the ground becomes much hotter than the air above. The lighter, hot air begins rising and takes on a whirling motion that carries dust and sand upward. Top wind speeds seem to be around 96kph.

Hurricanes - called typhoons or tropical cyclones in some parts of the world - form over all of the world's tropical oceans except the South Atlantic and the South-eastern Pacific. In all parts of the world, a tropical storm has 63 kph to 117 kph winds. When the winds reach at least 118kph the storm becomes a hurricane, typhoon or tropical cyclone, depending on its location.

Technically, a cyclone is any kind of circular wind storm. But now, it is only used to describe a strong tropical storm found off of the coast of India. Hurricanes and Typhoons are the same thing, but in different places. On the coast of Florida it is called hurricane.

In the Philippines, it is called typhoon. Hurricanes occur in the Atlantic and typhoons, in the Pacific. Basically, hurricanes and typhoons form over water and are huge, while tornados form over land and are much smaller in size. A tornado is a violent windstorm characterised by a twisting, funnel-shaped cloud. In the United States, twister is used as a colloquial term for tornado.

6. Sky Cities

The following is information on cities in the sky;



Aerie

Founded thousands of years ago Aerie is one of of four floating rocks, all that remains of the sky continent of Netheril. Using arcane magic that has since been lost (though some speculate on that point), the floating Islands were all that remained of the destruction of the former large landmass that floated in the air. Today, the various sky cities have established strong trade corridors between the cities and through the various other communities in the sky. Magic is accepted as a way of life, but it's practice is discouraged except for among the elite. Many practitioners of magic who grew up in the cities have turned to the council for support or have struck out on their own. In recent times however they have turned to technology, and are the industrial powerhouse of the sky.

Location: Mobile within Peru
Height above the ground: 4 kilometres
Technology: 6
Culture: Benevolent, more tolerant than standard but still with some violence.
Government: Council
Population: 525,660 Aarakocra, 520 Kenku
Military: 53,000 Aarakocra



Aviary

Aviary consists of three linked floating rocks. Being the breadbasket of the floating lands, crops like wheat and corn are grown extensively, along with orchards of fruit trees. Mining is also done here, but so as not to disturb the agricultural production is all done underground. Well constructed roadways line the interior of the cities.

Location: Mobile within Indonesia
Height above the ground: 4 kilometres
Technology: 4
Culture: Benevolent, more tolerant than standard but still with some violence.
Government: Council
Population: 250,000 Kenku; 132,500 Enduk; 5200 Aarakocra
Military: 200,000 Kenku; 132,000 Enduk



Blue Sky

A glittering jewel of the clouds, Blue Sky is a political, economic, and military hub of the cloud realms. The city commands few resources of its own. In fact, the cloud realm is barely large enough to accommodate much more than the city. As the seasonal winds blow, cloud realms drift across the sky. While the general wind patterns make possible rough predictions of a particular cloud's location, the vagaries of the weather and the exact location of a given realm make trade difficult. Blue Sky is one of the very few exceptions to this general rule. Floating high in the atmosphere, it follows the same path year after year. Some sages believe Blue Sky is blessed by the gods to adhere to its course.

Blue Sky's predictable location makes it the ideal trading centre for all the sky realms. As it moves through different regions of the sky, traders swarm from across the air lanes to meet at the city, sell their wares, and load up cargoes of worked goods and raw materials that are rare in their home realms. While some traders may deal with other cloud realms, most lack the resources and interest to track down settlements as they drift across the sky. Blue Sky's status as the preeminent trading port of the sky ensures that a merchant can find a market for his goods and a wide range of products to carry back home. It contains ruins, and what looks like landing pads, as well as underground dwellings, but they have appeared abandoned for several thousand years, no markings on the wall survive, resulting in the ruins leaving no clue as to the place.

Location:	Mobile within Pakistan
Height above the ground:	4 kilometres
Technology:	5
Culture:	Benevolent, more tolerant than standard but still with some violence.
Government:	Council
Population:	136,540 Raptorans
Military:	100,000 Raptorans



Sky City

Sky City is a completely man-made aerial scientific colony of a few thousand workers and support staff hovering over the North Pacific Ocean. 36,000 repulsorlift engines and tractor beam generators kept the giant city floating above the planet. It contains 392 levels, along with platforms and rooms for residents and visitors. The top 50 levels of the city are used for scientific research, while the lower levels are used for accommodation. Generators on the underside of the city emitted tractor beams that converged below the reactor bulb, creating a funnel of energy that suspend the city in the air. The main saucer-shaped city structure is 16.2 kilometres in diameter, and 17.3 kilometres tall.

Location:	Mobile over the North Pacific Ocean usually floating between Japan and the United States
Height above the ground:	4 kilometres
Technology:	6
Culture:	Benevolent, more tolerant than standard but still with some violence.
Government:	Military jointly run by the United States and Japan
Population:	55,000 Humans
Military:	11,000 United States soldiers



Star City 16

Star City 16 makes use of reverse engineered alien technology, combining a thrust-driving principle with artificially reversed gravity. All incoming and outgoing flights by air craft is done via the runway on top. There are hangars surrounding this section. The Star City has taken important precautions against storms and violent rainfall, lightning, etc. Lightning conductors can be projected through roofs of the tallest buildings in the city.

Location:	Mobile within the territories of China and Russia
Height above the ground:	4 kilometres
Technology:	6
Culture:	Benevolent, more tolerant than standard but still with some violence.
Government:	Military jointly run by Russia and China
Population:	62,000 Humans
Military:	16,000 Russian soldiers and 8000 Chinese soldiers



Starmount

According to legend, this cloud realm is the centre of sky elf civilization and the first realm the elves civilized when they came to the clouds. It is made up of two linked continents both of which are rich lands. In the southwest it is sunny and temperate with prosperous farmland and pastures. The southeast is much the same if not more densely populated because of it's rich farmland. The northeast and mountainous northwest are wild and cold and only sparsely populated. This however affords many of the countries

wizards much privacy and so the land of the northeast is dotted with their towers or summer villas for the nobles that require more luxurious privacy. The central regions are thick with deep forests littered with dangerous beasts and monsters, many of whom are the result of some evil wizards experiment for it is here that those that require the most privacy to conduct their wild experiments come. Birds form a prominent part of Starmount; as mounts, pets, friends, familiars, and food.

Many breeds are raised. Here is a partial list:

- Azure Eagles are a larger breed of giant eagle developed here by the Sky Knights as a mount.
- Tengali Pigeons are used for messengers, as they function as homing pigeons. They are a common sight, and harming one is against the law.
- Dream Owls come from some unknown world, and quite rare. They are sentinet owls capable of speech, and are much sought after by wizards.
- Whitehawks are friendly birds of prey and are bonded to children (of richer nobles), and seek to defend or seek help for their charges.

Location:	Mobile within Argentina
Height above the ground:	4 kilometres
Technology:	5
Culture:	Benevolent, more tolerant than standard but still with some violence.
Government:	Council
Population:	162,630 Avariel; 11,000 Sky People
Military:	150,000 Avariel



Stratos

Stratos is second only to Starmount in size. Individuals with the ability to cast magical spells are automatically considered nobility and given the rank of aristocrat, regardless of their skill at spellcasting. Only aristocrats may attain the noble rank of Lord. People without the ability to cast magical spells are called "commoners" and can at best attain the rank of gentry or, at worst, the ranks of servants or slaves. Stratos is ruled by an Emperor or Empress who is advised by a Council of Wizards. It was formed from the

amalgamation of several floating isles, which were moved together, and as the city slowly grew more islands were merged into the complex. To further compound the city mining parties on the surface plus resources mined from other floating islands. The city as it floats in the sky is large, with armoured walls to help fight off raiders.

The city is divided into two levels the upper city starts at what is considered street level and goes up to the tops of the tallest skyscrapers where the elite of the city rule. The second part of the city starts at street level and goes down deep into the bowels of city. This underworld as it is known is inhabited by the poor, new immigrants to the city (unless they are wealthy), criminals and other unsavoury elements. While the upper city is open with balconies every where and green plans, the under cities is always bathed in artificial light, and people may go months without having to venture up to street level. The under city is considered the lowest of the low region of the city, and consists of a network of girders, and small buildings that hang over open sky, with the city above. This part of the city is notorious for raider gangs to conceal themselves, and as a site for murder, as the bodies can easily be disposed of. it is also here that concealed docking bays and warehouses for black market dealings can be found.

Location:	Mobile within India
Height above the ground:	4 kilometres
Races:	Sky People
Technology:	4
Culture:	Benevolent, more tolerant than standard but still with some violence.
Government:	Council
Population:	432,620 Sky People; 9,600 Avariel
Military:	400,000 Sky People

7. Sky Races

Aerial races include all species which can fly and inhabit the sky.

- 01-06 Aarakocra
- 07-12 Atomie
- 13-18 Avariel
- 19-24 Enduk
- 25-30 Fey'ri
- 31-36 Grig
- 37-42 Harpy
- 43-48 Immaculate
- 49-54 Kenku
- 55-60 Nephilim
- 61-66 Pegataur
- 67-72 Pixie
- 73-78 Raptoran
- 79-88 Sky People

89-94 Sprite
95-00 Swanmay



Aarakocra

Species Name: Aarakocra, Bird people, Parrot men

First Appeared: 2019 AD

Aarakocra are humanoids with the features of parrots and eagles, who live in high, mountainous regions in South America following the events of the Shattered Realms Invasion. They are strong fliers, and capable warriors. A different entry for Aarakocra appears in BH38 Shattered Realms: Athas.

Type: Humanoid Avian, Psitta Coidea Erectus

Physical Traits: Aarakocra have a humanoid body shape, though with many avian qualities, such as feathers, talons, and a beak. Perhaps most prominently, they have wings in place of arms. Halfway along the edge of each wing is a hand with three human-sized fingers and an opposable thumb. An elongated fourth finger extends the length of the wing and lock in place during flight.

The hands can not grasp while flying, but they are nearly as useful as human hands when an Aarakocra is perched and its wings folded back. Their powerful legs end in four sharp talons that can unlock and fold back to reveal another pair of functional hands. These humanoids have hollow, fragile bones. Their faces combine the features of both parrots and eagles. They have gray-black beaks and black eyes. Plumage colour varies, but males generally have red, orange, and yellow colouration, while females tended towards brown and gray. They use their hands normally when on the ground, but they can't make use of

them while flying. Fortunately, the talons on their feet are equally as capable as their hands, and it is with these that they wield javelins when hunting and fighting. The plumage of an Aarakocra varies from tribe to tribe, but the males tend to be brightly-coloured, and females are duller.

Keen-eyed, and capable fliers, many hurl javelins from high above the battlefield, just as they would when hunting large prey. They can fight with claws and beaks as well, but these aren't much more effective than a normal human's punches or kicks. For this reason, they usually keep at least one javelin for melee combat, if pressed into it. They can fly at a speed of 50 kph with a ceiling of 8 kms.

Height: 5-6 ft and wingspan of 20 ft

Weight: 90-130 lbs

Abilities: Vision is double normal.

Mobility: Legs and wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg

INT: 3D6, **WIS:** 3D6, **STR:** 3D6 -1, **DEX:** 3D6 +1, **CON:** 3D6, **CHA:** 3D6 +3, **MR:** 3D6/flight 17D6, **HPs:** CON +D6

Feeding Habits: Omnivore

Lifespan: 80 years

Technology: 2

Culture: Standard. Diversified mix of kind and evil people. They are usually found in temperate and tropical mountains in South America and were worshipped as sky gods by the Aztecs. Aarakocra are reluctant to engage in ground or grappling combat because of their fragile bones. They love gems and other shiny objects. Their religious ceremonies are simple affairs involving whistled hymns. Sunset on the first day of each new month is of religious significance. These bird-men enjoy peace and solitude.

Adventurers must have clear motivations. Some leave on a quest to aid their people, others because they do not fit in with the rest of their tribe. Aarakocra fighters prefer heavy fletched javelins when they must go to battle. An Aarakocra can carry up to six javelins in individual sheathes strapped to his chest. While flying, he can clutch a javelin in each of his lower hands, throwing them or stabbing opponents as necessary. Aarakocra

who have left their home territory and travelled to more civilized lands will sometimes wear pieces of studded leather armour to provide additional protection.

Government: Council

Population: 40,000 on Earth

Creating an Aarakocra character

Step 1: Attributes

Roll attributes as normal but STR is -1 and DEX +1. Mana = INT + WIS x3. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner according to the character's class.

Step 3: Abilities

All Aarakocra gain all the following free;

Enhanced Vision - The eyes can focus on extremely distant objects too small for normal vision to perceive. The eyes function as telescopes magnifying normal visual images. x2 normal range. +3 to thaco with modern weapons, add +5 to thaco with thrown objects.

Wings - The feathered wings provide flight at WIS x10kph, +10kph per level with a maximum ceiling height of eight kilometres. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. The character can also hit enemies with his wings with each wing doing damage equal to the character's own STR. The HPs of each wing is equal to half the character's total HPs.

Additionally Aarakocra start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Agile	5	+1 AC
Animal Empathy	5	Aarakocra can establish telepathic communication with any normal or giant aerial animal within line of sight if he does nothing else in the round. The animal must have a minimum INT of 1. This has the following benefits: He can communicate to the creature that he desires its friendship. If the offer is sincere (and the animal will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked. Further he can then recruit this animal as an ally. Once he does so he permanently psionically links with the animal turning it into a familiar. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears,

Ability	Cost	Notes
		taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
Detect Hidden	5	The character gains +1 per 5 INT to detect a hidden object, door, person, etc.
Enhanced Hearing	5	Hearing increases by x1 normal range per 3 WIS with an additional x1 per level (eg. WIS 15 = x5 range). At 25% of radius hear as low as 1 decibel, at 50% of radius 10 decibels, at 75% 20 decibels, and at 100% cant hear below 39 decibels. +6 Initiative, +2 AC.
Increased Thac0	5	+1 Thac0 with ranged weapons at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19.
Intimidating	10	This character has greater presence, +1 CHA
Reduced Sleep	10	The character needs one hour less normal sleep per 5 CON.
Sanity Bonus	10	+1 Sanity save at levels 2, 5, 9, 11, 13 and 17.
Willpower Bonus	10	+1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.
Witch Sight	5	The character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and whether it is harmful or helpful.

Step 5: Classes

Any.



ATOMIE

Species Name: Atomie, Atomy

First Appeared: 2,500,000 BC

An Atomie is a diminutive fairy creature or sprite of surprising smallness, that was mentioned in some historic literature. The Atomie is the lightest and quickest of all the sprites, standing at less than one foot tall. Atomies have magical abilities, and sometimes carry weapons as well.

Atomies were one of the races among the crew of the starship which crashed on earth during the Paleolithic era. Over time they mutated into their current form.

Type: Micro Humanoid, Homo Supernaturalis Micronis

Physical Traits: An Atomie has Elven features, with pale skin with a hint of woodland green, and four dragonfly-like wings. An Atomie's voice is high-pitched, sounding like the buzzing of a bee and twice the hearing range of humans. They have insect wings which allow them to fly at up to 5 kph with a ceiling of 1 km.

Height: 1 ft with a wingspan of 1 ft

Weight: 1-2lbs

Abilities: Atomies can turn invisible at will. They can render themselves undetectable by normal, consciously willed sight. Enemies are -10 Thac0 to hit an invisible Atomie. They can affect themselves + an additional half a kg per WIS + half a kg per level. The Atomie's body is totally transparent to the visible light spectrum.

He cannot be mechanically detected or recorded (i.e. by photography or television) and is immune to attacks using visible light (lasers mostly). The Atomie can also extend the area of invisibility beyond their body. This permits the character to protect others and more importantly to wear clothing.

They can also speak with plants and animals and have Nightvision up to 90 metres.

Mobility: Legs, wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, **WIS:** 3D6, **STR:** 2D6 +2, **DEX:** 3D6 +1, **CON:** 3D6, **CHA:** 3D6 +1, **MR:** 2D6/flight 4D6, **HPs:** CON +D4, **AC:** 5

Feeding Habits: Atomies are herbivores and find the eating habits of their cousins repulsive. They favour nuts above fruit, and prefer honey when they can trick bees into giving them some.

Lifespan: 350 years

Technology: 2

Culture: Standard. Diversified mix of kind and evil people. Atomies perceive themselves as larger than they actually are. Like pups standing up to a full-grown cur, Atomies never back down from aggression, and take tremendous pride in defeating and humiliating foes larger than themselves. Atomies find great pleasure in shoring up the odds in a fight against larger foes.

They make use of their reduce person spell-like ability as an offensive measure, hoping to shock and humiliate humanoid opponents, giving them a chance to make a killing jab. Atomies employ their invisibility spell-like ability to get in close and make sneak attacks before darting back out of reach.

In lands thick with fey, Atomies often serve as border sentries or bodyguards to nymphs, dryads, or other more powerful fey creatures. While Atomies prove only passable in their ability to defend such creatures, other fey accept their fealty out of respect and perhaps with a bit of mirth as well. Atomies enjoy their time as honour guards, but often grow bored and leave their posts in search of adventure.

These nimble creatures adore swordplay and practice with their blades endlessly. Atomies often travel their lands seeking adventure tinged with mischief. Sensitive to bullying and oppression, Atomies revel in turning the tables on a cruel mayor or tormenting dishonourable mercenary bands. Atomies, enamoured with tales of epic duels and the defeat of great evils, sometimes follow adventuring parties and eavesdrop on their nightly tales by the campfire.

If a warrior in the group tends to boast of his swordplay, an Atomie rarely resists the urge to humble him by sabotaging his equipment or invisibly reducing him and challenging him to a duel. Atomies get along well with Grigs, and it is not uncommon to see the two types of creatures banding together for defence or companionship.

Some sages claim the two creatures share a past link, pointing out their similar insectile wings. Anyone questioning an Atomie or Grig about this theory is greeted with bouts of shrill tiny laughter. Upon hearing an intruder, Atomies hide and try to make the intruder go away, using false lights, clattering voices, and pesky, summoned insects.

Atomies live in forests, in the upper branches of old hardwood trees, one family per tree. Each family hollows out a series of tiny rooms, decorating with walnut chairs, woven pine needle rugs, acorn dishes, and the like.

A network of balconies, landings, and rope bridges connects the dwellings, forming a village high above the forest floor. Atomies seldom bother with outsiders. Atomies avoid most serious-minded creatures, but mix freely with Grigs, and are 20% likely to be found in their company.

The lightest and quickest of all the sprites, Atomies are less than 1-foot tall. Atomies have four dragonfly-like wings. Their features are Elven, their skin is pale with a hint of woodland green. Atomie clothing is innately magical, bright and festive while at the same time blending with woodland surroundings.

Atomies speak their own language and often the languages of sprites, Atomies, and some broken Common. Atomies are surprised only on a 1; opponents suffer a -6 penalty to surprise rolls. Upon hearing an intruder, Atomies hide and try to make the intruder go away, using false lights, clattering voices, and pesky, summoned insects.

Repeat intruders are warned with crossbow bolts. If combat is inevitable, or the intruders are Orcs, the Atomies regroup and attack. Atomies with spears fly in and dive on surprised opponents (usually aiming at their posteriors). Diving attacks inflict double damage (2D4).

Atomies live in the upper branches of old hardwood trees (usually oaks), one family per tree. Each family hollows out a series of tiny rooms, decorating with walnut chairs, woven pine needle rugs, acorn dishes, and the like. A network of balconies, landings, and rope bridges connects the dwellings, forming a village high above the forest floor.

A typical Atomie village houses 3D4×10 adults and 4D6 children. Atomies seldom bother with outsiders, even standard sprites (whom they view as tedious and too serious), but they will sometimes help a lost child. A rescued child is well cared for and entertained before being returned to the outside world.

The concept of pets is unknown, but Atomies often grow mushroom “friends” in their living rooms. Atomies have loose leadership, choosing a chieftain based on storytelling and singing ability. Atomies view magic as a force connected with life and are fascinated by inanimate magical items. Atomies collect magical items and display them in their homes or communities. Non-magical treasures are considered clutter and are either thrown away or given to forest creatures who value such things.

Government: Tribal

Population: 12,430 on Earth

Creating an Atomie character

Step 1: Age

Determine your character's age; 100 xD10 years. If older than 100 you need to determine which years you have been present in. Next decide what you have been doing. Were you

involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but STR 2D6 +2, DEX and CHA +1, while AC is 5. Mana = INT + WIS x4. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +4, +4 per level.

Step 3: Skills

Choose skills in the normal manner according to the character's class. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

All Atomies gain all the following free;

Hearing - Double the range of a normal human.

Invisibility - With this power a character can render himself undetectable by normal, consciously willed sight. Enemies are -10 Thac0 to hit an invisible Atomie. He can affect himself + an additional half a kg per WIS + half a kg per level. The Atomie's body is totally transparent to the visible light spectrum. He cannot be mechanically detected or recorded (i.e. by photography or television) and is immune to attacks using visible light (lasers mostly).

The invisibility range can be extended to cover other sections of the energy spectrum (infrared and ultraviolet light, radio waves, hard radiation); this also bestows immunity to attacks using these forms. At these levels the character can also extend the area of invisibility beyond his body. This permits the character to protect others and more importantly to wear clothing.

Night Vision - The character can see in absolute darkness up to 90 metres.

Additionally Atomies start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Ability	Cost	Notes
Agile	5	+1 AC
Animal Empathy	5	Atomies can establish telepathic communication with any small or normal animal within line of sight if he does nothing else in the round. The animal must have a minimum INT of 1. This has the following benefits: He can communicate to the creature that he desires its friendship. If the offer is sincere (and the animal will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked. It will answer any of his questions. Further he can then recruit this animal as an

Ability	Cost	Notes
		ally. Once he does so he permanently psionically links with the animal turning it into a familiar. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
Increased Thac0	10	+1 Thac0 with ranged weapons at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19.
Natural Mana	5	+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.
Nature Heal	5	An Atomie may select the forest as his specialty area for healing. Whenever in this terrain the Atomie can heal at phenomenal rates. He must concentrate for 1 minute uninterrupted to perform the following healing; restore 1 HP per INT, +1 per level per 10 minutes; reduce the damage and duration of drugs, toxins and poisons by 4% per INT, +1% per level and gives +1 to save per 4 INT; negate all pain for 1 minute per INT, +1 minute per level; or stabilize his condition (stops bleeding, binds wounds, etc.) for 15 minutes per level.
Nature Survival	5	Due to a Atomie's extensive experience and training in jungles and forests they gain +1 to any physical, combat and survival rolls made while within that environment. Each time this ability is rebought he may either take an additional +1 with their terrain.
Plant Empathy	5	Atomies can establish telepathic communication with any plant or tree within line of sight if he does nothing else in the round. The plant will answer any of his questions.
Sense Hidden	10	Atomies gains +1 per 5 INT to detect a hidden object, door, person, etc.
Spellcast	5	The character starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 3 spells +3 per level. The spells can only come from Faerie. Other spheres may only be learnt if he takes a Mage class which gives him that training.
Witch Sight	5	The character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and whether it is harmful or helpful.

Step 5: Classes

Any but Shamans are favoured by magic welders.



Avarielf

Species Name: Veorfolnir, Avarielf, Sky Elf, Winged Elf

The winged Elves, or Avarielf, are a rare race of reclusive Elves who dwell high in mountains or forests, away from other civilizations. They appear even more delicate than their land bound brethren; their facial features are even more chiselled and angular. Their most stunning characteristic, however, is their beautiful, soft wings. Although their wings are generally white, Avarielf have been seen with wings whose colours range to black. The wings are their pride and joy, and an Avarielf who has lost his wings is intensely pitied by the others. Since Elves do not generally accept the pity of others, a wingless Avarielf often leaves the community to find a life elsewhere.

First Appeared: 60,000 BC

Type: Humanoid, Homo Sylvanus

Physical Traits: Avarielf eyes tend to be a little larger than most Elves', although they are the same colours that most grey Elves and high Elves possess. Their hair is most often white or black, but there have been numerous exceptions. The Avarielf's eyes are rather large and more expressive than those of other Elves, and they tend to be brilliant shades of blue or green. A few Avarielf have scintillating violet eyes as pure as amethysts. Avarielf stand 5'9" tall on average, with thin, graceful limbs and angular facial features. The Avarielf have a tendency to adopt a far-off look in their eyes when their immediate attention is not required. They can fly at a speed of 55 kph with a ceiling of 8 kms.

Height: 5'8 - 6'6 ft with a wingspan of 12-16 ft

Weight: 90-120 lbs

Abilities: Nightvision up to 90 metres, normal vision is double range

Mobility: Legs and wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, **WIS:** 3D6, **STR:** 3D6, **DEX:** 4D6, **CON:** 3D6 -3, **CHA:** 4D6, **MR:** 3D6,
HPs: CON +D8

Feeding Habits: Omnivore

Lifespan: 180 years

Technology: 2

Culture: Standard. Diversified mix of kind and evil people. In some areas, Avariel are known as “Al Karak Elam”, and non-elf races have built mythologies around them. Occasionally certain mischievous Avariel have contacted humans, pretending to be agents of a higher power. The older Avariel object because it leads humans to search for them, but this ban has not yet stopped any of the younger winged Elves. However, as the Avariel become more common, instances of this activity have lessened dramatically. As among other Elves, the Avariel have adapted to their environments.

There is no exclusion based on gender; females often hold as many, if not more, positions of power within an Avariel community. Two types of Avariel society are especially common, no matter what the environment. Both draw on aspects of the Elven heritage to the exclusion of others. However, the two types of society are never found far from one another, so that they may more easily communicate.

They are very much at home in the outdoors, and they appear out of place indoors or underground. Avariel clothing is most reminiscent of togas, for other types of clothing often snag on their wings. Togas and their like wrap easily around the Avariel’s body and wings.

Many of the Avariel have bred themselves for combat. Much of this Avariel society is based on a warrior code of honour, seeking greater glory for themselves and their allies. Their lives are geared to war and battle, and they answer to their war chiefs. These Avariel are the most feared by the humanoid nations, for they are a deadly foe. They have little of the respect of landbound Elves for the lives of others; instead they live for the fight and for the destruction of their opponents. They are a proud, hearty group, and form eternal friendships with those who earn their trust. Though they care little for the lives of their enemies, they try to live theirs to the fullest.

The other half of Avariel society knows little of war. These Avariel focus mainly on the arts and the intellectual aspects of life. Where the other Avariel make much of war and warrior ritual, these Avariel rely on their brains and diplomatic ability. They are a

population of artists and philosophers, creating for the sheer joy of creation. The relations between the two halves of Avariel community are perfectly harmonious, and they stay in constant communication.

Both respect the other greatly, often trading their youths in cultural exchange programs. Since their children are often curious about the other aspect of their culture, they are given the chance to participate in that feature for a time, leading to a well-balanced elf. Strangely, after experiencing the other side of life for a few decades, most Avariel are eager to return to their original homes and lead the lives to which they were born.

Of course, there are more than just these two Avariel societies; these are just the most common. There are others that have a more equal footing between the aspects of their society, others that are better balanced. However, none of these seems to have flourished so well as the warrior/thinker combination. These two have somehow achieved a harmony that makes their civilizations greater than others. The creative and destructive impulses, when paired, make the Avariel a formidable opponent.

To those not bred to aerial combat, the Avariel are a confusing opponent. While most humanoids tend to think two-dimensionally in combat, the Avariel think in a third dimension, which they utilize to devastating effect. They have incredible eyesight. Not only do they have the standard Elven infravision, when flying or outdoors they can focus their vision to notice details at over a mile away or those obscured by underlying forest.

They use this perception to maximum advantage and thus are excellent scouts. From a distance, Avariel in flight appear as large birds. Thus, while opponents may notice their silhouettes, they usually disregard them. This has more than once resulted in the nearly total elimination of enemy forces. Since the Avariel are efficient hunters, they ruthlessly stalk those who have escaped the battlefield, more often than not finding and destroying those who would report their presence.

In combat, Avariel prefer to use light weapons, for heavier ones inhibit their flight. The lasso, bola, and sword are their weapons of choice, and they gain a +1 to hit when using these weapons. The weapons carried by Avariel are usually of glass or obsidian, as the open forges used by other races to shape metal can singe their wingfeathers.

Avariel use closed furnaces to shape glass into workable, durable weapons. Avariel glassmiths are master crafters. Any metal weapons that the Avariel have are the result of trade with other races or other Elves. Glass weapons designed by Avariel may occasionally break in combat. (On a natural roll of 20, roll D6; the weapon shatters on a roll of 1-3).

No one knows whether the Avariel are a natural offshoot of the Elven race or the result of powerful magics. Some claim the Avariel are the original Elves and that the other Elves have fallen from this high state. Most, however, maintain that the Avariel are the result of magic that combined Elves with their beloved giant eagles. The Avariel keep in contact with other Elves, but the winged Elves tend to be somewhat above the affairs of the

world. Nothing concerns them overmuch, unless it impinges upon them. They usually try to avoid contact with other races, despite the fact that some Avariel insist on seeing the world. Avariel do not lay eggs, contrary to popular speculation.

Like birds, they have hollow bones, making them more fragile than the typical elf. Without hollow bones, they could not fly. Even so, flying causes some discomfort because it is strenuous exercise to keep so much weight aloft. However, the pain is a minor inconvenience, for the sheer joy of flying is so intoxicating. Each hour of flight, the Avariel must make a successful Constitution check. Those who fail cannot fly for at least half an hour for every two hours of flight prior to the check.

Government: Council

Population: 505,000 on Earth

Creating an Avariel character

Step 1: Age

Determine your character's age. If older than 100 you need to determine which years you have been present in.

01-20 100 xD10 years

21-40 100 x2D10 years

41-60 100 x4D10 years

61-75 100 x6D10 years

76-90 100 x8D10 years

91-00 100 x10D10 years

Next decide what you have been doing. Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but DEX and CHA +D6, while CON is 3D6 -3. Mana = INT + WIS x3. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +8, +8 per level.

Step 3: Skills

Choose skills in the normal manner according to the character's class. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

All Avariel gain all the following free;

Night Vision - The character can see in absolute darkness at a distance equal to his normal sight.

Wings - The feathered wings provide flight at WIS x10kph, +10kph per level with a maximum ceiling height of one kilometre. The character can carry his normal weight

carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. The character can also hit enemies with his wings with each wing doing damage equal to the character's own STR. The HPs of each wing is equal to half the character's total HPs.

Additionally Avariel start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Ability	Cost	Notes
Animal Empathy	5	Avariel can establish telepathic communication with any normal or giant aerial animal within line of sight if he does nothing else in the round. The animal must have a minimum INT of 1. This has the following benefits: He can communicate to the creature that he desires its friendship. If the offer is sincere (and the animal will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked. It will answer any of his questions. Further he can then recruit this animal as an ally. Once he does so he permanently psionically links with the animal turning it into a familiar. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
Detect Hidden	5	The character gains +1 per 4 INT to detect a hidden object, door, person, etc.
Enhanced Hearing	5	Hearing increases by x1 normal range per 3 WIS with an additional x1 per level (eg. WIS 15 = x5 range). At 25% of radius hear as low as 1 decibel, at 50% of radius 10 decibels, at 75% 20 decibels, and at 100% cant hear below 39 decibels. +6 Initiative, +2 AC.
Enhanced Vision	5	The eyes can focus on extremely distant objects too small for normal vision to perceive. The eyes function as telescopes magnifying normal visual images. x2 normal range. +3 to thaco with modern weapons, add +5 to thaco with thrown objects.
Natural Mana	10	+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.
Resist Sleep and Charm	5	Avariel can resist these forms of influence with a +1 save per 5 WIS.
Sanity Bonus	5	+1 Sanity save at levels 2, 5, 9, 11, 13 and 17.
Shapeshift	10	The Avariel can alter or imitate his face shape, hairline, eye colour, hair length and skin colour pigmentation, hands and fingerprints and add and remove 30 centimetres to his height, age and dimensions. Internally he can rearrange own internal organs so they are better protected or not where an attacker expects them to be, and alter or imitate his voice.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Will Bonus	10	+1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.
Witch Sight	5	The character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and whether it is harmful or helpful.

Step 5: Classes

Any.



Enduk

Species Name: Enduk, Sky Bulls

Like the Enduks, the Enduk race came about following experimentation on Greek humans by the Olympus Pantheon as an attempt to create warriors who had greater strength and constitution.

First Appeared: 12,600 BC

Type: Humanoid Bull, Bovinae Erectus

Physical Traits: Their bodies are covered with short fur ranging from black to light brown. The head of an Enduk resembles that of a bull – with horns, a square muzzle, large, heavily-lidded eyes, and a strong mouth filled with large teeth. Long, coarse hair tufts at the throat and shoulders, running in a mane the back. The head of an Enduk is

most often spotted and splotted with white and black, though features such as the eyes and muzzle are highlighted in brown. Enduks also possess huge, powerful wings.

A typical Enduk wingspan measures from eight to ten feet, and when folded, the wings reach from the ground to one foot over the enduk's head. Feather colour varies from white to black, including various shades of grey. The underside of an enduk's wings usually bears a design that they show off by spreading their wings when on the ground. These marks tend to be genetic and can convey information about an Enduk's family. Their bull head has horns which do D6 goring damage each. They can fly at a speed of 20 kph with a ceiling of 8 kms.

Height: 6-7 ft and wingspan of 20 ft

Weight: 200-250 lbs

Abilities: Nightvision. Enhanced resistance to diseases and poisons. Vision is double normal.

Mobility: Legs and wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, **WIS:** 3D6, **STR:** 4D6, **DEX:** 3D6, **CON:** 4D6, **CHA:** 2D6, **MR:** 3D6/flight 15D6, **HPs:** CON +D20

Feeding Habits: Omnivore

Lifespan: 200 years

Technology: 2

Culture: Standard. Diversified mix of kind and evil people. The Enduks have always been a simple, trusting people with a system of deeply felt religious beliefs. The Enduks put family ahead of other concerns. Enduks take a mate for life, rarely taking a second even if the first dies. A couple will average one child every few years - four to six young over their lifetime together. Normally one Enduk represents the entire extended family for purposes of organized government, whether it is a local organization or a temporary clan-council responsible for matters concerning all Enduks.

This leader is generally an Enduk who has lost a mate, or never took one, and has embraced a more martial and possibly religious lifestyle. Sometimes, a mated pair will devote their lives to such pursuits, both becoming leaders for the family. Enduk are

typically stoic creatures unless enraged. They get along well with all other races except the manscorpions, who have possibly earned the eternal animosity of the Enduks. Their philosophy demands an ascetic life of peasantry, which ties in with the Enduk religion.

The Enduks would like nothing more than to live in peace with their neighbours, raising crops and hunting for meat as needed. The Enduks are natural metalsmiths, making some of the best tools and weapons available. Enduks do not make items specifically for trade with other races yet, so most weapons and tools are created for Enduk physique. Still, these items are gaining a following in the surrounding lands as trade items.

They live in stone structures close to the ground. Their homes are simple and practical but tend to be large, with huge doorways, because of the Enduks' size and wingspan. Enduk buildings have doors, but these are left open unless strangers are present or in the case of some threat. Most Enduk structures also have trapdoors on the roofs. Enduk priests choose lifemates for their people.

An initial "marriage" takes place when the Enduks are about 12 years old, though the pair can put off cohabitation for as much as two decades, to give them time to get to know one another and to seek adventure if they so desire. Once the final ceremony takes place, the Enduk couple bonds for life. Any children are cherished and raised in a loving, deeply religious household.

While on foot, Enduks can attack with any weapon allowed to their class. They prefer weapons of 12 pounds or less, as these can also be used while in the air. Because their size and strength allows them to wield it one-handed with full effect, the two-handed bastard sword is one of their favourite weapons.

A few Enduks can even wield two of these swords at once, making them fierce and dangerous warriors to contend with. Enduk gain a +2 damage bonus for all normal melee weapons because of their upper-body strength. Enduks do not use regular bows, but they sometimes use heavy crossbows, firing twice per round.

In the same round as a melee attack, Enduks may attempt to gore opponents with their horns; a successful attack causes D4+1 points of damage. An Enduk that makes multiple melee attacks in one round cannot attempt to gore. Enduks prefer fighting on the ground because they suffer a -2 penalty to all attack rolls while airborne. Weapons must weigh 12 pounds or less to be used in aerial combat, and while crossbows can be fired from the air, the Enduk must land to reload. Enduks may not hover, and so they are restricted to passing attacks, sometimes gaining the advantage by gliding down on an unsuspecting enemy. They can land and quickly spring to the attack, gaining a +1 bonus on their surprise rolls.

A flying Enduk can cover 180 feet per round at level flight; one half of their movement must always be committed in a forward direction. Ascending is a strenuous task because of the bulk they are trying to raise. The Enduk can ascend only 30 feet for every 90 feet of forward movement.

Descending, the Enduk can glide their full movement both forward and downward, 180 feet each direction. If diving hard, they can double their movement rate to 360 feet forward and 360 feet downward, never diving at a steeper angle than 45 degrees. Armour does not restrict movement rate or manoeuvrability; however, armour does apply toward the maximum weight that can be carried in flight.

While Enduks might be limited in their ascent, their strong wings can bear a great deal of extra weight without further penalty. Enduks can carry 200 pounds plus 10 pounds per point of Strength. If an Enduk attempts to carry more than this, its movement rate gets cut by half, but manoeuvrability remains at C. The maximum weight an Enduk may carry and still retain the power of flight is 200 pounds plus 20 pounds per point of Strength. However, they can carry up to 30 pounds per point of Strength and still glide.

Winged Enduks must make a Constitution check after every turn of continuous flight. Failure indicates that the Enduk must glide downward and land, resting one turn for each two turns previously spent flying. Constitution checks are subject to a penalty of -1 for every 100 pounds of weight carried above the initial 100 pounds. A further -1 penalty applies at heights above 5,000 feet. Enduks can never rise above 10,000 feet. Under favourable wind conditions, they gain a +2 bonus to their Constitution check. Direct damage to the wings affects an Enduk the same way it affects an ee'aar.

For example, an Enduk warrior with 40 hit points takes 23 points of direct damage to its wings and 8 more in general body damage. It has lost more than 50% of its total hit points in wing damage and more than 75% total, both of these losses keeping it from flying. Even if healing spells bring the Enduk back to full hit points, ready to enter battle again, the damage to its wings still prevents flight.

After one week, the Enduk regains 4 hit points (10% of 40 total hp), bringing the wing damage down to 19 points, allowing the Enduk to glide. However, as this total is still greater than 25% of the enduk's hit point total, actual flight is impossible. The Enduk still requires two more weeks of healing before the feathers have grown in enough to allow full flight.

Government: Tribal

Population: 160,000 on Earth

Creating an Enduk character

Step 1: Attributes

Roll attributes as normal but STR and CON are 4D6. Mana = INT + WIS x2. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +20, +20 per level.

Step 2: Skills

Choose skills in the normal manner according to the character's class.

Step 3: Abilities

All Enduk gain all the following free;

Night Vision - The character can see in absolute darkness at a distance equal to his normal sight.

Wings - The feathered wings provide flight at WIS x10kph, +10kph per level with a maximum ceiling height of eight kilometres. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. The character can also hit enemies with his wings with each wing doing damage equal to the character's own STR. The HPs of each wing is equal to half the character's total HPs.

Additionally Enduk start with 40 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Ability	Cost	Notes
Earth Heals	10	Whenever underground the Enduk can heal at phenomenal rates. He must concentrate for 1 minute uninterrupted to perform the following healing; restore 1 HP per INT, +1 per level per 10 minutes; reduce the damage and duration of drugs, toxins and poisons by 4% per INT, +1% per level and gives +1 to save per 4 INT; negate all pain for 1 minute per INT, +1 minute per level; or stabilize his condition (stops bleeding, binds wounds, etc.) for 15 minutes per level.
Enhanced Vision	10	The eyes can focus on extremely distant objects too small for normal vision to perceive. The eyes function as telescopes magnifying normal visual images. x2 normal range. +3 to thaco with modern weapons, add +5 to thaco with thrown objects.
Increased Fortitude	5	Enduks gain +1 vs poisons, toxins and diseases. This then increases by +1 every second level.
Increased Thac0	5	+1 Thac0 with melee weapons at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19.
Intimidating	10	This character has greater presence, +1 CHA.
Reduced Sleep	5	The Enduk needs one hour less normal sleep per 5 CON.
Sense Hidden	5	The Enduk gains +1 per 5 INT to detect a hidden object, door, person, etc.
Smell	5	Smell increases to x1 normal range per 3 WIS with an additional x1 per level. It can only be used for smelling poison or impurities in food and beverage.
Willpower Bonus	10	+1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Witch Sight	10	The character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and whether it is harmful or helpful.

Step 4: Classes

Any.



Fey'ri

Species Name: Fey'ri, Fey, Faerie

Half Elf and Half Demon, Fey'ri are the descendants of elves and demons (usually succubi in male or female form). Thousands of years ago, one of the now lost Elf Houses secretly bred with succubi to strengthen their bloodline. Although they were eventually discovered and imprisoned in a series of caverns, they eventually managed to escape and fled to different corners of the world.

Having bred with these demons and among their own kind, Fey'ri are a distinct race and share the same common fiendish traits. They are patient, calculating, and suspicious, but their fiendish blood makes them prone to acts of cruelty and rage. Fey'ri are obviously different from normal elves and would quickly be killed by most other elves if discovered.

First Appeared: 12,600 BC

Type: Humanoid, Homo Supernaturalis Sylvanus

Physical Traits: In general form they resemble tall elves, although all have large wings. They all have one or more unusual features reflecting their fiendish heritage, such as fiery red eyes, fine scales, long pointed tails, batlike ears or deep red skin. They can fly at a speed of 50 kph with a ceiling of 8 kms.

Height: 5-6 ft with a wingspan of 15 ft

Weight: 90-130 lbs

Abilities: Night Vision, Immunity to magic sleep spells and effects.

Mobility: Legs and wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, **WIS:** 3D6, **STR:** 3D6, **DEX:** 4D6, **CON:** 3D6 -3, **CHA:** 4D6, **MR:** 3D6,
HPs: CON +D8

Feeding Habits: Omnivore

Lifespan: 1000 years

Technology: 2

Culture: Xenophobic. Fearful of others, harsh but still some redeeming features. The result of four noble houses of sun elves breeding with demons in an attempt to strengthen their bloodline, Fey'ri are a type of planetouched that breeds true among their own kind. Fey'ri society is very close knit. They are all close relations, and so each Fey'ri has a very good idea how each of his or her family members would react to a situation.

Yet they have a subtle loathing for each other, both because their elven nature rejects the taint of their kin and because their demonic ancestors are so chaotic and rebellious that they find it difficult to work together. As a result, Fey'ri society is based on power and fear - power to make your commands obeyed, fear that your superiors could destroy you if you fail to comply.

Government: None

Population: 170,000 on Earth

Creating a Fey'ri character

Step 1: Age

Determine your character's age. If older than 100 you need to determine which years you have been present in.

01-20 10 xD10 years

21-40 20 xD10 years

41-60 30 xD10 years

61-75 40 xD10 years

76-90 50 xD10 years

91-00 60 xD10 years

Next decide what you have been doing. Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but DEX and CHA +D6, while CON is 3D6 -3. Mana = INT + WIS x3. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +8, +8 per level.

Step 3: Skills

Choose skills in the normal manner according to the character's class. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

All Fey'ri gain all the following free;

Lowlight Vision - Fey'ri can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Wings - The feathered wings provide flight at WIS x10kph, +10kph per level with a maximum ceiling height of one kilometre. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. The character can also hit enemies with his wings with each wing doing damage equal to the character's own STR. The HPs of each wing is equal to half the character's total HPs.

Additionally Fey'ri start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Detect Hidden	5	The character gains +1 per 4 INT to detect a hidden object, door, person, etc.

Ability	Cost	Notes
Enhanced Vision	5	The eyes can focus on extremely distant objects too small for normal vision to perceive. The eyes function as telescopes magnifying normal visual images. x2 normal range. +3 to thaco with modern weapons, add +5 to thaco with thrown objects.
Hardened	5	+1 per 3 INT vs sleep and charm spells, +1 per 3 CON vs poisons and toxins.
Natural Mana	10	+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.
Sanity Bonus	5	+1 Sanity save at levels 2, 5, 9, 11, 13 and 17.
Shapeshift	10	The Fey'ri can alter or imitate his face shape, hairline, eye colour, hair length and skin colour pigmentation, hands and fingerprints and add and remove 30 centimetres to his height, age and dimensions. Internally he can rearrange own internal organs so they are better protected or not where an attacker expects them to be, and alter or imitate his voice.
Tail	5	The character has a demonic tail with physical attributes equal to his own.
Talons	5	Some Fey'ri have developed 1 centimetre long talons made of bone which extend from his fingers. They do D6 plus STR damage bonus.
Will Bonus	10	+1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.
Witch Sight	5	The character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and whether it is harmful or helpful.

Step 5: Classes

Any.



GRIG

Species Name: Grig, Crick

First Appeared: 2,500,000 BC

The Grig is a mischievous and fun-loving sprite resembling cricket-centaurs. Grigs stand about 1½ feet tall and weighs about 1 pound, typical for a fey. Grigs have no fear of larger creatures and delight in playing tricks.

Type: Micro Humanoid, Homo Supernaturalis Micronis

Physical Traits: A Grig has the head, torso, and arms of a sprite, with the wings, antennae, and legs of a cricket. They can leap great distances and walk on most surfaces, even upside down. Grigs have light blue skin, forest green hair, and brown hairy legs. They have insect wings which allow them to fly at up to 5 kph with a ceiling of 1 km.

Height: 1-1.5' feet with a wingspan of 1 ft

Weight: 1-2lbs

Abilities: Grigs commonly carry with them fiddles, and they can play tunes on these that cause those that hear them to dance uncontrollably. All non-sprites within 30 feet of the fiddler must make a successful saving throw vs. spell or dance until the Grig ceases playing. Grigs can play for hours. They have double normal human hearing range and 90 metre infravision.

Mobility: Legs, wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, **WIS:** 3D6, **STR:** 2D6 +2, **DEX:** 3D6 +1, **CON:** 3D6, **CHA:** 3D6 +1, **MR:** 2D6/flight 4D6, **HPs:** CON +D4, **AC:** 5

Feeding Habits: Grigs live on nuts, berries and honey, like their Atomie cousins.

Lifespan: 200 years

Technology: 2

Culture: Standard. Diversified mix of kind and evil people. Grigs are mischievous and lighthearted. They have no fear of big people and take great joy in playing tricks upon them. They usually wear tunics or brightly coloured vests with buttons made from tiny gems. The origin of the Grigs remains a mystery. Fierce (by Sprite standards), each Grig carries six small darts and a sprite sword. Grigs gain a +2 bonus to attack rolls with darts.

Darts and swords do normal damage when used by Grigs, but only 1 point of damage when used by non-Grigs. Grigs move silently in woodlands; they are surprised only on a 1, while opponents suffer a -6 penalty to surprise rolls. Some Grigs throw darts, while others leap to attack, and one Grig fiddler (Grigs never go anywhere without a fiddle), plays a song.

Grigs roam the forests in small bands. They have no permanent homes but often sleep in the limbs of treants, or near unicorns (who protect Grigs even unto death). Grigs are cautious but trusting. They delight in playing pranks on big people. Common ploys include stealing food, collapsing a tent, and using ventriloquism to make objects talk.

Once a prank is set, the Grigs sit back and watch, laughing at the unfortunate person. People who make fools of themselves are apt to be plagued by harmless jokes until they reach the forest edge. At that point, one of the Grigs comes out of hiding and makes amends with a gift, either a harmless bauble such as a 1d6×100 gp gem (25%) or a precious jar of really fresh honey (75%).

Government: None

Population: 5,626,560 on Earth

Creating a Grig character

Step 1: Attributes

Roll attributes as normal but STR 2D6 +2, DEX and CHA +1, while AC is 5. Mana = INT + WIS x4. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner according to the character's class. Then for every 100 years alive select 1 additional skill.

Step 3: Abilities

All Grigs gain all the following free;

Leap - x3 normal jumping range.

Night Vision - The character can see in absolute darkness at a distance equal to his normal sight.

Additionally Grigs start with 30 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Agile	5	+1 AC
Alternate Form	10	Grigs can change into the form of a small insect (choose

Ability	Cost	Notes
		one type at character creation) while retaining one's own memories, powers and attributes. Requires 1 action to transform.
Animal Empathy	5	Grigs can establish telepathic communication with any normal or giant animal within line of sight if he does nothing else in the round. The animal must have a minimum INT of 1. This has the following benefits: He can communicate to the creature that he desires its friendship. If the offer is sincere (and the animal will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked. It will answer any of his questions. Further he can then recruit this animal as an ally. Once he does so he permanently psionically links with the animal turning it into a familiar. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
Insect Empathy	5	Grigs can establish telepathic communication with any insect within line of sight if he does nothing else in the round. This has the following benefits: He can communicate to the creature that he desires its friendship. If the offer is sincere (and the animal will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked. It will answer any of his questions. Further he can then recruit this animal as an ally. Once he does so he permanently psionically links with the animal turning it into a familiar. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
Natural Mana	10	+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.
Nature Heal	5	A Grig may select a particular type of terrain as his specialty area for healing. Whenever in this terrain the Grig can heal at phenomenal rates. He must concentrate for 1 minute uninterrupted to perform the following healing; restore 1 HP per INT, +1 per level per 10 minutes; reduce the damage and duration of drugs, toxins and poisons by 4% per INT, +1% per level and gives +1 to save per 4 INT; negate all pain for 1 minute per INT, +1 minute per level; or stabilize his condition (stops bleeding, binds wounds, etc.) for 15 minutes per level. He may choose an additional terrain at level 5. Terrain types include; Jungle, Desert,

Ability	Cost	Notes
Nature Survival	5	Tundra, Mountain, Forest or Ocean. Each time this ability is rebought the Grig may choose a new terrain. Due to a Grig's extensive experience and training in jungles and forests they gain +1 to any physical, combat and survival rolls made while within that environment. He may choose an additional terrain at level 5. Terrain types include; Jungle, Desert, Tundra, Mountain, Forest or Ocean. Svartálfar instead start with Underground survival. Each time this ability is rebought he may either take an additional +1 with their terrain OR choose a new terrain.
Sense Hidden	5	Grigs gains +1 per 5 INT to detect a hidden object, door, person, etc.
Spellcast	10	The character starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 3 spells +3 per level. The spells can only come from Faerie. Other spheres may only be learnt if he takes a Mage class which gives him that training.
Witch Sight	5	The character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and whether it is harmful or helpful.

Step 5: Classes

Any but Shamans are favoured by magic welders



Harpy

Species Name: Harpy, Harpie, Harpyia, Harpia

In Greek mythology and Roman mythology, a harpy was a female monster in the form of a bird with a human face. They stole food from their victims while they are eating and

carry evildoers (especially those who have killed their family) to the Erinyes. They seem originally to have been wind spirits.

Their name means "snatchers". Homer wrote that a harpy was the mother of the two horses of Achilles sired by the West Wind Zephyrus. Hesiod calls them two "lovely-haired" creatures, the daughters of Thaumias and Electra (not to be confused with Electra, daughter of King Agamemnon), who were sisters of the Iris. In this form they were agents of punishment who abducted people and tortured them on their way to Tartarus.

They were vicious, cruel and violent. They lived on the islands of the Strophades. They were usually seen as the personifications of the destructive nature of wind. The harpies in this tradition, now thought of as three sisters instead of the original two, Hesiod's two Harpies are named Aello ("storm swift") and Ocypete ("the swift wing"), Virgil's added Celaeno ("the dark") as a third. Homer knew of a Harpy named Podarge ("fleet-foot"). Harpies remained vivid in the Middle Ages. In his *Inferno*, XIII, Dante envisages the tortured wood infested with harpies, where the suicides have their punishment in the seventh ring of Hell.

The harpy is the magical hybrid offspring between an avian race and a humanoid race.

First Appeared: 13,300 BC

Type: Humanoid Avian, Homo Supernaturalis Harpis

Physical Traits: A harpy is a maligned humanoid creature with an avian lower body and a pair of wings. It subdues its prey by its ability to magically sing, inducing a trance in those that hear, drawing them closer, and then tormenting them. Harpies have the upper body of a humanoid and the lower body of a reptile, with scaly, clawed feet and hands. They have filthy, tangled hair on their heads; black eyes; and possess wings which render them capable of flight.

Harpies have the appearance of female humanoids with grotesque, avian features. The hands and feet of a harpy end in long, sharp talons. Most harpies are unclean creatures, who have no regard for their appearance. They tend to wear little or no clothing, so as to not restrict their flying mobility, and what little they do wear usually consists of baubles and tokens stolen from the corpses of those whom they have slain. Harpies are generally on the lithe end of the humanoid spectrum—even with hollow bones and large wings to keep them aloft, harpies must remain light, and are rarely larger than an average human woman.

Harpies can tuck their wings fairly snugly at need, and in bad light or elaborate costumes may even pass as human women—at least until their prey is lured close enough to smell their stench and note their feral faces and clawed limbs. The feather colouration of a harpies varies based on the regions they are native to. In tropical areas they have colourful plumage similar to parrots or other birds of paradise. They can fly at a speed of 35 kph with a ceiling of 8 kms.

Height: 5-6 ft and wingspan of 15 ft

Weight: 50-100 lbs

Abilities: The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.)

A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save. It is possible, but difficult, to resist the song of the harpy, and creatures who cannot hear are unable to be affected by the magical song. Elves are naturally resistant to the effects of the harpy's song. Despite their savage minds and appearances, harpies are able to sing beautifully.

Mobility: Legs and wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, females are able to lay as many as twenty eggs at will from the age of two, but only around three of those will successfully hatch, and any deformed young are killed by a parent. Harpies tend to bear children about once every 2 years over the course of their twenties. Since there are no male harpies, they use humanoid males to reproduce. Harpies tend to look for physical power and aggression in such genetic donors, and warriors tend to be chosen over farmers, artisans, and magic users. Because of their need to mate with humanoids, no harpies stay entirely away from civilized lands, and the presence of harpies in the deep wilderness is sometimes a sign of a hidden aboriginal tribe or isolated village.

INT: 3D6, **WIS:** 3D6, **STR:** 3D6 -1, **DEX:** 3D6 +1, **CON:** 3D6, **CHA:** 3D6, **MR:** 3D6, **HPs:** CON +D8

Feeding Habits: They are almost exclusively carnivorous, but if meat is unavailable, they will resort to eating vegetation. Harpy babies are born with the ability to chew and at least partially digest meat, though they are often not strong enough to rip it off a carcass, in which case their mothers rip victims into bite-sized chunks before giving the tidbits to their hungry young, even going so far as to regurgitate partially digested morsels for

newborns. Harpy mothers have a duty to care for their young until the offspring can fend for themselves, but if the mother is killed, the entire tribe shares those duties.

Lifespan: 50 years

Technology: 2

Culture: Xenophobic. Fearful of others, harsh but still some redeeming features. Harpies do not wear clothing, but will adorn themselves with jewellery or trinkets from their victims. They will always take at least one possession from a victim back to their lair as a symbol of their kill, but are otherwise uninterested in treasure or wealth. They are not particularly intelligent creatures, and are prone to cowardice in the face of superior power. Harpies use primitive weapons; usually bone clubs, but they can also bite and rake with their claws. Harpies make homes in groups of six or more individuals within marshlands or in caves near shorelines which are preferably near well-traveled routes.

An entire tribe (known as a "scream"), although very rare, can be as large as two hundred. Harpies venture out to hunt, and their victims are often brought back to the lair to be killed and eaten. There is no social structure to harpy life, and there are constant quarrels as a result, sometimes resulting in a fight to the death. If a death should indeed occur, harpies are quite content to eat their own kind.

Harpies can live almost anywhere, though they don't do well in extremely cold environments. They especially like marshlands and mountainous regions where they can lure powerful prey into bogs or over cliffs. Harpies prefer sentient creatures for their nourishment. Harpies are inquisitive and bright creatures, though they tend to have short attention spans.

They appreciate song and beauty, and have a penchant for shiny objects, which in some more evil harpies can become an almost draconic level obsession with accumulation and hoarding of glittering treasure. Harpies tend to forget all but the most severe slights against them as quickly as they lose focus on other things, so most are fairly easy to get along with. Harpies like excitement and interesting new things, so adventuring or just travelling is not at all uncommon once a harpy reaches sufficient age. Harpies sing frequently, and often whistle like birds when happy.

A flying or gliding harpy can make a diving attack, which functions like a charge except the harpy must move at least 30 feet and descend at least 10 feet before the attack. She can also use the run action while flying, providing she only flies in a straight line. Harpies possess several natural attacks. Their clawed legs give them two claws that deal D6 damage, and their wings grant them two slam attacks dealing D6 damage.

Unlike normal creatures with multiple natural weapons, a harpy cannot attack with all her natural attacks as a full attack action. A harpy can only attack with one wing or claw as an attack action, plus additional attacks if her base attack bonus is high enough to grant iterative attacks. As a full attack action the harpy can make second attack with a natural

weapon as an off-hand weapon, taking all the normal penalties for two-weapon fighting. A harpy cannot make slam attacks with her wings while in flight.

Goblins have an extreme and entirely justified fear of harpies. They are sensitive to signs of harpy presence, and can smell harpies from a long way off. Rangers sometimes use this fact to their advantage-when travelling in goblin-infested areas, they apply specially treated harpy musk to their armour, or use it to guard their camps and caches.

Any goblins who get close enough to smell the musk assume there's a harpy in the area and quickly flee. The musk is a combination of old sweat, aged filth, and unique pheromones exuded by a harpy, and a typical harpy has enough of these on her person to create 1 vial of harpy musk per month (provided she doesn't bathe). Typically, the crafter scrapes the congealed sweat and muck from a dead harpy and boils it down with water.

Government: None

Population: 450,000 on Earth

Creating a Harpy character

Step 1: Attributes

Roll attributes as normal but DEX is +1, while STR is -1. Mana = INT + WIS x3. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner according to the character's class.

Step 3: Abilities

All Harpy gain all the following free;

Starlight Vision - A harpy can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish colour and detail under these conditions.

Wings - The feathered wings provide flight at WIS x10kph, +10kph per level with a maximum ceiling height of eight kilometres. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. The character can also hit enemies with his wings with each wing doing damage equal to the character's own STR. The HPs of each wing is equal to half the character's total HPs.

Additionally Harpy start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Detect Hidden	5	The character gains +1 per 5 INT to detect a hidden object, door, person, etc.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Enhanced Hearing	5	Hearing increases by x1 normal range per 3 WIS with an additional x1 per level (eg. WIS 15 = x5 range). At 25% of radius hear as low as 1 decibel, at 50% of radius 10 decibels, at 75% 20 decibels, and at 100% cant hear below 39 decibels. +6 Initiative, +2 AC.
Harpy's Song	10	A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a she sings, all creatures within a 3 metre per WIS radius must succeed on a Will saving throw or become captivated. A creature that successfully saves is not subject to the same Harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the Harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 3 metres of the Harpy simply stands and offers no resistance to the Harpy's attacks. This effect continues for as long as she sings and for 1 round thereafter. This is a sonic mind-affecting charm effect.
Intimidating	10	This character has greater presence, +1 CHA
Natural Mana	10	+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.
Reduced Sleep	10	The character needs one hour less normal sleep per 5 CON.
Sanity Bonus	10	+1 Sanity save at levels 2, 5, 9, 11, 13 and 17.
Talons	5	Some Harpy have developed 1 centimetre long talons made of bone which extend from his fingers. They do D6 plus STR damage bonus.
Willpower Bonus	10	+1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.
Witch Sight 5		The character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and whether it is harmful or helpful.

Step 5: Classes

Any.

Immaculate

See BH19 The Divine and the Infernal



Kenku

Species Name: Kenku, Tengu

Kenku are a type of legendary creature found in Japanese folk religion and are also considered a type of Shinto god (kami) or yōkai (supernatural beings). Although they take their name from a dog-like Chinese demon (Tiangou), the tengu were originally thought to take the forms of birds of prey, and they are traditionally depicted with both human and avian characteristics. Kenku are seen as both disruptive harbingers of war, and protective spirits of the mountains and forests.

First Appeared: 60,000 BC

Type: Humanoid, Aves Erectus

Physical Traits: Kenkus evolved from avians, with soft, dark feathers covering its head and torso, although its scrawny arms and legs remain bare. They have a large beak and glossy black feathers, which cover the body except for their clawed hands and the skin starting about halfway up its legs. The skin on these areas can range from dark grey to bright yellow. They can fly at a speed of 45 kph with a ceiling of 8 kms.

Height: 4'6 - 5'6 ft with a wingspan of 10 ft

Weight: 90-110 lbs

Abilities: Vision is double normal

Mobility: Legs and wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, **WIS:** 3D6, **STR:** 3D6 -2, **DEX:** 3D6 +2, **CON:** 3D6, **CHA:** 3D6 +3, **MR:** 3D6, **HPs:** CON +D8

Feeding Habits: Omnivore

Lifespan: 90 years

Culture: Standard. Diversified mix of kind and evil people. Kenku dwell in nests or aeries that are often built near human cities until the age of nine, when they set off on their own with bands of like-minded Kenkus. They often dwell in human cities, running criminal enterprises and confidence schemes. Kenku live in family units (referred to as clutches), with several family units (normally extended families, those related by blood, etc.) forming a Murder.

Most Murders are fairly close-knit, and form an extended family. When large numbers of Kenku are present, several Murders may come together to form a Flock, a loose association of families and acquaintances. Flocks can occasionally include non-Kenku families, mainly those who have a member who has done the Flock (or a particularly high-ranking Murder) some great kindness.

Government: Council

Population: 460,000 on Earth

Creating a Kenku character

Step 1: Attributes

Roll attributes as normal but DEX +2, while STR is -2. Mana = INT + WIS x3. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner according to the character's class.

Step 3: Abilities

All Kenku gain all the following free;

Mimicry - You can mimic any sounds you have heard, including voices. This talent extends to handwriting. A creature that hears the sounds or sees your forgery can tell they are imitations, or a forgery, with a successful Wisdom (Insight) check. The DC of this check is equal to 8 + your Charisma modifier + your proficiency bonus.

Wings - The feathered wings provide flight at WIS x10kph, +10kph per level with a maximum ceiling height of one kilometre. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. The character can also hit enemies with his wings with each wing

doing damage equal to the character's own STR. The HPs of each wing is equal to half the character's total HPs.

Additionally Kenku start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Ability	Cost	Notes
Animal Empathy	5	Kenku can establish telepathic communication with any normal or giant aerial animal within line of sight if he does nothing else in the round. The animal must have a minimum INT of 1. This has the following benefits: He can communicate to the creature that he desires its friendship. If the offer is sincere (and the animal will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked. Further he can then recruit this animal as an ally. Once he does so he permanently psionically links with the animal turning it into a familiar. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
Detect Hidden	5	The character gains +1 per 5 INT to detect a hidden object, door, person, etc.
Enhanced Hearing	5	Hearing increases by x1 normal range per 3 WIS with an additional x1 per level (eg. WIS 15 = x5 range). At 25% of radius hear as low as 1 decibel, at 50% of radius 10 decibels, at 75% 20 decibels, and at 100% cant hear below 39 decibels. +6 Initiative, +2 AC.
Enhanced Vision	5	The eyes can focus on extremely distant objects too small for normal vision to perceive. The eyes function as telescopes magnifying normal visual images. x2 normal range. +3 to thaco with modern weapons, add +5 to thaco with thrown objects.
Reduced Sleep	10	The character needs one hour less normal sleep per 5 CON.
Sanity Bonus	10	+1 Sanity save at levels 2, 5, 9, 11, 13 and 17.
Starlight Vision	5	A Kenku can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish colour and detail under these conditions.
Talons	5	Some Kenku have developed 1 centimetre long talons made of bone which extend from his fingers. They do D6 plus STR damage bonus.
Willpower Bonus	10	+1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.
Witch Sight	5	The character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to

Ability	Cost	Notes
		detect whether it is magical, and whether it is harmful or helpful.

Step 5: Classes

Any.

Nephilim

See BH19 The Divine and the Infernal



Pegataur

Species Name: Pegataur, Péntauroi

Pegataur are distant relatives of Centaurs that have the lower body of a Pegasus and the upper body of an Elf. They generally have white or black lower bodies and blonde or silver hair. Almost every known Pegataur has blue eyes. Pegataurs have large wings and the upper bodies of muscular elves. The lower body of a pegataur is that of a large horse, usually white, gray, brown, or black in colour.

The wings are white like a bird's, and the feathers are downy but strong. The Pegataur's torso and head are that of a high elf, most having long silver or blond hair. Pegataurs have a special kinship with pegasi. Most pegataur tribes will have more than one pegasus present, as a friend and guardian. They sometimes train these pegasi as mounts for land dwellers.

First Appeared: 13,500 BC

Type: Humanoid Equine, Homo Supernaturalis Equus

Physical Traits: Pegataurs are first-rate foragers and survivors, and can tolerate extreme conditions. They have wings with a STR equal to their normal strength and flight speed of up to 40 kph with a ceiling of 5 kms. Pegataurs can attack with their front hooves, inflicting D6 points of damage with each. A Pegataur can attack with a weapon and both hooves all in the same round.

Height: 6'6 - 7'6 feet with a wingspan of 8 ft

Weight: 1300lbs

Abilities: All Pegataurs have 60-foot infravision and are 30% resistant to sleep and charm spells.

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, **WIS:** 3D6, **STR:** 3D6, **DEX:** 3D6, **CON:** 3D6, **CHA:** 3D6, **MR:** 20 +2D6/40 +4D6, **HPs:** CON +D12.

Feeding Habits: Omnivore

Lifespan: 300 years

Technology: 2

Culture: Diversified mix of kind and evil people. They live in all climates, but do prefer lightly wooded hills. Pegataurs live in tightly knit tribal communities where the leader's word is law. The leader is often advised by a council consisting of respected warriors and shamans. Pegataur youths live hard lives filled with stern discipline and trials of stamina, deprivation, travel, and hunger. Even as adults, they tend to lead austere, separate lives, filled with stern pride in their strength and prowess.

As mentioned, Pegataurs are great warriors and value martial prowess. They recognise the benefits of the divine classes and greatly respect their abilities, even if they do not necessarily recognise the spirit that drives those paths. Like, Elves, a magical quality infuses them, and even the lowliest Pegataur has a bit of magical ability.

Pegataurs live in the sides of high mountain ranges in caves they carve themselves. These caves, called "tehir" by the pegataurs, are large, beautiful places with domed ceilings and walls decorated with elaborate carvings. Light shines at night from veins of rare crystals in the rock.

Pegataurs fight to defend themselves or their territory. Though they prefer not to, pegataurs sometimes carry humans or demihumans into combat. If a group of pegataurs surprises opponents in the open, a swooping dive at the foes is preferred, often with light lances. This charging attack grants the pegataurs a +2 bonus to attack rolls and a +1 penalty to Armor Class.

Since the pegataurs dive only at opponents they surprise, the opponents do not receive the standard initiative bonus associated with a charging attack. A successful attack by a diving centaur inflicts double damage. The diving maneuver is usually performed once at the beginning of combat as a "softening up" measure; it often (60% of such attacks) ruins the lances.

Government: Council

Population: 1,250,000

Creating a Pegataur character

Step 1: Age

Determine your character's age. If older than 100 you need to determine which years you have been present in.

01-20 100 xD10 years

21-40 100 x2D10 years

41-60 100 x4D10 years

61-75 100 x6D10 years

76-90 100 x8D10 years

91-00 100 x10D10 years

Next decide what you have been doing. Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but MR is 20 +2D6. Mana = INT + WIS x3. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +12, +12 per level.

Step 3: Skills

Choose skills in the normal manner according to the character's class. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

All Pegataurs gain all the following free;

Night Vision - The character can see in absolute darkness at a distance of up to 18 metres and are 30% resistant to sleep and charm spells.

Wings - The feathered wings provide flight at WIS x10kph, +10kph per level with a maximum ceiling height of five kilometres. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. The character can also hit enemies with his wings with each wing doing damage equal to the character's own STR. The HPs of each wing is equal to half the character's total HPs.

Additionally Pegataurs start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Ability	Cost	Notes
Animal Empathy	5	Pegataurs can establish telepathic communication with any normal or giant avian animal within line of sight if he does nothing else in the round. The animal must have a minimum INT of 1. This has the following benefits: He can communicate to the creature that he desires its friendship. If the offer is sincere (and the animal will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked. Further he can then recruit this animal as an ally. Once he does so he permanently psionically links with the animal turning it into a familiar. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
Increased Senses	5	Double normal range for sight and hearing. This doubles each time rebought.
Increased Thac0	5	+1 Thac0 with ranged weapons at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19.
Intimidating	10	This character has greater presence, +1 CHA
Natural Mana	10	+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.
Natural Chameleon	5	Using this ability the Pegataur can blend into and render himself nearly invisible in wooded areas, clumps of clouds, or any other mountainous area with dark or shaded terrain. When hiding he can conceal himself from attackers and eavesdrop on his enemies. He can hide near a well travelled road and secretly observe passersby, or conceal himself near an enemy campsite waiting for an opportune moment to steal their supplies. He may also move with a minimum of sound, almost as if he's walking on air. Even creatures with the sharpest ears are no more likely to detect his

Ability	Cost	Notes
Nature Survival	5	presence than they are to hear a feather drop. The ability works equally well in icy mountains, heavily wooded forests, or any other type of wilderness terrain. This goes well beyond the stealth skill raising it to a supernatural level and preventing any non magical detection. Due to an Pegataur's extensive experience and training in aerial combat they gain +1 to any physical, combat and survival rolls made while within that environment. Each time this ability is rebought he may either take an additional +1.
Resistance Bonus	10	Resist all sleep and charm attacks with a +1 save per 5 WIS.
Willpower Bonus	10	+1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.
Witch Sight	5	The Pegataur can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and whether it is harmful or helpful.

Step 5: Classes
Any.



PIXIE

Species Name: Pixie, pixy, pixi, pizkie, piskies, pigsies

First Appeared: 2,500,000 BC

Pixies are mythical creatures of folklore, considered to be particularly concentrated in the high moorland areas. Akin to the Irish and Scottish Aos Sí, pixies are believed to inhabit

ancient underground ancestor sites such as stone circles, barrows, dolmens, ringfort or menhirs. In traditional regional lore, pixies are generally benign, mischievous, short of stature and attractively childlike; they are fond of dancing and gather outdoors in huge numbers to dance or sometimes wrestle, through the night, demonstrating parallels with the Cornish plen-an-gwary and Breton Fest folk celebrations originating in the medieval period.

In modern times they are usually depicted with pointed ears, and often wearing a green outfit and pointed hat. Sometimes their eyes are described as being pointed upwards at the temple ends. These, however, are Victorian era conventions and not part of the older mythology. In modern use, the term can be synonymous with fairies or sprites.

Pixies were one of the races among the crew of the starship which crashed on earth during the Paleolithic era. Over time they mutated into their current form.

Type: Micro Humanoid, Homo Supernaturalis Micronis

Physical Traits: Pixies are like tiny Elves, only with longer ears, and gossamer insect wings sprouting from their backs. They have insect wings which allow them to fly at up to 6 kph with a ceiling of 1 km.

Height: 2-3' feet with a wingspan of 2 ft

Weight: 6-25lbs

Abilities: Pixies can turn invisible at will. They can render themselves undetectable by normal, consciously willed sight. Enemies are -10 Thac0 to hit an invisible Pixie. They can affect themselves + an additional half a kg per WIS + half a kg per level.

The Pixie's body is totally transparent to the visible light spectrum. He cannot be mechanically detected or recorded (i.e. by photography or television) and is immune to attacks using visible light (lasers mostly). The Pixie can also extend the area of invisibility beyond their body. This permits the character to protect others and more importantly to wear clothing.

A pixie who has a score of 15 or more in either INT or DEX gets a 5% bonus to earned experience. A pixie who has a score of 12 or more in both stats gets a bonus of 10% to earned experience points.

Nightvision up to 90 metres.

Mobility: Legs, wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, **WIS:** 3D6, **STR:** 2D6 +2, **DEX:** 3D6 +1, **CON:** 3D6, **CHA:** 3D6 +1, **MR:** 2D6/flight 6D6, **HPs:** CON +D4, **AC:** 5

Feeding Habits: Pixies eat fruits and nectar

Lifespan: 300 years

Technology: 2

Culture: Standard. Diversified mix of kind and evil people. They wear bright clothing, including caps and shoes with curled, pointed toes. They have no issues with nudity, though most tend to wear jewellery and clothing as decoration, so long as it doesn't interfere with their flying. Although goodly, pixies adore playing tricks and pranks. Some of their favourite pastimes include leading travellers astray, pinching skin black and blue, and stealing invaluable items.

Most assume pixies are shy, but the truth is they are just cautious, especially around “clumsy big-folk.” In truth, pixies are socially and sexually promiscuous. They live in large communities based around a tree or trees in which they hang their woven-basket homes.

While it's fairly common for young pixies to leave the Tree they grew up in to form a new Tree or join another existing one, it's not common for pixies to head out into the wild in search of adventure alone. Still, the rare restless spirit does strike out from time to time, driven by curiosity, thrills, or for more urgent reasons.

Pixies carry sprite-sized swords and bows. They use three types of arrows, and shoot them with a +4 bonus to the attack roll. Besides standard sprite sleep-arrows, pixies use a war arrow, which inflicts D4+1 points of damage, and an arrow which does no physical harm to the target. Those hit by this arrow must make a successful saving throw vs. spell, or suffer complete loss of memory which can be restored only by a heal or a limited wish.

Pixies live in deep forest caves, dancing in moonlit glades to the music of crickets and frogs. They are pranksters and they love to lead travellers astray. They use their illusion powers to accomplish this, hence the expression “pixie-led” for one who has lost his way. They like to frighten maidens, rap on walls, blow out candles, and play in water.

Pixies love to trick misers into giving away their treasure, especially by convincing them that something horrible will happen to them if they do not. Pixies carry no treasure, but sometimes have a hoard in their lair to impress visitors.

Pixies use treasure to taunt greedy people, and then play merciless pranks on them until they abandon their search for the pixies' fortune. If the victim shows no greed and

exhibits a good sense of humour about their pranks, the pixies may allow that individual to choose one item from their hoard.

Pixies dwell together in a community of clans or families that seem to mimic human customs. Each family has a last name, and family and community loyalty is very important to pixies.

Government: None

Population: 51,560 on Earth

Creating a Pixie character

Step 1: Age

Determine your character's age; 100 xD10 years. If older than 100 you need to determine which years you have been present in. Next decide what you have been doing. Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but STR 2D6 +2, DEX and CHA +1, while AC is 5. Mana = INT + WIS x4. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +4, +4 per level.

Step 3: Skills

Choose skills in the normal manner according to the character's class. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

All Pixies gain all the following free;

Bonus XP - A pixie who has a score of 15 or more in either INT or DEX gets a 5% bonus to earned experience. A pixie who has a score of 12 or more in both stats gets a bonus of 10% to earned experience points.

Invisibility - With this power a character can render himself undetectable by normal, consciously willed sight. Enemies are -10 Thac0 to hit an invisible Pixie. He can affect himself + an additional half a kg per WIS + half a kg per level. The Pixie's body is totally transparent to the visible light spectrum. He cannot be mechanically detected or recorded (i.e. by photography or television) and is immune to attacks using visible light (lasers mostly).

The invisibility range can be extended to cover other sections of the energy spectrum (infrared and ultraviolet light, radio waves, hard radiation); this also bestows immunity to attacks using these forms. At these levels the character can also extend the area of invisibility beyond his body. This permits the character to protect others and more importantly to wear clothing.

Night Vision - The character can see in absolute darkness at a distance equal to his normal sight.

Additionally Pixies start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Agile	5	+1 AC
Animal Empathy	5	Pixies can establish telepathic communication with any normal or giant animal within line of sight if he does nothing else in the round. The animal must have a minimum INT of 1. This has the following benefits: He can communicate to the creature that he desires its friendship. If the offer is sincere (and the animal will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked. It will answer any of his questions. Further he can then recruit this animal as an ally. Once he does so he permanently psionically links with the animal turning it into a familiar. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
Increased Thac0	10	+1 Thac0 with ranged weapons at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19.
Natural Mana	5	+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.
Nature Heal	5	A Pixie may select a particular type of terrain as his specialty area for healing. Whenever in this terrain the Pixie can heal at phenomenal rates. He must concentrate for 1 minute uninterrupted to perform the following healing; restore 1 HP per INT, +1 per level per 10 minutes; reduce the damage and duration of drugs, toxins and poisons by 4% per INT, +1% per level and gives +1 to save per 4 INT; negate all pain for 1 minute per INT, +1 minute per level; or stabilize his condition (stops bleeding, binds wounds, etc.) for 15 minutes per level. He may choose an additional terrain at level 5. Terrain types include; Jungle, Desert, Tundra, Mountain, Forest or Ocean. Each time this ability is rebought the Pixie may choose a new terrain.
Nature Survival	5	Due to a Pixie's extensive experience and training in jungles and forests they gain +1 to any physical, combat and survival rolls made while within that environment. He may choose an additional terrain at level 5. Terrain types include; Jungle, Desert, Tundra, Mountain, Forest or Ocean. Each time this ability is rebought he may either take an additional +1 with their terrain OR choose a new terrain.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Sense Hidden	5	Pixies gains +1 per 5 INT to detect a hidden object, door, person, etc.
Spellcast	5	The character starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 3 spells +3 per level. The spells can only come from Faerie. Other spheres may only be learnt if he takes a Mage class which gives him that training.
Will Bonus	10	+1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.
Witch Sight	5	The character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and whether it is harmful or helpful.

Step 5: Classes

Any but Shamans are favoured by magic welders.



Raptoran

Species Name: Raptoran, Raptor, Devi

In ancient times, the Raptorans made a pact with the lords of the Elemental Plane of Air, gaining the ability to fly in exchange for pledging the finest warriors of their race to the service of the air elementals in various extraplanar battles. Although the elementals have not called upon the Raptorans for assistance in generations, the pact entered into by those distant ancestors continues to shape Raptoran society today.

First Appeared: 60,000 BC

Type: Humanoid, Homo Supernaturalis Devis

Physical Traits: Feathered wings are a Raptoran's singular identifying feature, although Raptorans (when not flying) are more comfortable with them folded behind their backs. An interlocking series of ligaments allows Raptorans to lock their wings in the outstretched position, enabling them to glide for long periods without tiring.

The wing feathers are ordinarily white, with black-tipped feathers appearing more often as a Raptoran ages. Raptorans tend to be thinner and slightly taller than humans, with most of their extra height in their legs; their arms are likewise somewhat longer. Their legs end in bony talons that aren't particularly sharp but have tremendous gripping strength. Raptoran hands are much like human hands, but each finger ends in a thick, almost clawlike fingernail.

The race does not have facial hair, but downy feathers on a Raptoran's scalp can resemble hair when viewed at a distance. Some female Raptorans have a row of more substantial feathers running from earlobe to earlobe across the back of the head and neck. Females can fan out this neck ruff to display it; male Raptorans consider a well groomed neck ruff to be attractive.

They have humanlike faces, though they do generally have longer noses than most humans. Their forearms, thighs, and wings are all covered with dull, brown feathers, with a few black feathers mixed in. Occasionally, a female will have pure white feathers, which is generally considered to be a sign.

Raptoran hands are much like human hands, but they end in thick, almost clawlike fingernails. Raptoran legs however, are quite different. Their knees can bend in either direction, bending forward for normal walking, or backward when in flight. Their legs below the knee are usually yellow or grey, with scale-like skin and ending in four-toed talons, with three forward claws and a toe claw that can fold against the side of the foot for normal walking or shift around to the back to perch and grasp. Each toe ends in a short talon designed more for gripping than combat.

They can fly at a speed of 60 kph with a ceiling of 8 kms.

Height: 6-6'5 ft with wingspan of 10 ft

Weight: 100-150 lbs

Abilities: Vision is double normal, winged flight

Mobility: Legs and wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg

INT: 3D6, **WIS:** 3D6, **STR:** 3D6, **DEX:** 3D6 +2, **CON:** 3D6 -2, **CHA:** 3D6 +3, **MR:** 3D6, **HPs:** CON +D6

Feeding Habits: Omnivore

Lifespan: 180 years

Technology: 2

Culture: Standard. Diversified mix of kind and evil people. To ensure that only the fittest and most capable Raptorans are available to fill the ranks of these would-be warriors, the agreement with the elementals called for the Raptorans to put their offspring through a test of survival and self-reliance called the Walk of the Four Winds. To this day, every member of a Raptoran flock must undergo this trial before becoming able to fly.

When the flock chief judges a young adult Raptoran to be ready for the walk, that Raptoran can leave immediately to start the test. Those who do not leave at their earliest opportunity are referred to by other members of the community as "gliders" (reflecting their limited capacity to use their wings).

Raptorans love to argue and debate, whether or not they actually agree with the philosophy they are defending so passionately. They do not, however, waste time arguing when danger threatens or when they perceive that time is of the essence. A Raptoran's cautious nature takes a back seat whenever physical violence is imminent. In the blink of an eye, a Raptoran's demeanour can change from serene to fierce. In combat, Raptorans attack their enemies with savage aggressiveness, seeking overwhelming victory as quickly as possible.

Raptoran clothing tends to be utilitarian and streamlined. Garb that's heavy, restrictive, or too loose would impede flight, so most Raptorans rely on a close-fitting shirt and a simple set of breeches. Because a Raptoran's feathered wings provide better insulation than a down quilt, lightly dressed Raptorans are comfortable even in cold climes.

Raptoran clothing includes straps and buckles for keeping pockets closed, because Raptorans in flight would otherwise drop coins and other possessions. Dangling jewellery is disdained as an annoyance in flight. Raptorans sometimes dye individual wing feathers in arresting combinations -- a decorative art not unlike the cosmetics that some humans wear.

Strangers who meet Raptorans usually receive cordial but wary treatment. To a Raptoran, any unfamiliar being is potentially an ally or an enemy, and she keeps her distance until she can be sure of a newcomer's intentions. Other creatures often consider Raptorans to be aloof and somewhat snobbish toward creatures that cannot fly. The truth of the matter is that while Raptorans literally look down on land-bound creatures, that situation is more a matter of circumstance than of arrogance.

Raptorans instinctively pity creatures that can't soar on the winds, but they're introspective enough to realize that not everyone shares the desire to fly. As hunters and ranchers on the edge of civilization, Raptorans tend to be territorial.

They tolerate travellers who are just passing through their territories, but they expect visitors to ask permission before hunting or harvesting forest plants in the area. Those who tarry overlong in Raptoran territory -- and those who settle too close for Raptoran comfort -- face increasing harassment from, and eventual war with, the Raptorans.

Raptorans tend to be tolerant of other folk who come to visit and not to stay. They often barter with gnomes and halflings, trading game, furs, and other products for metal goods, cloth, and salt. Raptorans regard most sylvan fey creatures as charming but somewhat frivolous. Raptorans are no fools, and they treat kobolds, goblins, orcs, and other warlike creatures with extra caution. They find dwarves somewhat odd, even comical to look at because of their stout bodies and long beards. They also think of dwarves as strange folk because of their habit of living underground.

A typical Raptoran community lives either in spiraling towers built in a hollow or depression halfway up a canyon cliff, or in large communal dwellings excavated into the side of a cliff. Cliffs with overhangs and southern exposures are particularly comfortable for Raptorans. If a canyon has a prevailing breeze that blows through it, Raptorans regard that location as a particularly auspicious place to live.

While Raptorans do engage in some agriculture (mostly fruit orchards), they subsist on hunting whatever herd animals are prevalent near their cliff dwellings. Thus, they usually live far from large settlements of other races, in areas where game is plentiful and the hunting is good. Some Raptoran flocks tend herds of bison, deer, or elk near their communities, taking some of the livestock each season for food.

Raptorans are competitive and vain, with an interest in intellectual pursuits, but these interests are all secondary to their duty as guardians. Raptorans train for several hours each day, practicing their techniques and honing their skills. However, when not training or actively patrolling, most of their time is spent preening their plumage or engaging in sparring matches, or aerial tests of speed and skill, or debating philosophical points among one-another.

Raptorans prefer planning to rash action and, if the time is available, will discuss options with their compatriots before taking action. However, when combat is joined, male Raptorans are ruthlessly efficient, striking hard and fast with overwhelming force.

Raptoran characters tend to be extremely well rounded and can be effective in just about every single class out there. There are however some classes that don't mesh well with the Raptoran race, and in this case, it's easier to talk about these than what they are good about. Since Raptorans cannot fly with medium or heavy loads, they should generally avoid wearing heavy armor and classes that rely upon heavy armour should be avoided.

That's not to say that Raptorans should not become fighters, but if they do, they should select feats and armour to help them be effective in combat and still be able to take wing. See the feats section below for some ideas on how to remedy this issue. Flight also means that terrestrial forms of travel are less attractive to Raptorans. Because Raptorans are better when they are less encumbered, they do well with classes that rely less on equipment.

Government: Tribal Council

Population: 375,000 on Earth

Creating a Raptoran character

Step 1: Attributes

Roll attributes as normal but DEX +2, while CON is -2. Mana = INT + WIS x3. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +6, +6 per level.

Step 2: Skills

Choose skills in the normal manner according to the character's class.

Step 3: Abilities

All Raptoran gain all the following free;

Starlight Vision - A harpy can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish colour and detail under these conditions.

Wings - The feathered wings provide flight at WIS x10kph, +10kph per level with a maximum ceiling height of one kilometre. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. The character can also hit enemies with his wings with each wing doing damage equal to the character's own STR. The HPs of each wing is equal to half the character's total HPs.

Additionally Raptoran start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Ability	Cost	Notes
Detect Hidden	5	The character gains +1 per 5 INT to detect a hidden object, door, person, etc.
Enhanced Hearing	5	Hearing increases by x1 normal range per 3 WIS with an additional x1 per level (eg. WIS 15 = x5 range). At 25% of radius hear as low as 1 decibel, at 50% of radius 10 decibels, at 75% 20 decibels, and at 100% cant hear below 39 decibels. +6 Initiative, +2 AC.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Enhanced Vision	5	The eyes can focus on extremely distant objects too small for normal vision to perceive. The eyes function as telescopes magnifying normal visual images. x2 normal range. +3 to thaco with modern weapons, add +5 to thaco with thrown objects.
Increased Agility	10	+1 AC
Increased Thac0	5	+1 Thac0 with ranged weapons at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19.
Reduced Sleep	10	The character needs one hour less normal sleep per 5 CON.
Sanity Bonus	10	+1 Sanity save at levels 2, 5, 9, 11, 13 and 17.
Talons	5	Some Raptoran have developed 1 centimetre long talons made of bone which extend from his fingers. They do D6 plus STR damage bonus.
Willpower Bonus	10	+1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.
Witch Sight	5	The character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and whether it is harmful or helpful.

Step 5: Classes

Any.



Sky People

Species Name: Sky People, Aerian

The Sky People are a race of humanoids with large feathered wings which allow them to fly. They are a result of experimentation in Atlantis back in 89,460 BC. After the fall of Atlantis they fled to the Kanchanjenga mountains in India where they were worshipped as air Gods and the Garuda mythology began. They are also frequently mistaken for Angels.

First Appeared: 89,460 BC

Type: Humanoid, Homo Aves

Physical Traits: The most striking feature of the Sky People is their soft, feathered wings which have spans of anywhere from twelve to sixteen feet and are usually white, but may also be gray, brown, black, or speckled. They take great pride in their wings and spend long hours grooming them. Their eyes are rather large and more expressive than normal in order to be able to see further. The entire body has been developed to accommodate flight. Their torso is typically larger and stronger as designed as it is to bear wings.

Furthermore their skeletal structure composed of light and hollow bones helps reduce the burden of their weight while aloft. When in the air they tend to be quite fast, mobile, and agile due to their lighter weight and to their graceful flight. On the ground however they are almost burdened by their wings, sometimes appearing clumsy. They also possess an almost ethereal beauty. They are delicate, their movements quick, calculated, and graceful. They can fly at a speed of 60 kph with a ceiling of 8 kms.

Height: 5-6 ft with a wingspan of 15 ft

Weight: 90-130 lbs

Abilities: Vision is double normal.

Mobility: Legs and wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, **WIS:** 3D6, **STR:** 3D6 -3, **DEX:** 3D6 +3, **CON:** 3D6, **CHA:** 3D6 +3, **MR:** 3D6/flight 16D6, **HPs:** CON +D8

Feeding Habits: Omnivore

Lifespan: 180 years

Technology: 2

Culture: Standard. Diversified mix of kind and evil people. Sky People are free spirits who would like nothing better than to simply soar on the currents high above the ground, taking in the views the world has to offer. They possess an irrepressible zest for life. Even in the darkest, most desperate situation they remain cheerful.

At heart they are contemplative and philosophical, religion playing an important role in their daily lives. Even those who spend their lives studying the martial path often set aside these pursuits in order to return to a holier calling. Lastly they are notoriously claustrophobic; confined places, particularly subterranean ones, are decidedly painful to them.

Sky People prefer to wear loose fitting diaphanous clothing that catches the wind in flight and ripples and weaves in the air. Their weapons are traditionally made from glassteel or obsidian. They have taken the craft of glassblowing and elevated it to an art form.

When most races turn to metal, wood, or stone to craft gear, the Sky People have turned to the fragile and delicate medium of glass (part of this is simply out of a lack of resources in the area and the brittleness of metal in the extreme cold). While much of their glass is delicate and decorative, they have also mastered glassteel, a form of glass as strong as metal. Many outposts are made of glassteel, as are some armour, weapons, and tools.

Government: Council

Population: 7,000,000

Creating a Sky Person character

Step 1: Attributes

Roll attributes as normal but DEX and CHA +3, while STR is -3. Mana = INT + WIS x3. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner according to the character's class.

Step 3: Abilities

All Sky People gain all the following free;

Enhanced Vision - The eyes can focus on extremely distant objects too small for normal vision to perceive. The eyes function as telescopes magnifying normal visual images. x2 normal range. +3 to thaco with modern weapons, add +5 to thaco with thrown objects.

Wings - The feathered wings provide flight at WIS x10kph, +10kph per level with a maximum ceiling height of eight kilometres. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. The character can also hit enemies with his wings with each wing

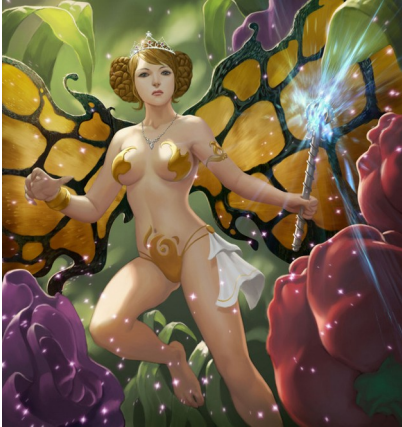
doing damage equal to the character's own STR. The HPs of each wing is equal to half the character's total HPs.

Additionally Sky People start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Ability	Cost	Notes
Animal Empathy	5	Sky People can establish telepathic communication with any normal or giant aerial animal within line of sight if he does nothing else in the round. The animal must have a minimum INT of 1. This has the following benefits: He can communicate to the creature that he desires its friendship. If the offer is sincere (and the animal will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked. Further he can then recruit this animal as an ally. Once he does so he permanently psionically links with the animal turning it into a familiar. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
Detect Hidden	5	The character gains +1 per 5 INT to detect a hidden object, door, person, etc.
Enhanced Hearing	5	Hearing increases by x1 normal range per 3 WIS with an additional x1 per level (eg. WIS 15 = x5 range). At 25% of radius hear as low as 1 decibel, at 50% of radius 10 decibels, at 75% 20 decibels, and at 100% cant hear below 39 decibels. +6 Initiative, +2 AC.
Increased Thac0	5	+1 Thac0 with ranged weapons at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19.
Natural Mana	10	+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.
Reduced Sleep	10	The character needs one hour less normal sleep per 5 CON.
Sanity Bonus	10	+1 Sanity save at levels 2, 5, 9, 11, 13 and 17.
Talons	5	Some Sky People have developed 1 centimetre long talons made of bone which extend from his fingers. They do D6 plus STR damage bonus.
Willpower Bonus	10	+1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.
Witch Sight	5	The character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and whether it is harmful or helpful.

Step 5: Classes

Any.



SPRITE

Species Name: Sprite, Spryte, Spr'ytt, Spright

First Appeared: 2,500,000 BC

The word "sprite" is derived from the Latin "spiritus" (spirit). Variations on the term include "spright" (the origin of the adjective "sprightly", meaning "spirited" or "lively") and the Celtic "spriggan". The term is chiefly used in regard to elves and fairies in European folklore, and in modern English is rarely used in reference to spirits or other mythical creatures.

Sprites are minute fey that often resemble insects. They are small enough that they rarely pose a physical threat to other creatures, though they tend to be quite powerful magically, and may pose a magical threat. Rarely malign, they are often fond of tricks and pranks, and find those with a good sense of humour often worth befriending.

Sprites were one of the races among the crew of the starship which crashed on earth during the Paleolithic era. Over time they mutated into their current form.

Type: Humanoid, Homo Supernaturalis Micronis

Physical Traits: Like Sprites, Sprites resemble tiny Elves, only with gossamer insect wings sprouting from their backs. They have insect wings which allow them to fly at up to 6 kph with a ceiling of 1 km.

Height: 2-3' feet with a wingspan of 2 ft

Weight: 6-25lbs

Abilities: Sprites can turn invisible at will. They can render themselves undetectable by normal, consciously willed sight. Enemies are -10 Thac0 to hit an invisible Sprites. They can affect themselves + an additional half a kg per WIS + half a kg per level.

The Sprites body is totally transparent to the visible light spectrum. He cannot be mechanically detected or recorded (i.e. by photography or television) and is immune to attacks using visible light (lasers mostly). The Sprites can also extend the area of invisibility beyond their body. This permits the character to protect others and more importantly to wear clothing.

Nightvision equal to normal vision.

Mobility: Legs, wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, **WIS:** 3D6, **STR:** 2D6 +2, **DEX:** 3D6 +1, **CON:** 3D6, **CHA:** 3D6 +1, **MR:** 2D6/flight 4D6, **HPs:** CON +D4, **AC:** 5

Feeding Habits: Sprites eat fruits and nectar

Lifespan: 600 years

Technology: 2

Culture: Standard. Diversified mix of kind and evil people. Sprites are shy and reclusive faerie people, related to other faerie-folk, like brownies and leprechauns. They live in meadows and wooded glens. Sprites hate evil and ugliness, and are capable of stout militancy, should their secluded homes be invaded by Orcs or worse.

They fight with long, slim swords which do damage as a human-sized dagger, or their own special bows. Bows have a range half that of a human short bow and do only half as much damage (1-3 points). The tips of their arrows are coated with a special ointment concocted by the Sprites. Any creature struck by the drugged arrows, regardless of level, race, or magic resistance, must make a saving throw vs. poison or fall into a deep sleep lasting D6 hours.

Normally Sprites do nothing more than take their victims to safe a place very far away (often confiscating their weapons in the process), though evil creatures may be slain. Sprites prefer to avoid other intelligent beings and live in places where they can have many celebrations, parties, and gatherings. They gather on most moonlit nights for singing and dancing, land sprites in the glens. Sprites live in sylvan woodlands, they monitor and protect forests and secluded glens. The sprites' diminutive size and their dangerous environments keep sprite populations low.

Sprites are very flighty, and find even Elves much too serious about most woodland affairs. Only elemental based mages deal with Sprites regularly. Some even receive a little of their training in the company of a few Sprites. Most Sprites love these mages for their love for nature make them see the forest in much the same way. If needed Sprites associate with rangers and geomancers as well.

Sprites are loosely tribal, electing the best warrior among the group (male or female) as the group spokesperson. This leader is recognized as the one who makes major decisions and bargains with non Sprites. Sprites rarely wait for their leader's decision, often attacking an evil creature before the leader can issue any command. Sprites keep watch on their fellow faeries, so they know who to invite to their frequent gatherings. A deserted meadow or glen is never empty for more than a decade before a new clan of Sprites moves in.

Government: Tribal

Population: 36,350 on Earth

Creating a Sprite character

Step 1: Age

Determine your character's age. If older than 100 you need to determine which years you have been present in.

01-20 100 xD10 years

21-40 100 x2D10 years

41-60 100 x4D10 years

61-75 100 x6D10 years

76-90 100 x8D10 years

91-00 100 x10D10 years

Next decide what you have been doing. Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but STR 2D6 +2, DEX and CHA +1, while AC is 5. Mana = INT + WIS x4. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +4, +4 per level.

Step 3: Skills

Choose skills in the normal manner according to the character's class. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

All Sprites gain all the following free;

Invisibility - With this power a character can render himself undetectable by normal, consciously willed sight. Enemies are -10 Thac0 to hit an invisible Sprite. He can affect himself + an additional half a kg per WIS + half a kg per level.

The Sprite's body is totally transparent to the visible light spectrum. He cannot be mechanically detected or recorded (i.e. by photography or television) and is immune to attacks using visible light (lasers mostly). The invisibility range can be extended to cover other sections of the energy spectrum (infrared and ultraviolet light, radio waves, hard radiation); this also bestows immunity to attacks using these forms. At these levels the character can also extend the area of invisibility beyond his body. This permits the character to protect others and more importantly to wear clothing.

Night Vision - The character can see in absolute darkness at a distance equal to his normal sight.

Additionally Sprites start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Agile	5	+1 AC
Alternate Form	10	Sprites can change into the form of a small insect (choose one type at character creation) while retaining one's own memories, powers and attributes. Requires 1 action to transform.
Animal Empathy	5	Sprites can establish telepathic communication with any tiny or normal animal within line of sight if he does nothing else in the round. The animal must have a minimum INT of 1. This has the following benefits: He can communicate to the creature that he desires its friendship. If the offer is sincere (and the animal will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked. It will answer any of his questions. Further he can then recruit this animal as an ally. Once he does so he permanently psionically links with the animal turning it into a familiar. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
Natural Mana	5	+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.
Nature Heal	5	A Sprite may heal at phenomenal rates when in a forest. He must concentrate for 1 minute uninterrupted to perform the following healing; restore 1 HP per INT, +1 per level per 10 minutes; reduce the damage and duration of drugs, toxins and poisons by 4% per INT, +1% per level and gives

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Nature Survival	5	+1 to save per 4 INT; negate all pain for 1 minute per INT, +1 minute per level; or stabilize his condition (stops bleeding, binds wounds, etc.) for 15 minutes per level. Due to a Sprite's extensive experience and training in jungles and forests they gain +1 to any physical, combat and survival rolls made while within that environment. Each time this ability is rebought he may take an additional +1.
Sense Hidden	5	Sprites gains +1 per 5 INT to detect a hidden object, door, person, etc.
Spellcast	5	The character starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 3 spells +3 per level. The spells can only come from Faerie. Other spheres may only be learnt if he takes a Mage class which gives him that training.
Will Bonus	10	+1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.
Witch Sight	5	The character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and whether it is harmful or helpful.

Step 5: Classes

Any but Shamans are favoured by magic welders.



SWANMAY

Species Name: Swanmay, Cygnus

First Appeared: 60,000 BC

Swanmays are human females who can transform into swans (but they are not actually swans). In human form, they are indistinguishable from other people, appearing by their garb and equipment much like rangers or druids.

Type: Humanoid Swan, Homo Supernaturalis Cygnus

Physical Traits: Swanmays are human females who can assume swan form. In human form, Swanmays are indistinguishable from other people. They normally wear light armour and carry rangers' gear, as well as a sword, dagger, bow, and arrows. These items are unaffected by a Swanmay's shapeshifting, so they must be hidden. They can fly at 25 kph with a ceiling of 8 kms.

Height: 5-6 ft and wingspan of 5 ft

Weight: 90-130 lbs

Abilities: When they shift into swan form, their equipment remains behind. Thus, Swanmays try to hide these items before undergoing transformation. Swanmays belong to a special sorority of shapechanging rangers and druids. In swan form, the Swanmay is magically protected from attack. The Swanmay has damage reduction +1. In swan form, the Swanmay has spell resistance +1 for every level.

Mobility: Legs and wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, **WIS:** 3D6 +1, **STR:** 3D6 -1, **DEX:** 3D6 +1, **CON:** 3D6, **CHA:** 3D6 +3, **MR:** 3D6/flight 14D6, **HPs:** CON +D8

Feeding Habits: Omnivore

Lifespan: 180 years

Technology: 2

Culture: More tolerant than standard but still with some violence. The Swanmay sorority is very secretive. Only human females are admitted, usually after they have unknowingly preformed a great service for another Swanmay. Most retire from casual adventuring to devote themselves full time to their new responsibilities. Swanmays live in communal lodges near bodies of water in hidden forests. They hate poachers and others who disturb the natural order of the land. They dislike brash, noisy creatures, ferocious beasts, and monsters.

Swanmays are independent protectors of the forests and wildlife. Adventurer Swanmays try to make sure that their adventuring actively opposes evil races and monsters that despoil the wildlife and countryside. Swanmays rarely, if ever, reveal their true natures - even to close companions. Even if their natures are known, they will reveal nothing about the sorority they belong to. They seek adventures that will ultimately benefit nature, the wetlands, and the forests.

In human form, the Swanmay functions as a ranger. She attacks with whatever weapons she possesses. In swan form, a Swanmay is harmed only by +1 or better weapons. She attacks with buffeting wings, a flying leap, and a bite.

Swanmays build communal lodgings near bodies of water, deep in the forest. Such lodgings are lightly fortified against land attack. They usually contain two means of escape – a secret tunnel to the lake and a ceiling hatch. Swanmays in swan form can use either route. Swanmay lodgings may be recognized by the number of waterfowl living nearby. The remains of poachers may also be left here as a warning to others.

Swanmays are independent protectors of the forests and wildlife. They actively oppose evil races or monsters that might otherwise decimate wildlife and the countryside. They protect swans more out of sympathy for their similarity than out of any kinship.

Government: None

Population: 1,000,000 on Earth

Creating a Swanmay character

Step 1: Attributes

Roll attributes as normal but DEX and WIS +1, while STR is -1. Mana = INT + WIS x3. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner according to the character's class.

Step 3: Abilities

All Swanmay gain all the following free;

Alternate Form - A Swanmay's natural form is that of the woman she was at the time she first became a Swanmay. All Swanmays can shift into swan form as though using the polymorph self spell (though their gear does not change). Changing to or from swan form is standard action. In humanoid form, the Swanmay is the same as she was before she became a Swanmay. In swan form, she uses the attack forms of a swan (but with the bonuses she has gained as an experienced character), and gains the damage reduction and spell resistance abilities.

A Swanmay remains in one form change in form until she chooses to assume a new one. A change in form cannot be dispelled, nor does the Swanmay revert to her natural form when killed. A true seeing spell, however, will reveal the Swanmay's natural form if she is in her swan form. The feathered wings provide flight at WIS x5kph, +5kph per level with a maximum ceiling height of eight kilometres.

The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. The character can also hit enemies with his wings with each wing doing damage equal to the character's own STR. The HPs of each wing is equal to half the character's total HPs.

Sight - The eyes can focus on extremely distant objects too small for normal vision to perceive. The eyes function as telescopes magnifying normal visual images. x2 normal range. +3 to thaco with modern weapons, add +5 to thaco with thrown objects.

Additionally Swanmay start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Animal Empathy	5	Swanmays can establish telepathic communication with any normal or giant aerial animal within line of sight if she does nothing else in the round. The animal must have a minimum INT of 1. This has the following benefits: She can communicate to the creature that he desires its friendship. If the offer is sincere (and the animal will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked. Further she can then recruit this animal as an ally. Once she does so she permanently psionically links with the animal turning it into a familiar. At any point she may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
Detect Hidden	5	The character gains +1 per 5 INT to detect a hidden object, door, person, etc.
Enhanced Hearing	5	Hearing increases by x1 normal range per 3 WIS with an additional x1 per level (eg. WIS 15 = x5 range). At 25% of radius hear as low as 1 decibel, at 50% of radius 10 decibels, at 75% 20 decibels, and at 100% cant hear below 39 decibels. +6 Initiative, +2 AC.
Natural Mana	10	+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.
Reduced Sleep	10	The character needs one hour less normal sleep per 5 CON.
Sanity Bonus	10	+1 Sanity save at levels 2, 5, 9, 11, 13 and 17.
Spellcast	10	The character starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 3 spells +3 per level. The spells can only come from Faerie. Other

Ability	Cost	Notes
		spheres may only be learnt if he takes a Mage class which gives him that training.
Talons	5	Some Swanmay have developed 1 centimetre long talons made of bone which extend from his fingers. They do D6 plus STR damage bonus.
Willpower Bonus	10	+1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.
Witch Sight	5	The character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and whether it is harmful or helpful.

Step 4: Classes

Any.

8. Sky Bestiary

A guide to real and mythological animals which inhabit the sky.

Type (real)	Size (metres)	HPs	AC	Speed (MR)
Bat	1	2	8	96
Chicken, Turkey	1/2	5	9	14
Condor	1	27	7	88
Cockatoo, Parrot	1/2	3	9	24
Dove, Pigeon	1/2	2	8	80
Duck, Goose, Ibis	1/2	6	9	70
Eagle	1	11	6	32
Falcon	1	9	5	90
Hawk	1	8	6	192
Owl	1	8	5	64
Raven	1/2	2	7	31
Swan	1	10	7	135
Vulture	1	9	6	35
Type (fantasy)	Size (metres)	HPs	AC	Speed (MR)
Amphisbaena	1	48	3	100
Chimera	3	72	6	100
Dinosaur Dimorphodon	1	18	6	30kph
Dinosaur Pterandon	8	80	7	350kph
Dinosaur Quetzalcoatlus	12	121	5	50kph
Dinosaur Rhamphorhynchus	1	8	7	30kph
Dinosaur Pterodactyl	8	80	7	350
Dragon Amethyst	26-54	350-600	1	330
Dragon Black	26-54	350-600	1	330
Dragon Blue	26-54	350-600	1	330

Type (fantasy)	Size (metres)	HPs	AC	Speed (MR)
Dragon Brass	26-54	350-600	1	330
Dragon Bronze	26-54	350-600	1	330
Dragon Copper	26-54	350-600	1	330
Dragon Crystal	26-54	350-600	1	330
Dragon Dragonet	26-54	350-600	1	330
Dragon Emerald	26-54	350-600	1	330
Dragon Gold	26-54	350-600	1	330
Dragon Green	26-54	350-600	1	330
Dragon Red	26-54	350-600	1	330
Dragon Sapphire	26-54	350-600	1	330
Dragon Silver	26-54	350-600	1	330
Dragon Topaz	26-54	350-600	1	330
Dragon White	26-54	350-600	1	330
Elemental Air	1-30	120	2	90
Elemental Smog	1-30	120	2	90
Giant Bat	5	48	7	100
Giant Bee	1	25	5	30
Giant Dragonfly	1	21	3	50
Giant Eagle	6	32	7	340
Giant Moth	1	41	1	40
Giant Owl	6	32	6	150
Giant Vulture	2	18	7	200
Giant Wasp	1	32	4	30
Gremlin	1	32	4	40
Griffin	3	56	3	350
Hippogriff	3	27	5	370
Manticore	5	30	4	250
Pegasus	2	32	6	350
Roc	4	144	4	60
Sphinx	3	80	0	70
Wyvern	11	64	3	250



Amphisbaena

Amphisbaena, amphisbaina, amphisbene, amphisboena, amphisbona, amphista, amphivena, or anphivena (the last two being feminine), a Greek word, from amphis, meaning "both ways", and bainein, meaning "to go", also called the Mother of Ants, is a mythological, ant-eating serpent with a head at each end. According to Greek mythology, the amphisbaena was spawned from the blood that dripped from the Gorgon Medusa's head as Perseus flew over the Libyan Desert with it in his hand.

Cato's army then encountered it along with other serpents on the march. Amphisbaenae fed off of the corpses left behind. This early description of the amphisbaena depicts a venomous, dual-headed snakelike creature. However, Medieval and later drawings often show it with two or more scaled feet, particularly chicken feet, and feathered wings. Some even depict it as a horned, dragon-like creature with a serpent-headed tail and small, round ears, while others have both "necks" of equal size so that it cannot be determined which is the rear head. The amphisbaena makes its home in the desert.

In ancient times, the supposedly dangerous amphisbaena had many uses in the art of folk medicine and other such remedies. It is said that expecting women wearing a live amphisbaena around their necks would have safe pregnancies; however, if one's goal is to cure ailments such as arthritis or the common cold, one should wear only its skin. By eating the meat of the amphisbaena, one could attract many lovers of the opposite sex, and slaying one during the full moon could give power to one who is pure of heart and mind. Lumberjacks suffering from cold weather on the job could nail its carcass or skin to a tree to keep warm, while in the process allowing the tree to fell easier.

First Appeared: 12,100 BC

Habitat: Mountains

Physical Traits: The amphisbaena is a giant serpent with a head at both ends. It travels by grasping one head in the other and rolling like a hoop.

Height: 1 metre

Weight: 180 lbs

Mobility: Coils wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

INT: 2D6, **WIS:** 3D6, **STR:** 3D6, **DEX:** 3D6, **CON:** 3D6, **CHA:** D6, **MR:** 4D6/7D6 flight, **HPs:** 6D8, **AC:** 3, **Thac0:** 15

Abilities:

Poison Bite; the fangs of the amphisbaena are so poisonous that anything successfully bitten by it must save vs lethal poison or die instantly. If the save is successful then the victim loses half his hit points instead.

Feeding Habits: Carnivore

Lifespan: 150 years



Chimera

In Greek Mythology, the Chimera or Chimaera was one of the offspring of Typhon and Echidna. Descriptions vary, some say it had the body of a goat, the hindquarters of a snake or dragon and the head of a lion, though others say it had heads of both the goat and lion, with a snake for a tail. All descriptions however agree that it breathed fire from one or more of its heads.

The Chimera was finally defeated by Bellerophon with the help of Pegasus, the winged horse at the command of King Iobates of Lycia. There are varying descriptions of its death, some say merely that Bellerophon ran it through on his spear, whereas others say that he fitted his spear point with lead that melted when exposed to the Chimera's fiery breath and consequently killed it.

First Appeared: 12,100 BC

Habitat:

Physical Traits: A chimera has the hindquarters of a goat, the forequarters of a lion, and a set of dragon wings. The beast has three heads: a horned goat, a lioness, and a dragon. The dragon head can be black, blue, green, red, or white.

Height: 3 metres

Weight: 500 lbs

Mobility: Legs, wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Mystical

INT: 3D6, **WIS:** 3D6, **STR:** 3D6, **DEX:** 3D6, **CON:** 2D6, **CHA:** 3D6, **MR:** 3D6/7D6 flight, **HPs:** 9D8, **AC:** 6, **Thac0:** 11

Abilities:

1) It can claw with its fore legs, its goat head is armed with two long horns, its lion head has powerful jaws and sharp teeth, and its dragon head is likewise equipped.

2) The dragon head can breathe fire with a breath weapon appropriate to the colour.

Feeding Habits: The monster is an omnivore. The goat head will browse on the toughest plants and shrubs and will derive nutrition from the most barren vegetation while the lion and dragon heads can only be satisfied with flesh. The chimera hunts once every three or four days, using its strength and limited intelligence to gain an advantage over those it preys on. Having a voracious appetite, it sometimes roams over territories as large as twenty square miles.

Lifespan: 500 years

Dragons are in their own book.



Giant Bat

Bats are common animals in many parts of the world. While ordinary bats are annoying but harmless, larger varieties can be quite deadly.

First Appeared: 2,000,000 BC

Habitat: Caves

Physical Traits: The body of the giant bat resembles a giant mouse, while the wings are formed from extra skin stretched across its fore limbs. The larger bats are scaled up but otherwise similar in appearance. Despite the common belief that bats are blind, nearly all known species have rather good eyesight. In the dark, however, they do not rely on their visual acuity, but navigate instead by echo-location. By emitting a high-pitched squeal and listening for it to bounce back to them, they can "see" their surroundings by this natural form of sonar.

Height: 5 metres

Weight: 275 lbs

Mobility: Legs, mystical wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: D6, **WIS:** D6, **STR:** 3D6, **DEX:** 3D6, **CON:** 2D6, **CHA:** D6, **MR:** D6/flight 6D6, **HPs:** 4D8, **AC:** 7, **Thac0:** 17

Abilities:

Bats attack only if cornered and left with no other option. If startled, bats tend to become frightened and confused. This causes them to swarm around and often fly into things. The typical bat swarm ends up putting out torches (1% chance per bat encountered per round),

confusing spell casting (Wisdom roll required to cast spells), inhibiting combatants' ability to wield weapons (by a -2 THAC0 penalty), and otherwise getting in the way. Under ideal flying conditions, a bat's Armour Class rating rises from 8 to 4.

While bats are found almost anywhere, they prefer warm and humid climates. Some species hibernate during the cold season and a few are known to migrate. Bats live in caves, dark buildings, or damp crevices, hanging by their toes during the day, and leaving at dusk to feed during the night. In large, isolated caverns there may be thousands of bats.

Feeding Habits: Giant Bats prefer warm-blooded prey that they bite to death with their fangs.

Lifespan: 40 years



Giant Bee

Insects are the heartiest and the most numerous of creatures. Normal insects are found almost everywhere. The giant variety, many of which are listed here, with added brawn and power, make tough opponents.

First Appeared: 2,000,000 BC

Habitat: Fields

Physical Traits: The giant version of a normal soldier bee.

Height: 1 metre

Weight: 55 lbs

Mobility: Legs, wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: D6, **WIS:** D6, **STR:** 3D6, **DEX:** 3D6, **CON:** 2D6, **CHA:** D6, **MR:** D6/flight 6D6, **HPs:** 3D8+1, **AC:** 5, **Thac0:** 17

Abilities:

Bees use their stinger in combat. The victim must save vs. poison or suffer an additional D4 points of damage. Bees lose their stinger after one use and die in an hour. If encountered at the hive, there will be 20 times the normal number of bees.

Feeding Habits: Omnivore

Lifespan: 20 years



Giant Dragonfly

Giant dragonflies, like their smaller counterparts, are swift and deadly aerial hunters. While their smaller cousins are generally beneficial, the giant variety is a dangerous predator that attacks any creature its size or smaller.

First Appeared: 2,000,000 BC

Habitat: Fields

Physical Traits: Adult giant dragonflies are famous for their brilliant metallic colours; common hues are green, blue, and gold. Striped and spotted individuals have been reported. All adult giant dragonflies have two identical pairs of transparent wings that show dark veins in an sparkling amber membrane. A dragonfly's six legs are long and delicate, so the insect can at best balance lightly on a tree branch or other perch. The legs are tightly bunched where they join the body, but spread out at angles so the dragonfly can clench them together to form a large basket.

Height: 1 metre

Weight: 65 lbs

Mobility: Legs, wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Giant dragonflies mate and breed on the wing and near water, where they prefer to hunt. Giant dragonfly eggs hatch in 12-20 days, depending on the temperature. Once hatched, a dragonfly remains in larval form for about a year. In temperate climates, the larvae hibernate through the winter, emerging as adults the next spring.

INT: D6, **WIS:** D6, **STR:** 3D6, **DEX:** 3D6, **CON:** 2D6, **CHA:** D6, **MR:** D6/flight 8D6, **HPs:** 7D8, **AC:** 3, **Thac0:** 13

Abilities:

A giant dragonfly's four wings enable it to hover and to dart with blinding speed. They gain a -3 bonus to all initiative rolls; if they win initiative, they can dart into melee and zip out of range before their opponents can make return melee attacks. A darting dragonfly also can avoid missile attacks. When a giant dragonfly has initiative, missile attacks directed against it suffer a -4 penalty.

Even when the dragonfly loses initiative, missile attacks against it suffer a -2 penalty. When attacking creatures of tiny or small size, a dragonfly scoops its victim into its leg basket and devours it in midair. Once caught in the basket, the creature automatically suffers bite damage each round until completely devoured. When attacking larger creatures, a dragonfly darts in to bite with its mandibles.

Since they tend to attack and devour anything they see, giant dragonflies do not form organized groups. Nevertheless, several of them hunting in the same general area may attempt massed attacks against less agile opponents. After such a gang attack, however, any crippled dragonflies are likely to become the next victims.

However, they are strong fliers and often are encountered over dry land, miles from water. Generally, they prey on other flying giant insects, but they take warm-blooded prey when they can get it. Giant dragonflies cannot tolerate freezing temperatures, but they are found in nearly every non-polar climate except deserts. In tropical areas, giant dragonflies tend to be even bigger.

Feeding Habits: Omnivore

Lifespan: 40 years



Giant Eagle

Eagles are majestic birds of prey, rarely used for hunting, but often sought after for their beauty and legendary courage.

First Appeared: 2,000,000 BC

Habitat: Mountains

Physical Traits: Eagles are large birds, usually standing around 6 metres tall. with distinctive feathering on their legs. Their wing span is an impressive six to seven feet. Eagles are usually brown in colour, ranging from the blackish brown of the golden eagle to the dark brown of the bald eagle. They always sport a set of razor-sharp talons and a beak, equally as sharp and turned down abruptly at its point. The eagle's cry is high and shrill.

Height: 6 metres

Weight: 375 lbs

Mobility: Legs, mystical wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Giant eagles build their nests only in high mountain passes, where they have room to fly undisturbed. They are far more social than wild eagles, and up to 20 have been discovered nesting in the same area. One nest will be found for each pair of giant eagles. There is a 50% chance that D4 eggs are present in a nest, or a 25% chance of 1d4 young. If there are young or eggs in the nest, the giant eagle will attack any creature within 50' of the nest. Eagles are always suspicious of any creature coming near a nest, whether eaglets are present or not, as this is where their treasure is to be found.

INT: 3D6, **WIS:** 3D6, **STR:** 3D6, **DEX:** 3D6, **CON:** 3D6, **CHA:** 2D6, **MR:** D6/flight
8D6, **HPs:** 4D8, **AC:** 7, **Thac0:** 17

Abilities:

An eagle uses its claws and beak for combat, each of which inflicts 1-2 points of damage. An eagle typically attacks from great heights, folding back its wings and letting gravity hurtle it toward its prey. If an eagle dives for more than 100', its diving speed is double its normal flying speed and the eagle is restricted to attacking with only its two sets of claws.

However, these high-speed attacks gain a +2 bonus to the attack roll and score double damage. However, if a giant eagle dives more than 15 metres, it adds +4 to its attack roll and doubles its normal claw attack damage of D6/D6. Giant eagles have their own language, but they also communicate through a form of limited telepathy. Giant eagles also have exceptional eyesight and cannot be surprised except at night or in their lair, and then only 10% of the time.

High rocky cliffs and tall, broad trees are the favourite nesting spots for eagles. Once an eagle builds a nest, it will keep that home, adding it with each passing season, until the nest is destroyed or the eagle dies. There is always a 50% chance that D4 eggs are present in a nest. If eggs are not present, there is a 20% chance that D4 young eagles are present instead. There is always a 10% chance that the eagle is storing some small, shiny objects in the nest (like gold coins or gems).

Eagles are usually encountered alone or in pairs. Eagles mate for life and, since they nest in one spot each year, it is easy to identify places where eagles are normally present. On occasion, in an area of especially rich feeding, 1d8+4 eagles are encountered instead of the normal individual or pair. This fertile area can support more than one nest, so more eagles move into the area. This occurs only 5% of the time, however.

Eagles are not easy to train for hunting purposes (only 25% chance of success). Nevertheless, a thriving market for eaglets and eagle eggs. Eagle feathers and other eagle tokens are also valued highly by many adventurers, as they wrongly believe the eagle's courage to be transferred to them by possession of such items.

Feeding Habits: Eagles are carnivores and generally hunt rodents, fish, and other small animals. Eagles have also been known to feed on the carrion of recently killed creatures, as well. Unless exceptionally hungry, an eagle will never attack a human or demihuman, though small creatures like brownies have to be wary of a hunting eagle mistaking them for rabbits.

Lifespan: 250 years



Giant Moth

These huge moths are native to the Underground.

First Appeared: 2,000,000 BC

Habitat: Trees

Physical Traits: Their bodies and wings are covered with shimmering, geometric patterns of black and silver. They have large, fern-like black antennae tipped with white and eight legs each ending in a pearly claw.

Height: 1 metre

Weight: 75 lbs

Mobility: Legs, mystical wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: See below

INT: D6, **WIS:** D6, **STR:** 3D6, **DEX:** 3D6, **CON:** 2D6, **CHA:** D6, **MR:** D6/flight 6D6, **HPs:** 4D8, **AC:** 1, **Thac0:** 17

Abilities:

A Moth's shimmering markings make it a difficult target. Any creature viewing the moth squarely from above or below must successfully save vs. spells or be confused, as the 4th-level mage spell, for D4+4 rounds. The markings also provide excellent camouflage,

and the moth is 50% undetectable in darkness, twilight, or moonlight. When attacking in darkness or near darkness, a moth receives a -2 bonus to its surprise roll.

Moths normally swoop to the attack. This gives them a + 2 attack bonus and allows them to seize and carry away victims less than 3 feet tall and that weigh less than 61 pounds. Such victims are securely held in the moth's eight claws while the moth attacks each round with a +4 attack bonus and a +2 bonus to damage.

When fighting creatures too large to carry away, the moth hovers, biting and flailing with its two front claws. During the second and each successive round of combat, the moth emits a potent pheromone that can attract other giant moths and can cause weakness in any non-insect. The weakness effect has a 8 metre radius and exposed creatures must successfully save vs. poison or lose 1 point of Strength each round they remain in the area of effect. Creatures who are successful with their initial save need not save again if exposure continues.

Multiple moths do not require multiple saves. Lost Strength points are recovered at the rate of 1 per turn, beginning D4 hours after exposure stops. Creatures reduced to 0 Strength lose consciousness until they regain at least 1 point of Strength. There is a 20% chance each round that an additional D4 moths will arrive at the end of any round when one or more moths are emitting this strong scent. If they do arrive, they will join in combating any opponents.

Feeding Habits: Omnivore

Lifespan: Moths live only 4-9 (D6+3) weeks. During this time they search for mates and eat voraciously. Egg-laden females ($\frac{1}{2}$ chance) use corpses of small sized or larger creatures as incubators for their eggs. The eggs hatch in 12 days, sprouting D6+4 small tenebrous worms. The corpse cannot be resurrected unless the infestation is removed with a cure disease spell first. Unless killed, the young worms completely devour the body when they emerge.



Giant Owl

Owls are a family of nocturnal birds of prey. There are many different species and varieties are found in every clime but owls are most common in temperate and subarctic climates. Owls are predators that hunt rodents, small lizards, and insects, attacking humans only when frightened (or magically commanded). Some cultures view owls as symbols of wisdom; others as symbols of imminent death.

First Appeared: 2,000,000 BC

Habitat: Trees

Physical Traits: Most owls are noted for their heart-shaped faces and huge eyes (also notable for a nictitating membrane or inner eyelid). Some owls have swept-back ears that look like horns. Their cries range from gentle hoots to ear-piercing screeches. Most owls are noted for their heart-shaped faces and huge eyes (also notable for a nictitating membrane or inner eyelid). Some owls have swept-back ears that look like horns. Their cries range from gentle hoots to ear-piercing screeches.

Height: 6 metres

Weight: 175 lbs

Mobility: Legs, wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, **WIS:** 3D6, **STR:** 3D6, **DEX:** 3D6, **CON:** 2D6, **CHA:** D6, **MR:** D6/flight
6D6, **HPs:** 4D8, **AC:** 6, **Thac0:** 17

Abilities:

Giant owls have their own language. They appear as giant versions of large owl species, with a larger proportionate wingspan. These nocturnal creatures inhabit very wild areas,

preying on rodents, large game birds, and rabbits. Like ordinary owls, they attack with their talons and beak. They are too large to gain swoop bonuses but can fly in nearly perfect silence; others are -6 on their surprise roll.

Giant owls are intelligent and may be friendly toward humans, though they are naturally suspicious. If encountered in their lair, there is a 20% chance there will be 1-3 eggs (25%) or 1-3 hatchlings (75%) 20-70% grown. The parents will fight anything that threatens their young.

Owls have double normal ultravision, quadruple normal hearing, and fly in total silence, so they will surprise their prey more often; others are -6 on their surprise roll. Owls cannot be surprised during hours of dusk and darkness (sunset to sunrise).

During daylight hours, their eyesight is worse than that of a human, so owls can be surprised more easily; they are -3 on their surprise roll if discovered in their daylight resting place. Owls attack with their sharp talons and hooked beak. If they swoop from a height of 50 feet or greater, each attack is +2 and inflicts double damage, but no beak attack is possible.

Owls live in virtually every part of the world. Owls either live in solitude or in pairs. They can be domesticated somewhat if taken young, but cannot be trained to hunt.

Feeding Habits: Owls prey on rodents, toads, frogs, insects, and daylight birds. No creatures are known to prey on owls other than monsters such as wyverns that will attack most flying creatures. Owls prey on rodents, toads, frogs, insects, and daylight birds. No creatures are known to prey on owls other than monsters such as wyverns that will attack most flying creatures.

Lifespan: 90 years



Giant Vulture

Vultures are scavengers that search the skies for injured or dead creatures to feed upon.

First Appeared: 2,000,000 BC

Habitat: Mountains

Physical Traits: Greasy blue-black feathers cover the torso and wings; its pink head is bald. Greasy blue-black feathers cover the torso and wings; its pink head is bald.

Height: 2 metres

Weight: 275 lbs

Mobility: Legs, mystical wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: D6, **WIS:** D6, **STR:** 3D6, **DEX:** 3D6, **CON:** 2D6, **CHA:** D6, **MR:** D6/flight 6D6, **HPs:** 2D8+2, **AC:** 7, **Thac0:** 19

Abilities:

Vultures are cowards, and will wait until an intended meal stops moving. If six or more vultures are present, they may attack a weakly moving victim. If the victim defends itself, the vultures move out of reach but maintain their deathwatch.

Creatures that are unconscious, dead, or magically sleeping or held are potential meals. If the surviving combatants are further than 6 metres from the fallen creatures, the vultures alight and begin feeding. Because of their diet, vultures kin have developed a natural resistance to disease and organic toxins.

Domesticated giant vultures can be trained to associate specific species (i.e., as humanoids) with food, hence the birds concentrate on locating those creatures.

Feeding Habits: Omnivore

Lifespan: 70 years



Giant Wasp

Giant mason wasps are enlarged versions of the normal variety.

First Appeared: 2,000,000 BC

Habitat: Fields

Physical Traits: Its hard exoskeleton is a lustrous, jet black, but its front mandibles and mouth glow cherry red with heat. In addition, the abdomen is tipped with a retractable stinger.

Height: 1 metre

Weight: 65 lbs

Mobility: Legs, mystical wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Once a month, the female will seek a male and mate. The pair then hunt for a large animal or evil monster, paralyze it with their poison, and carry it back to the female's den. The female then lays 1-3 eggs on the victim and seals the entrance to the den. Upon hatching, the larvae consume the host, and fly away to establish their own hunting grounds and dens.

INT: D6, **WIS:** D6, **STR:** 3D6, **DEX:** 3D6, **CON:** 2D6, **CHA:** D6, **MR:** D6/flight 6D6, **HPs:** 4D8, **AC:** 4, **Thac0:** 17

Abilities:

Giant mason wasps rarely attack humans or demihumans, preying mostly on the animals, reptiles, and evil monsters that roam the plains and deserts. If faced with a single opponent, it will swoop down and grab the victim with its legs. The wasp will then bite with its red-hot mandibles and attempt to impale the victim with its stinger.

The vicious bite of a giant wasp inflicts 2D4 points of damage. Creatures not immune to fire take an additional 2-8 points of damage from the mandibles' searing heat. The wasp's sting inflicts D4 points of damage and injects a victim with a powerful and deadly toxin.

Those not successfully saving vs. poison lose consciousness in 1-4 rounds and are wracked by a burning fever. Victims must make two system shock rolls: if the first is successful, the victim awakes from the fever after 1-3 days.

If the first roll is failed but the second is successful, the victim awakes from the fever after a week, but loses 1 point of constitution permanently. A victim with two failed rolls will die after a week of fever unless they receive the benefit of a cure disease spell in the interim; they still lose 1 point of constitution permanently.

In the wild, giant wasps are solitary creatures. They are however often friendly to humans and demihumans. They make excellent pets and guardians if a common mode of communication can be established. Priests, who can use spells to speak with animals, and rangers who have a natural affinity for animal handling, are among those most frequently encountered with a giant mason wasp as a pet or guardian.

Feeding Habits: Omnivore

Lifespan: 300 years



Griffin

The griffin, griffon, or gryphon (Greek: grýphōn, or grýpōn; Latin: gryphus) is a legendary creature with the body of a lion and the head and wings of an eagle. As the lion was traditionally considered the king of the beasts and the eagle was the king of the birds, the Griffin was thought to be an especially powerful and majestic creature. The Griffin was also thought of as king of the creatures. Griffins are known for guarding treasure and priceless possessions. In antiquity it was a symbol of divine power and a guardian of the divine.

Griffons are highly prized as aerial steeds due to their gracefulness and valour. In order for this, a griffon must have a friendly attitude towards the tamer/rider. As they are goodly creatures, the rider must be good or neutral himself. Riding a griffon requires six weeks of training, and an exotic saddle. Sometimes griffon eggs are stolen and they are raised to be mounts from birth, but this is rare, as griffons defend their eggs well.

First Appeared: 12,100 BC

Habitat: Mountains

Physical Traits: Griffons have the hindquarters of a lion, and the forequarters of a giant eagle. Large wings come from their backs, and their tail is a mix of fur and feathers.

Height: 3 metres

Weight: 225 kgs

Mobility: Legs, mystical wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual. Griffins not only mate for life, but also if either partner dies then the other will continue throughout the rest of its life alone, never to search for a new mate.

INT: 3D6, **WIS:** 3D6, **STR:** 4D6, **DEX:** 3D6, **CON:** 2D6, **CHA:** 3D6, **MR:** 3D6/flight
9D6, **HPs:** 7D8, **AC:** 3, **Thac0:** 13

Abilities:

Griffins attack by pouncing or diving from above, and then slashing with the claws of their front paws. Claws do 2D6 each.

Feeding Habits: Omnivore

Lifespan: 400 years



Hippogrif

A Hippogriff (also spelled Hippogryph and Hippogryphe, Italian: Ippogrifo) is a legendary creature, supposedly the offspring of a Griffin and a mare. The Hippogriff is easier to tame than a Griffin. In the few medieval legends when this fantastic creature makes an appearance it is usually the pet of either a knight or a sorcerer. Hippogriffs are highly prized as aerial steeds.

Hippogriffs are clean monsters; they dispose of carcasses and other debris by carrying them downhill. They like clear, sparkly things like glass, crystals, and precious gems. Hippogriffs are closely related to Griffons. Just as Griffons are the result of crossing an eagle with a lion, Hippogriffs resulted from the crossing of an eagle with a horse. Hippogriffs may have been created as a natural prey for the Griffons. Hippogriffs are also related to Pegasi.

First Appeared: 12,100 BC

Habitat: Mountains

Physical Traits: They appear as a horse with wings, an eagle's head, a mane and tail of feathers, and feathered lower legs.

Height: 3 metres

Weight: 235 kgs

Mobility: Legs, mystical wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg

INT: 2D6, **WIS:** 2D6, **STR:** 3D6, **DEX:** 3D6, **CON:** 3D6, **CHA:** 3D6, **MR:** 3D6/flight
10D6, **HPs:** 4D8, **AC:** 5, **Thac0:** 17

Abilities:

Hippogriffs attack by pouncing or diving from above, and then slashing with the claws of their front paws. Claws do 2D6 each.

Feeding Habits: Omnivore

Lifespan: 400 years

**Manticore**

The manticore (Early Middle Persian Martyaxwar) is a legendary creature similar to the Egyptian sphinx. It has the body of a red lion, a human head with three rows of sharp teeth (like a shark), and a trumpet-like voice. It also has horns, wings, and a tail which is that of either a dragon or a scorpion with a cluster of deadly spikes, which the creature can launch at its foes as weapons. It devours its prey whole. It leaves no clothes, bones, or possessions of the prey behind.

First Appeared: 12,100 BC

Habitat:

Physical Traits: The body of a lion, dragon wings, a somewhat humanoid head, and usually a scorpion tail.

Height: 5 metres

Weight: 245 kgs

Mobility: Legs, with mystical wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, **WIS:** 3D6, **STR:** 3D6, **DEX:** 3D6, **CON:** 2D6, **CHA:** 3D6, **MR:** 3D6/5D6 flight, **HPs:** 7D8, **AC:** 4, **Thac0:** 13

Abilities:

A Manticore's long tail has a cluster of 6D6 deadly spikes, which the creature can launch at its foes as weapons. The spikes do D6 each.

Feeding Habits: Omnivore

Lifespan: 225 years



Roc

A Roc or Rukh (from the Arabic and Persian Rokh, an abbreviated form of Persian Simurgh) is an enormous legendary bird of prey, often said to be white. Rocs are birds so large that one can carry off an elephant. Rocs are usually solitary, but sometimes found in mated pairs.

First Appeared: 12,100 BC

Habitat:

Physical Traits: Feathers

Height: 4 metres

Weight: 150 kgs

Mobility: Legs, wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

INT: 2D6, **WIS:** 2D6, **STR:** 3D6, **DEX:** 3D6, **CON:** 3D6, **CHA:** D6, **MR:** 2D6/12D6
flight, **HPs:** 18D8, **AC:** 4, **Thac0:** 5

Feeding Habits: Omnivore

Lifespan: 90 years



Sphinx

A sphinx (Greek: Σφίγξ /sphinx, Bœotian: Φίξ /Phix) is a mythical creature with a lion's body and a human head or a cat head. In Greek tradition it has the haunches of a lion, the wings of a great bird, and the face of a woman. She is mythicised as treacherous and merciless. Those who cannot answer her riddle suffer a fate typical in such mythological stories, as they are killed and eaten by this ravenous monster.

Unlike the Greek sphinx which was a woman, the Egyptian sphinx is typically shown as a man (an androsphinx). In addition, the Egyptian sphinx was viewed as benevolent in contrast to the malevolent Greek version and was thought of as a guardian often flanking the entrances to temples.

They are both knowledgeable and wise, but prize gems and similar wealth. They will only help humans if they are paid - although they will sometimes accept payment in the form of riddles, poetry, prose, or knowledge. If payment is not made, the sphinx will not hesitate to devour the offender(s).

First Appeared: 12,100 BC

Habitat: Desert

Physical Traits: Male or female head, lion's body and wings

Height: 3 metres

Weight: 350 kgs

Mobility: Legs and mystical wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Mystical

INT: 3D6 +3, **WIS:** 3D6 +3, **STR:** 4D6, **DEX:** 3D6, **CON:** 3D6, **CHA:** 3D6, **MR:** 2D6/11D6 flight, **HPs:** 10D8, **AC:** 0, **Thac0:** 10

Abilities:

Claws do 2D6 each.

Feeding Habits: Omnivore

Lifespan: 1000 years



Wyvern

A wyvern or wivern is a legendary winged reptilian creature with a dragon's head, two legs (sometimes none), and a barbed tail. The wyvern is found in heraldry.

First Appeared: 2,000,000 BC

Habitat: Wyverns make their homes in caves in cliffs or mountains overlooking forests, jungles, or even plains or deserts.

Physical Traits: Wings which allow flight

Height: 11 metres

Weight: 400 lbs

Mobility: Legs, mystical wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg

INT: 2D6, **WIS:** 2D6, **STR:** 3D6, **DEX:** 3D6, **CON:** 3D6, **CHA:** 3D6, **MR:** 3D6/9D6 flight, **HPs:** 8D8, **AC:** 3, **Thac0:** 13

Abilities:

Despite supposedly being stupid, Wyverns are rather deadly and cunning in combat. They prefer to always be in flight, and take any opportunity to take flight if not doing so already. Upon the ground, Wyverns attack with their teeth (3D6 damage), and with their deadly tail stingers (save vs lethal poison or die +D6 damage).

If flying Wyverns can also use their teeth and stingers but prefer to swoop down, and slash at prey with their claws, or even grab them, carry them up into the air, and drop them. Wyverns are careful to be silent when flying, and to keep their shadow unseen. This gives them the benefit of stealth if the foes are unaware of the creature. Wyverns eat the remains of those they kill, and take their valuables if they are treasure-hoarding wyverns.

Feeding Habits: Carnivore

Lifespan: 750 years

9. Flight

Basic flight consists of turning, level flight, climbing, diving, and (usually) maintaining a minimum forward speed. Because a flying creature's ability to change direction is limited, and because flight takes place in three dimensions, you must know a creature's manoeuvrability rating, forward speed, direction of travel, and altitude to handle flying correctly.

Forward Speed: Forward speed is the number of squares a flying creature traverses during the course of its movement for the round. Some flight manoeuvres (such as turning in place) use up flying movement but don't contribute to forward speed. Many flyers must maintain a minimum forward speed each round. If they fail to do so, they stall (see Minimum Forward Speed).

Direction of Travel: Though the D&D game doesn't require you to keep track of which direction creatures face, flying movement usually restricts their ability to turn and that does require you to keep track of facing. For purposes of flying movement, a creature always faces the same direction as its movement.

When a creature ends its flying movement for the turn, place a mark or a marker on the grid so you know which direction in which it would travel. When it is time for the creature to move again, it resumes moving in that direction. The creature's direction of travel in no way limits where it can make melee or ranged attacks. A flying creature (if armed) threatens the spaces around it not matter what its manoeuvrability or which direction it flies.

Altitude: This is simply how high above the ground a flying creature happens to be. If keeping track of flyers' altitudes relative to the ground proves inconvenient, choose some other reference point, but make sure that all creatures in an aerial encounter use the same reference point to measure altitude. Altitude is measured from the ground (or other reference point) to the bottom of a flying creature's space.

The top of a creature's space usually sticks up above its altitude and the creature usually can reach up farther than that. If an aerial encounter contains creatures bigger than Medium size, it can prove helpful to indicate how high up each creature extends. Because maps and battle grids usually are two-dimensional, you must write down each flying creature's altitude at the end of its movement. It's usually best to record altitude directly on the grid. Several flying creatures can occupy the same square on your grid if they're at different altitudes.

Minimum forward Speed: If a flying creature fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it stalls. A creature in a stall falls straight down, descending 45 metres in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall doesn't bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed on a DEX save to recover. Otherwise it falls another 90 metres.

If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn. Keep track of minimum forward speed by the turn, not by the move. As noted earlier, only moving from square to square counts toward minimum forward speed. Movement spent turning in place doesn't count. In some cases, a creature may spend part of its turn on the ground (or perhaps on a flying mount or flying device). If the creature uses a move or standard action on the ground, it need maintain only half its minimum forward speed once it takes to the air. If a flying creature moves along the ground and then takes to the air as part of the same move action, it must maintain all of its minimum forward speed to avoid stalling.

Hover: Hover is the ability to stay in one place while airborne. It can instead hover as a move action and, as part of that move action, can move at half speed in any direction it likes (including straight up, straight down, or backward). Before or after it moves, the hovering creature can turn to face any direction it likes. When it stops hovering, it can resume ordinary flight in any direction in which it could normally fly. Before or after it does this hovering movement, the creature can turn to face any direction it likes.

When it stops hovering, the creature can resume ordinary flight in any direction in which it could normally fly. If a creature begins its turn hovering, it can hover in place for the turn (no matter what its manoeuvrability) and take a full-round action. A hovering creature cannot make wing attacks, but it can attack with all other limbs and appendages it could use in a full attack. The creature can instead use a breath weapon or cast a spell instead of making physical attacks, if it could normally do so.

Move Backward: This is the ability to move backward without turning around.

Reverse: A creature can use up 1.5 metres of its speed to start flying backward.

Turn: How much the creature can turn after covering the stated distance.

Turn in Place: A creature can use some of its speed to turn in place. (This represents the creature slowing down and banking hard to make a tight turn.) The extra movement spent turning does not count toward minimum forward speed; a creature that turns too sharply at low speeds stalls.

Maximum Turn: This is how much the creature can turn in any one space. No matter how much movement the creature spends on turning, it can't change direction more than this in a single square.

Up Angle: The up angle is the maximum angle at which the creature can climb through the air. A creature with an up angle of 60° must move ahead at least 1.5 metres for every 3 metres it climbs. A creature with an up angle of 45° must move ahead at least 1.5 metres for every 1.5 metres it climbs.

Up Speed: Up speed is how fast the creature can move while gaining at least 3 metres of altitude; this represents the energy the flyer loses when climbing. The creature cannot expend more movement than its up speed allows, even if that movement is not forward movement. If the creature climbs and dives in the same turn, any bonus movement it gains from the dive is not limited by the creature's up speed.

Down Angle: The down angle is the maximum angle at which the creature can dive through the air. A creature with a down angle of 45° must move ahead at least 1.5 metres for every 1.5 metres it climbs.

Down Speed: Any flying creature can fly down at twice its normal flying speed. An easy way to track diving movement is to allow it 1.5 metres of bonus movement for every 1.5 metres it descends, to a maximum of twice its normal flying speed. The creature can use the extra movement for any kind flying movement it normally could perform, except for hovering. Downward movement in a stall or freefall does not increase a creature's speed. Instead, the creature falls straight down at a fixed rate.

Between Down and Up: An average, poor, or clumsy flier must fly level for a minimum distance after descending and before climbing (but it can turn). Any flier can begin descending after a climb without an intervening distance of level flight.

Climbing and Diving in a Tight Space: Creatures that cannot fly straight up usually can ascend in a spiral by circling as they climb. Because most creatures that can't fly straight up also have minimum forward speeds of half their base flying speeds and can move at only half speed when climbing, it's difficult for them to turn in place while climbing because doing so requires them expend extra movement that does not count as forward movement (though many creatures can do so by making a double move).

A creature's up angle also determines how much altitude it can gain during a move action. Likewise, creatures that cannot fly straight down can descend in a spiral. Because creatures that have a limited down angles cannot turn in place, they cannot make their descending spirals any tighter than their turning radius normally allows. Because flying creatures descend at two to four times the speed they can ascend (most creatures ascend

at half speed but descend at double speed), they lose altitude far more quickly than they can gain it.

Stalling and Freefalling: Stalling represents the failure of a flying creature's wings (or other motive agent) to keep the creature aloft. A stalling creature falls, but its wings provide considerable drag and tend to slow the creature's fall. As noted earlier, a creature falls 45 metres during the first round spent stalling, and it falls 90 metres each round thereafter.

Wingless flyers that stall still have some residual lift and fall more slowly than non-flyers. A flying creature that cannot maintain its minimum forward speed because it has been rendered unconscious, has become paralyzed, has become magically held, or becomes unable to move for some other reason stalls at the beginning of its first turn after the debilitating effect occurs.

A stalling creature can take no actions, except to recover from the stall. It loses its Dexterity bonus to Armour Class (if any) while stalling. A stalling creature falls more or less straight down, but it also tumbles and spins erratically. Melee or ranged attacks made against a stalling creature have a 20% miss chance.

A nonflyer (or flyer falling through the air) freefalls rather than stalls. A creature in freefall drops 150 metres the first round and 300 metres each round thereafter. While in freefall, a creature can attempt a single action each round. It must make a Dexterity or Strength check to avoid dropping any item it tries to use. Spellcasting is possible, but doing so requires a Concentration check.

Deliberately Freefalling: A flying creature can simply stop flying and allow itself to drop like a stone. Exiting a freefall requires a full-round action (during which the creature falls 150 or 300 metres).

Fast Freefalls: A creature with a fly speed can propel itself downward as a move action, adding up to twice its flying speed to the distance it freefalls.

Catching: As a full-round action, a flyer can catch a freefalling creature or object, or a stalling creature, provided that the falling creature or object is at least one size category smaller than the creature attempting the catch. To make the catch, the creature must make a successful melee touch attack to grab the falling creature or object (a creature can voluntarily forego any Dexterity bonus to AC if desired).

If the grab succeeds, the catching creature must make a DEX save to keep flying. If the save fails by 4 or less, the catcher drops the falling creature or object. If the save fails by 5 or more, the catcher drops the falling creature or object and stalls if it has a minimum forward speed. If the catcher does not have a minimum forward speed, it falls D4 x3 metres.

Obstacles and Collisions: Because flying creatures cannot always change direction when they wish to, they must take great care to avoid blundering into obstacles or into other creatures. To turn and avoid an obstacle at its own altitude, a flying creature must be able to turn in place. If it cannot turn in place, it needs at least 1.5 metres of space between it and the obstacle if it wishes to turn to avoid a collision (because in an aerial turn you move into the square ahead of you and then turn left or right 45°). It cannot move diagonally past a corner in the air or on the ground, so any turn you make must carry you past an obstacle's corner before you can fly past it.

If turning to avoid an obstacle isn't possible, it may be possible to climb over or dive under the obstacle. A creature with maximum up or down angle of 45° needs at least 1.5 metres of clear space between it and an obstacle for every 1.5 metres it must climb or dive to get over or under the obstacle (you can't move past a corner on a diagonal, even when climbing or diving). A creature with a maximum up or down angle of 60° needs at least 1.5 metres of clear space between it and an obstacle for every 3 metres it must climb or dive to get over or under the obstacle.

Flying past another creature works much like flying past an obstacle except that you can move on a diagonal to get past a creature. This makes it slightly easier to pass by without colliding. If you fly into an obstacle and you cannot land there, you must make a DEX save to avoid damage. If you fail the save, you and the object you strike take damage as though an object of your weight fell a distance equal to half your flying speed before you hit. (If it isn't clear what your speed before the collision was, use your flying speed during your previous turn.) Your flying movement stops when you strike, forcing you to stall (even if you don't have a minimum forward speed) and fall straight down.

If you're still conscious after the collision, you can make DEX check to catch yourself and keep from falling. You can freely pass through your allies' spaces in the air just as you can on the ground. If you fly into a creature that is not your ally, you effectively attempt to overrun it. You can execute a bull rush against the creature instead, if you wish. An overrun or bull rush normally requires a standard action.

If you accidentally enter an enemy's space you must make a DEX save; if you fail, you stall (even if you don't have a minimum forward speed). If you succeed, you can continue with your accidental bull rush or overrun, but you suffer a -4 penalty to all the opposed checks you make to resolve the bull rush or overrun.

As with an overrun attack, the creature can decide not to block your movement, though this might cause the creature to stall (see the section on overruns). If so, you simply move through its space (even if you decide to bull rush the creature). You cannot stop in another creature's square, however, and if your speed isn't sufficient to carry you through the other creature's space, you must attempt an overrun or bull rush.

If the creature is too small to overrun, you must try to bull rush it instead if you can't pass through its space. If the creature is too big to overrun, you strike it just as if it were an obstacle, and you and the creature take nonlethal damage.

Both you and the creature you strike make DEX saves to avoid damage, but the creature you strike gets a +4 bonus for each size category it is bigger than you. You stall just as if you struck an obstacle. The creature you strike stalls if it fails its DEX save.

If you are at least three size categories smaller than the creature whose space you are entering (or if you are Tiny, Diminutive, or Fine size) you can enter the creature's space without colliding, bull rushing, or overrunning, but entering the creature's space provokes an attack of opportunity. Likewise, if you are at least three size categories smaller than the creature whose space you are entering, you also can enter the creature's space without colliding, bull rushing, or overrunning, but entering the creature's space provokes an attack of opportunity.

Actions while Flying: Most actions work exactly the same way in the air as they do on the ground; exceptions are noted here. A creature with a minimum forward speed usually cannot use full-round actions in the air unless those actions allow it to move forward at least at its minimum speed. Flying spellcasters can cast their spells without too much difficulty; however, aerial spellcasters often encounter some problems other spellcasters do not. The rules for flanking apply in the air. It is possible, however, to flank a flying creature from the top and bottom.

Aerial combat takes place in three dimensions, and each flying creature occupies a roughly cubical space and can reach above and below itself. An aerial bull rush requires the attacker to ram a foe, which can prove risky for both the attacker and the defender. Flying creatures can use the charge action. A flying charge must be in straight line and most cover at least 3 metres (2 squares). A flyer can charge while diving, but not while gaining more than 1.5 metres altitude.

High Wind Speeds: Flying in high winds adds penalties on your Fly checks as noted below. "Halted" means that creatures of that size or smaller must succeed on a DEX Fly check to move at all so long as the wind persists. "Pushed back" means that creatures of that size or smaller must make a DEX Fly check or be blown back $2D6 \times 3$ metres and take 2D6 points of nonlethal damage. This check must be made every round the creature remains airborne. A creature that is blown away must still make a DEX Fly check to move due to also being checked.

Wind Force	Speed	Halted	Pushed Back	Penalty
Light	0-16kph			
Moderate	17-32kph			
Strong	33-48kph	Tiny		-2
Severe	49-80kph	Small	Tiny	-4
Storm	81-119kph	Medium	Small	-8
Hurricane	120-279kph	Large	Medium	-12
Tornado	280kph+	Huge	Large	-16

Speed	How fast the wind is in kilometres per hour.
Halted	What size lifeform or object is halted by the wind and unable to move forward.
Pushed Back	What size lifeform or object is thrown back by the wind.
Penalty	Effect on MR

10. Sky Combat

Air to air combat can be broken down into essentially two elements; combat which occurs without the opponents seeing each other and the more direct Dogfighting.

Long distance combat involves little manoeuvring, just two or more aircraft separated by dozens of miles, using their radar and other sensors to line up missile shots. This sort of aerial sniping merely requires the pilot to make a successful Pilot skill roll to detect the enemy in the first place, and then a successful Thac0 roll prior to each shot.

The biggest issue with modern combat is missile velocity and range. Some missiles (especially medium range and long range missiles) can take several melees to reach their target. The defender can attempt to dodge or shoot down the incoming missile, but the missile can lock back on the next melee (with nothing but the missiles onboard guidance bonus). If the relock on fails the next melee, the missile has lost the target entirely.

Dogfighting involves the attacker and defender each manoeuvring to place each other in their sights, while attempting to prevent the other from doing so. They manoeuvre in three dimensions accelerating, braking, diving, climbing, and turning to exploit their aircrafts capabilities.

Each player in initiative order chooses a target at the start of each melee round. The target chosen must then choose their response. Available options are for the pilot to attempt to escape the dogfight, the pilot to try to outmanoeuvre the other and get into a firing position, or for the pilot to focus on attacking another target at the risk of being shot down in the process.

The participants roll a D20 and add their modifiers. Whichever player has the higher result has managed to manoeuvre into position to fire at their target. The faster an aircraft travels, the less manoeuvrable it becomes. as a result it is rare for dogfighting to occur at supersonic speeds. Basically there's a -1 penalty for every level of Mach speed, thus Mach 3 would incur a -3 modifier.

Each aircraft has; an Armour Class (AC) rating, an Acceleration/Deceleration Factor (A/DF); Hit Points (HPs); a manoeuvre rating (MR); and the vehicle's Speed.

AC - this is a rating for the protective value of a vehicle's figured from 10 (very weak) to 0 or even -10 (the best armour which can be attached). The higher the AC the more vulnerable the vehicle is to damage. Armour provides protection by

reducing the chance that a vehicle is attacked successfully (and suffers damage).
Armour does not absorb damage, it prevents it.

A/DF - every vehicle has an Acceleration/Deceleration Factor. This is how many hexes or spaces the vehicle can add to or subtract from its speed in one turn. Vehicles cannot accelerate and decelerate on the same turn. 1 space = 2 square metres.

HPs - how many Hit Points the vehicle has or much damage it can take before being destroyed.

MR - each vehicle also has a manoeuvre rating. This number signifies how many times the vehicle can turn during its move. The vehicle must move forward at least 1 space or hex after each turn.

Speed - how fast in kilometres per hour the vehicle can travel at.

Aircraft move just like ground vehicles, but fixed-wing aircraft (airplanes and jets but not helicopters or craft capable of Vertical Take-Off and Landing) can never go below one quarter of their Top Speed while flying or they stall and automatically lose D4 metres of altitude at the end of their movement.

Should an aircraft hit the ground while moving forward, it suffers damage normally for its current speed (D6 per 1.5 metres of movement, rounded down). A wrecked aircraft plummets 6 metres toward the ground immediately on being wrecked, then 12 metres per round afterward. Damage for anyone on board the aircraft when it hits is figured as usual.

A pilot can try to save his aircraft—even if it is wrecked—by making a crash landing. This is a Piloting roll at -4. If he makes it, halve the damage for the landing. If the roll is failed, the craft takes damage as usual.

Aerial Initiative:

Initiative works in aerial combat much the same way as it does in standard combat, except for one important difference. Flying creatures with an Intelligence of 8 or more roll initiative and take all their actions separately from their rider. Otherwise, the rider rolls initiative both for himself and his mount.

If the rider chooses to allow his mount to fly without direction, the mount moves on its initiative count and the rider may use his actions as normal. Otherwise, a rider must use a move-equivalent action to direct his mount as normal. In this case, the mount delays its action to the rider's count or moves on the rider's initiative, as appropriate. Remember that a Ride check may be necessary for mounts that are not trained for combat.

Unlike in standard combat, in air combat the direction in which a flying creature points is often extremely important. Facing determines which direction the creature must move and dictates manoeuvres for flyers. A flying creature can only attack a creature in its front arc. A creature's front arc extends in a straight line to the right and left of its current position and all areas extending out from that line in the direction of the creature's current facing.

The remaining area behind the creature is its rear arc. These flyers cannot simply turn around to confront an enemy that approaches from the rear, as per the standard flight manoeuvrability rules. Some have the ability to hover in place. These creatures have neither a front or rear arc.

Much like ground combatants, they can respond to threats and direct their attacks in any direction. A creature that attacks an enemy while in its rear arc is considered to have flanked its target. Flying creatures with levels in barbarian or rogue gain the benefit of their uncanny dodge ability when attacked from their rear arc in aerial combat. These nimble flyers are capable of tracking opponents in their rear arc and responding to their attacks.

Aerial Manoeuvres:

Stunt (-2): A plane on the table-top that needs to perform a barrel roll, fly through a narrow canyon, storm through a barn, or some other fantastic stunt may appear to move in a straight line, but must actually make important but minute adjustments. All of these efforts require a Piloting roll. Failure means the aircraft goes out of control.

Pop-Up (0): Helicopters, VTOLs, and other aircraft capable of hovering can hide behind cover, rise, attack, and then descend again—usually before the stunned enemy can react. This manoeuvre simply allows the pilot to ascend above an obstacle and then descend again in the same move, so that he's only vulnerable to opponents with Hold actions. It takes a Piloting roll to ascend and fire in time to descend again. If failed, the craft simply stays at its firing altitude or fails to fire—pilot's choice.

Power Dive (0): A pilot can enter a controlled power dive by making a Piloting roll. If failed, he loses control. If successful, he may descend up to 24 metres per round.

Sharp Turn (-1): You may use expert handling to make more turns in a round, or sharper turns, than your plane could normally make. Determine how many extra turns you wish to make that round. If you wish to make an especially sharp turn (i.e., make 2-45 degree turns in a space instead of only 1) each additional 45 degree turn in the space counts as an extra turn for this purpose. Thus, a ship that can normally make 2 turns per round that instead wants to make 3 turns all in the same space would count as making 3 extra turns for this purpose (1 extra turn, +2 for making two additional turns in the same space). If this check is made successfully, the plane turns as desired.

Climb (0): By turning a ship up, the pilot can ascend quicker than normal, adding the ship's normally-horizontal movement to the distance climbed. Just as when diving, standing creatures must pass a DEX save or fall prone. Climbing is similar to diving, except only half of the horizontal movement sacrificed is added to the distance climbed. Failing the pilot check causes the ship to stall and go into freefall (described under conditions below).

Defensive Piloting (-1): You take evasive action, granting your vehicle an extra +1 dodge bonus to AC.

Offensive Piloting (-1): You manoeuvre your vehicle in such a way as to aid your gunners. Any attack roll made by a creature aboard your vehicle against a target not aboard your vehicle gains a +1 bonus to their Thac0 roll.

Ram (0): When two planes enter the same space at the same altitude band, there is a chance they will crash into each other. Other times, the pilot of a plane may deliberately crash into a building or creature in an attempt to destroy it. When a plane crashes into another plane, creature, or object, they are performing a ramming manoeuvre. If both ship pilots want to ram each other, the ram happens automatically. If both pilots don't wish to ram each other, the ram does not happen. When one party wants to ram and the other doesn't, the pilot attempting to initiate the ram makes an attack roll against their intended target. There are three ways one ship may ram another:

Head-on Collision: When two ships ram into each other, their speeds are added together. Each ship suffers an additional D6 damage for every point of their combined speeds.

Side Collision: When one ship rams into the side of another ship, both ships suffer D6 points of damage for every point of the ramming ship's speed.

Back Collision: When one ship rams into the back of another ship, subtract the speed of the targeted ship from the speed of the ramming ship. Both ships suffer D6 damage for every point left in the ramming ship's speed (minimum: 0). If a ship is equipped with a ram, it deals extra damage when performing a ramming manoeuvre and only suffers half damage itself when it rams into another target.

If two ships ram into each other (a head-on collision) and both are equipped with rams, they both only deal half damage to each other. If a ramming ship is more than one location wide and rams a ship more than one location wide or long, both ship's suffer ramming damage in every location struck by the other ship.

Called Shot (-2): When firing weapons at a ship, it is possible to make a Called Shot, firing not just at a location, but at an individual Hardpoint/Deck. This becomes an especially useful tactic when targeting a vehicle's engine, sails, or attempting to blow a hole in their cargo bay to aid in boarding. Any damage dealt with a called shot is still subtracted from the location's total HP (up to the total addition that Hardpoint or Deck made to the location's total HP), but is also tracked separately as well. When a Hardpoint/Deck is reduced to 0 hp, it is destroyed and anything within that Deck or Hardpoint suffers all excess damage.

Flat-Hatting (-2): This is a dangerous manoeuvre, but it can save a pilot's life. Flat-hatting is flying at high speed at barely above ground level. It requires a Piloting roll every round to avoid the various obstacles, including the Earth itself. Unless your opponent is also flat-hatting, you gain a minimum concealment of -2 and other aircraft must make a Notice roll each round to pick out your position.

Perch (-1): Most air combat takes place on generally the same level as the pilots jockey so one does not get the height advantage. By using this manoeuvre and getting a raise on an opposed Piloting roll, a pilot can get that height advantage on his opponent. This gives the pilot a +2 bonus to attack rolls. Unlike Tail (below), the pilot must get a raise on his Piloting roll each round to maintain the advantage.

Tail (0): The pilot must move into a square adjacent to another plane and then makes an opposed Piloting roll with the other pilot. If the initiating pilot can get a raise, they are considered tailing the other plane. The tailing plane moves with the other plane and gains a +2 bonus to attack rolls. It is impossible for a slower plane to tail a faster plane for more than one round.

Shake a Tail (0): A pilot that is being tailed can attempt to lose his pursuer. This is a simple opposed Piloting roll, only the tailing plane gets a +2 bonus. If successful, the plane takes its movement, leaving the tail behind. With a raise, the pilot can choose to reverse positions, and tail his old pursuer. If the tailed plane has a lower stall speed than his pursuer, the pilot gains the difference as a bonus to his Piloting roll.

Rolling: Sometimes, when a pilot attempts a sharp turn unsuccessfully, they can cause their plane to roll in the air. When a vehicle begins to roll, every creature aboard must pass a DEX save to secure themselves, or slide off the end of the vehicle, falling to the ground below. If a target is tethered to the vehicle they fall prone if they fail this check, but otherwise do not slide off.

When a vehicle begins to roll, the pilot has one round to attempt to correct the vehicle with a piloting check. If they fail (or if they are unable to make this check), then the next round the vehicle turns completely upside down; all targets still aboard the vehicle must pass another DEX save to hold on tightly, or be dropped to the ground below. At this point, the pilot must pass a piloting check to correct the vehicle. If they fail or are unable to make this check, the vehicle stalls.

Uncontrolled

When a vehicle has no pilot, or the pilot is unable to control the vehicle's movements for one reason or another, the vehicle is considered 'uncontrolled'. An uncontrolled vehicle can only move forward at its current speed and if uncontrolled for more than 1 round, has a 20% cumulative chance per additional round that it will begin to roll.

- 1-2 Drop: The aircraft loses altitude. If your opponent did not have it before, they are now treated as having the Perch manoeuvre on you. If you were Flat-Hatting, you just met an immovable object, the Earth.
- 3-4 Shimmy: The aircraft begins to shake making it harder to control. -2 to Piloting rolls for D6 rounds.
- 5-9 Jerk: The aircraft makes a sudden movement in an unexpected direction. Move the aircraft D6 metres to either the right or the left (in the direction of the failed manoeuvre or away from the attack).
- 10-11 Spin: The aircraft goes into a spin. Each following round the pilot must make a Piloting roll; it takes a raise to pull out of a spin. If the aircraft does not pull out of

- the spin in 2D6 rounds, it collides with the earth.
- 12 Auger In: This is similar to a Spin, only the engine gets jammed at full throttle, pulling you to the ground. The same rules as a Spin apply except the Piloting roll is at -2, and the pilot only has D6+1 rounds before he hits the earth.

Aircraft Random Damage Table

Anytime a shot on a craft penetrates its armour, either by a roll over the vehicle's AC or when the HPs have been depleted, there is a chance that the vehicle may be crippled by the damage.

- 01-05 Control Mechanism Shot Out - -2 to all further Piloting rolls.
- 06-08 Landing Mechanism Shot Out.
- 09-12 Streamlining is Warped - Air resistance drops A/Df by 1.
- 13-15 Hole in Cooling System - Over the next 6 melees the engine will get hotter and hotter. After that, there's a 20% chance every melee that the engine will suddenly stop. Steam pours out from under the hood.
- 16-20 Weapon Systems Out - One of the weapons won't work. Reduce available ammunition by half, rounded down.
- 21-25 Electrical System Damaged - Control panel inside the crew compartment catches on fire. All flying is blind until the fire is put out. All Pilot Rolls are at a penalty of -3.
- 26-30 Pilot Controls Damaged - MR drops 1.
- 31-50 Cosmetic Damage - Vehicle loses chrome, paint and trim. Looks bad, but no real damage.
- 51-60 Navigation Equipment Destroyed- All further navigation must be done by dead reckoning. Navigator takes a penalty of -3 on all further rolls.
- 61-65 Exterior Electronics Disabled - Any electronic devices on the outside of the vehicle are destroyed. Includes radar and radio antenna.
- 66-70 Battery Destroyed - Not a problem right away, but the vehicle can't be started again without a jump or replacement.
- 71-75 Alternator/Generator Wrecked - The vehicle stops recharging itself and is running off battery power alone. Will work for 3D6 melee rounds before draining the battery. then it'll quit.
- 76-85 Stall - Engine linkage temporarily disturbed. Pilot can roll under skill (without Air-to-Air bonus) on to restart. Can try once every Melee Round. Speed is halved.
- 86-90 The shot hit the pilot (or other passenger if more than one, determine randomly). Reroll damage from the attack and apply it to the character. They do get the benefit of the aircraft's armour.
- 91-00 Wrecked - The attack ignites a fuel tank or other critical component. The pilot must make a DEX roll at -2 to parachute out.

Emergency Landings

When an aircraft conks out the pilot can attempt an Emergency Landing. This is done by rolling under the Pilot Skill (without Air-to-Air added in). The following penalties apply;

-3 for Helicopters

-1 for Jets

-1 if the vehicle was hovering

-2 if the vehicle was travelling over 1100kph

Failing the roll still means that the vehicle crashes, but speed is reduced to only a third of it's previous speed.

On Fire

A fire on a vehicle is a dangerous thing, more so than almost any other danger as it can quickly spread and consume it. When an attack causes a location to catch fire, every round it deals damage equal to its size to that location. The fire deals damage equal to its size each round, and increases its size by D6 each round (a 3D6 fire becomes a 4D6 fire the next round, then a 5D6 fire, etc.).

If a fire ever reaches 10D6, it also spreads to all adjacent locations, which begin at F6 and increase as usual (if a secondary fire in an adjacent location is put out, but the original fire is still at 10D6 or higher, it will rekindle the fire in the adjacent location the next round, reset back at D6).

There are three ways to put a fire out: a crew can put the fire out, a magic user can attacks the fire with magic, or the location can simply burn up; if a location is reduced to 0 hp, the fire instead deals damage to anything within that location. If nothing is within that location, the fire dies due to a lack of fuel. To put a fire out, a character must spend a standard action to actively attempt to control the fire with blankets, a fire pump, or whatever else is on-hand.

Alternately, if a character has access to area-affect frost/water magic (such as ice storm, or an explosive orb frost blast), they may attempt to put the fire out that way. For every 10 points of damage dealt to the fire, the fire is reduced by D6 (however, no matter how small the fire is, it will continue to grow by D6 each round until extinguished).

11. Sky Vehicles

Air vehicles are crafts which are able to fly by being supported by the air, or in general, the atmosphere of a planet. An aircraft counters the force of gravity by using either static lift or by using the dynamic lift of an airfoil, or in a few cases the downward thrust from jet engines. Balloons and Airships use buoyancy to float in the air in much the same way that ships float on the water. Airplanes or aeroplanes are technically called fixed-wing aircraft and may either use propellers or jets to fly. Helicopters, also known as rotorcraft or rotary-wing aircraft use a spinning rotor with aerofoil section blades (a rotary wing) to provide lift.

<u>Airships</u>	<u>Size (metres)</u>	<u>HPs</u>	<u>AC</u>	<u>A/DF</u>	<u>MR</u>	<u>Speed</u>
Airship, Large	24	150	5	1	3	130
Airship, Medium	12	100	5	1	3	110
Airship, Small	6	50	5	1	3	90
Balloon	30	30 (basket)	6	1	3	35
Glider	9	50	6	0	2	0

Helicopters	Size (metres)	HPs	AC	A/DF	MR	Speed
Autogyro	4.5	50	6	1	2	100
Cargo	15	500	2	2	3	150
Corporate, 6 seater	15	300	3	2	3	210
Small, 2 seater	11	200	4	2	3	285
Planes (Prop)	Size (metres)	HPs	AC	A/DF	MR	Speed
Four Prop Cargo	50	500	5	4	1	500
Sea Plane	19	350	5	2	2	390
Single Prop Plane	12	300	5	2	2	280
Twin Prop Cessna	12	300	5	3	2	320
Twin Prop Transport	23	500	5	4	1	450
Planes (Jet)	Size (metres)	HPs	AC	A/DF	MR	Speed
Lear Jet	13	600	4	5	2	877
Passenger Jet, Jumbo	70	1000	4	7	1	920
Passenger Jet, Medium	50	850	4	6	1	811
Passenger Jet, Small	31	600	4	5	2	547
Scramjet	40	1000	4	8	2	M12
Space Shuttle	37	2000	2	7	1	M20
Planes (Military)	Size (metres)	HPs	AC	A/DF	MR	Speed
Combat Helicopter	18	400	2	3	3	340
Four Prop Bomber Plane	43	600	4	4	1	500
Jet Fighter	19	800	2	8	2	M2
Twin Jet Bomber	21	1000	2	7	1	M1
Ancient Fantasy	Size (metres)	HPs	AC	A/DF	MR	Speed
Flying Broom	1	10	10	3	5	160
Flying Carpet	1-2	10	10	2	2	100
Skyship, Flying Fortress	200	1500	0	1	1	75
Skyship, Skimmer	5	45	5	3	4	300
Skyship, Transport Civilian Large	40	600	4	1	1	100
Skyship, Transport Civilian Standard	20	450	4	1	1	100
Skyship, Transport, Military	20	450	4	1	2	250
Skyship, Warship, Escort	35	550	3	1	1	350
Skyship, Warship, Destroyer	55	750	2	1	1	250
Skyship, Warship, Dreadnaught	80	950	1	1	1	150

12. Organizations

The following groups are the most active in the sky;

Aerotech

BH27 The Book of Superscience, under MetaTech

The Skyreavers

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The Throne of Clouds

BH14 The Book of Nature, under the Parliament of Nature



Captain Stirling DeRocorsa was the captain of a ship that lusted only for treasure and was consumed with greed. He had no compassion for life, only wealth. He forced his crew into a storm to find treasure and the ship was overtaken by the raging sea. He and all his crew perished. When they met with Satan, he and his crew pleaded to be allowed to return to the mortal world. In return for their allegiance Satan turned them into undead and supplied them with a flying ethereal pirate ship for them to travel. Their sole purpose is to capture the souls of the innocent to turn over to Satan.

Each crewman is a Wraith and although they can be injured and harmed through mystical means they are functionally immortal, due to their supernatural nature. Including the captain there are 27 crew. There are thought to be several mystical Artifacts on board the ship.



Captain DeRocorsa

Real Name	Stirling DeRocorsa
Alignment	Neutral Evil
INT	17
STR	20
WIS	15
DEX	17
CHA	12
CON	25
MR	20
HPs	75
Age	510
Training	Sailing, Sword, Pistol
Height	6'2
Weight	0
Disposition	Brooding, fatalistic
Category	15 th level Wraith
Powers	Stirling can fire a blast of rapidly spinning air molecules from his arms that hit like a ton of bricks doing STR damage 18D6, over 225 metres. This pushes the victim back 1 metre per STR point greater than the victim's.

He can dominate the wills and actions of spirit beings whether humans or animals. The ghostly victim must save on their willpower to resist. He can control up to 47 spirits.

Stirling can instil fear in others through eye contact or within a 20 metre radius. Victims who fail to save vs Willpower break down, start crying and beg for mercy until the power is turned off. The fear attack also causes the victim to vomit until the attack ceases. The base victim save is 19.

He can distort a victim's perceptions of his surroundings unless he saves vs willpower. If the victim fails it will be the equivalent of being completely drunk and he will be very susceptible to suggestions from the Wraith about what he sees. This works on both the living and spirits.

Stirling can attempt to enter and take over a victim's body completely including use of any powers they may have but can only use his own skills. Victims can make a saving throw at the start and once every (hour x1 INT of the victim). After this the victim is too weak to resist any further for another week at which point will have rested enough to try again.

Stirling sees decay wherever he looks; a wall showing signs of filth and disrepair, statues crumbling, and people close to death have a corpseslike pallor. He can use this ability to gain insight into an object's weak points or a living person's general health.

He can cast Necromantic magic and knows 23 spells. Stirling can tap into the world's natural mana at a rate of 96.

Stirling can handle material objects without having to make direct or indirect physical contact (pushing or blowing for example). He can perform any action that could be accomplished using normal strength.

Line of sight range. Can move up to 315kgs or push/punch with STR 30.

His punch can be augmented telekinetically to do +4 damage. Additionally it can be used to block blows and projectiles by making a successful parry roll. Finally telekinesis can be used to levitate the character up to 60 metres, and fly at a rate of 90kph.

Finally Stirling can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.



The Crew of the Sky Reaver

Real Name	Various
Alignment	Neutral Evil
INT	9
STR	20
WIS	9
DEX	15
CHA	8
CON	25
MR	14

HPs	15
Age	Varies
Training	Sailing, Sword, Pistol
Height	Varies
Weight	0
Disposition	Brooding, fatalistic
Category	4 th level Wraith
Powers	The crew can instil fear in others through eye contact or within a 5 metre radius. Victims who fail to save vs Willpower break down, start crying and beg for mercy until the power is turned off. The fear attack also causes the victim to vomit until the attack ceases. The base victim save is 10. They can also see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

13. The Celestialscape

Beyond the physical dimension of earth exists other surrounding dimensions which have an influence on it. One of those is the Elementalverse, an offshoot of Eighth Space. Within this dimension is the subdimension of Air or Celestialscape, an infinite universe consisting of differing combined gases with varying visibility. It cannot be visited by conventional means requiring either the use of magic or dimension shifting powers or technology.

14. Air Elemental Magic

Air is a wild and mercurial element, flowing like quicksilver in a dance that many perceive, but few understand. The power of air is that of motion, from the tiniest manipulation to the greatest translocation. Air embodies all manner of weather, from the gentle breeze to the raging storm. In addition, Air is the medium of voice and speech, and the wind may carry a mage's words far from his lips to where they are most needed. Air is lively and unpredictable, as quick to change as the weather. The spells for this sphere may be found in book BH5 Spells.

1. Casting Magic

Casting Time

Spells drawing upon personal or universal energies go into effect during the magic wielder's part of the round. Dimensional energy spells, because they require a few more seconds to tap into the dimensional energy flow, do not go into effect until the end of the round; however, the dimensional spell of a caster who won initiative goes into effect before the dimensional spell of a caster who lost initiative. Casting counts as one action.

Number of spells per round

A magic wielder can normally cast one personal or universal spell per round. However, at the beginning of the round, the magic wielder can announce that he will attempt to cast two spells that round. He then makes an INT roll. If he succeeds he can successfully cast both spells. If the roll fails, he is limited to one spell that round, and a -10% on all effects (in his haste, he has garbled the spell slightly). If the sorcerer succeeds in his attempt to cast two spells in one round, he can cast two personal or two universal spells, or one of each type.

A magic wielder cannot cast a dimensional spell in the same round that he casts a personal or universal spell. Dimensional and Entreaty Spells. A magic wielder can cast only one dimensional spell (including entreaty spells) per round, and cannot cast a personal or universal spell in the same round that he cast a dimensional spells.

Range

A spell's range determines how far from you it can reach, as defined in the Range line of the spell description. A spell's range is the maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. If any portion of the spell's area of effect would extend beyond the range, that area is wasted. Standard ranges include:

Self; The spell affects only you.

Touch; You must touch a creature or object to affect it.

Line of Sight; The spell reaches as far as the character can see clearly. Otherwise a measurement in metres or kilometres is given.

Duration

Once you've determined who is affected and how, you need to know for how long. A spell's Duration line tells you how long the magical energy of the spell lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a spell's duration is variable, the GM rolls it secretly.

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences of the spell may be long-lasting.

Permanent: The energy remains as long as the effect does. The means the spell is vulnerable to being dispelled.

Concentration: The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is a partial action that doesn't provoke attacks of opportunity. Anything that could break your concentration when casting a spell can also break your concentration while you're maintaining one, causing the spell to end. You can't cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after you cease concentrating.

In these cases, the spell keeps going for the stated length of time after you stop concentrating. Otherwise you must concentrate to maintain the spell, but you can't maintain it for more than a stated duration. Also, certain spellcasters can learn to "tie off" concentration spells, maintaining them without thinking about it.

Trigger: Some spells don't need to be discharged immediately. In this case you can hold the discharge of the spell (hold the charge) indefinitely or until a certain condition is met which triggers it.

Save

Most harmful spells allow an affected creature to make a saving throw to avoid some or all of the effect. The Save line in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Standard: This term means that the spell has no effect on an affected creature that makes a successful saving throw.

Partial: The spell causes an effect on a subject. A successful saving throw means that some lesser effect occurs.

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

Mana

The Mana line indicates how much mana is required to cast the spell. In some cases additional mana is required to boost the spell or activate other properties.

2-10 mana point spells are minor, the type you might expect an apprentice to use.

15-30 mana point spells are more powerful, and are the type you might expect an experienced mage to use.

40 mana point spells are devastating, and are the type you might expect from a mighty wizard.

50 mana point spells are legendary, and can have an enormous impact on the surroundings around you. These are the spells you might expect from the mightiest wizards of legend, who raise mountains and do battle with the greatest of demons.

Air Armour

Range: Self or touch

Duration: 1 rounds per WIS or until depleted

Save: None

Mana: 30

A thin layer of air surrounding the caster is enhanced so that it now forms an armour, with HPs equal to 10 per WIS, and AC 0 (-1 per additional 5 mana spent). This armour retains the transparent properties of clear air and the recipient can easily see through the

Air Armour. Those observing the target see his outline as slightly blurred or obscured, although not in such a way that he is more difficult to strike in combat.

Air Boat

Range: Line of sight

Duration: 1 hour per WIS

Save: None

Mana: 40

This spell must be cast under a cloudy sky. The caster points at a cloud, which immediately descends toward him. As it comes closer, the cloud changes shape, becoming any sort of vessel imagined by the wizard (a dragon-shaped galley, a one-man dinghy, etc.). Although the Airboat is made of cloud, it feels solid and can support the weight of the caster plus two passengers per level of the caster. It flies as a hoverer and can fly at any speed up to 1kph per WIS, +1 per level. The caster maintains total telepathic control over the airboat's speed and direction. While controlling the vessel, the wizard is able to perform other actions.

Area of Cold

Range: 1 metre radius per WIS

Duration: 1 round per WIS

Save: Standard for half damage

Mana: 50

This spell drastically lowers the temperature within its area of effect. It inflicts D6 damage per WIS of the caster per round to all creatures within the area of effect. Creatures immune to cold do not suffer this damage; others are allowed saving throws for half damage. Objects must save vs. cold with a -2 penalty or be destroyed. This spell does not interfere with missile fire within the area of effect, but missiles will have to make saving throws or be destroyed.

Bane

Range: See below

Duration: 4 rounds per 5 WIS

Save: Standard for half damage

Mana: 20

This spell will create a cloud of poisonous gas that will envelope one room (or a radius of 9mtrs outdoors). All characters in the area will suffer 2D6 damage.

Breath of Life

Range: Touch

Duration: Instant

Save: None

Mana: 40

This spell may be cast on any one including yourself. Its magical power will fully restore all lost HP.

Circle of Hail

Range: Line of sight

Duration: 1 minute per WIS

Save: Standard for half damage

Mana: 30

Through this spell, the caster can create a heavy downpour of snow and ice within the affected area of (1 metre x 1 metre x 1 metre) per WIS radius. Anybody in the circle will suffer D6 damage per round, movement slowed by one-third, and the sense of hearing and vision will be impaired. This magic can be done indoors and outdoors.

Chain Lightning

Range: Line of sight

Duration: Instant

Save: Standard for half damage

Mana: 50

The Wizard raises both arms and unleashes a terrible bolt of lightning that strikes one enemy after the other with the brutal force of the elements. It will inflict D6 damage per WIS on all that stand in its path within a 36 metre radius around the caster.

Clear Air

Range: Line of sight

Duration: 4 rounds per 5 WIS

Save: None

Mana: 10

This spell forms a sphere of breathable, sweet air with a radius of 1 metre per WIS. The spell acts only to purify air, eg. counteract a brimstone spell, not create air where there was none. It will remove all pollutants, including but not limited to: smoke, poison gas, dust and anything of a particulate size of than a grain of sand or less from its area of effect. It will not affect natural moisture in the air at all. It will also reduce the duration of any gas based magics or attacks that are affected.

Cloud Armour

Range: Line of sight

Duration: 1 round per WIS

Save: None

Mana: 20

A clouds surrounds the caster before hardening into a suit of armour. The armour will be AC 9, -1 per WIS. A cloud must be present for this to work.

Cloud Castle

Range: 10 metre radius per WIS, +10 metres per level

Duration: 1 day per WIS

Save: None

Mana: 50

Using this magic the caster can harden and then sculpt, cut and shape real clouds into architectural shapes and structures with walls, floors, windows, cathedral ceilings,

corridors, tunnels, mazes, etc. The magic holds the shapes and features as well as makes them solid enough to stand and walk on. The castle can float up to 10 metres per WIS off the ground.

Cloud of Choking

Range: Line of sight

Duration: 1 rounds per WIS

Save: Standard

Mana: 10

This magic enables the caster to surround a victim with a cloud of dense white, toxic, mist (30 x 30 x 30 metre maximum area). Victims caught in the cloud will be unable to breathe properly will take D6 per WIS and save versus poison at -4, and be -6 on all rolls.

Cloud of Mist

Range: Line of sight

Duration: 1 round per WIS

Save: Standard

Mana: 10

This magic enables the caster to create a cloud of dense white, humid, mist (30 x 30 x 30 metre maximum area). Victims caught in the cloud will be unable to see anything beyond it and their vision is impaired; they can see no more than 90 centimetres in front of them and those images are only blurry shapes unless within 30 cms. While in the cloud, victims will be -6 on all rolls involving sight.

Cloud Prison

Range: Line of sight

Duration: 1 day per WIS

Save: Standard

Mana: 30

A sphere of clouds encircle the area and harden into a porous prison of 1 metre radius per WIS, and 10 HPs per WIS. A cloud must be present for this to work.

Cloud of Slumber

Range: Line of sight

Duration: 1 hour per WIS

Save: Standard

Mana: 20

This spell creates a (30 x 30 x 30 metre maximum area) cloud which magically induces sleep instantly on all who pass through it. Those who fail to make a successful save will sleep until the cloud dissipates. They cannot be roused, unless dragged from the cloud. in which case they will wake in D4 rounds.

Cloud of Smoke

Range: Line of sight

Duration: 1 round per WIS

Save: Standard

Mana: 30

This creates a cloud of dense, black, smoke that covers a (30 x 30 x 30 metre maximum area). Victims caught in the cloud can not see out of it and the smoke prevents them from seeing more than 90 centimetres in front of their face. All rolls are at -8. Likewise those outside the smoke cloud cannot see those inside it.

Cloud of Steam

Range: Line of sight

Duration: 1 round per WIS

Save: Standard

Mana: 30

This creates a cloud of steam that covers a (30 x 30 x 30 metre maximum area). Anyone caught in the cloud or passing through it will take 1 point of scalding damage per WIS for each round spent in the cloud, as well as being temporarily blinded for D6 rounds. While in the cloud, victims cannot see and are in pain with -6 to all rolls.

Cloud of Transport

Range: Line of sight

Duration: 1 hour per WIS

Save: None

Mana: 10

A fluffy cloud takes on the shape of a chariot or wagon and hardens, allowing it to be pulled by animals. It can hold up to one person per WIS. A cloud must be present for this to work.

Cloud Weapon

Range: Line of sight

Duration: 1 round per WIS

Save: None

Mana: 10

A fluffy cloud descends into the caster's hand. It then takes on the shape of a weapon and hardens able to do 1 point of damage per WIS. A cloud must be present for this to work.

Cyclone

Range: Line of sight

Duration: 4 rounds per 5 WIS

Save: None

Mana: 50

Casting this spell creates a tornado-like structure of wind that can be controlled by the caster. The structure will automatically be twice as tall as it is wide. It will have a 1 metre radius per WIS +2 metres per level anywhere in line of sight with a rotational speed of 10kph per WIS +5kph per level.

Breeze (1-16 kph): This speed is hardly noticeable, but will sweep away any gases of any sort.

Strong Wind (17-32 kph): Winds of this speed are more noticeable and may affect missile fire. Vision may be impaired as well from dust storms, depending on the terrain.

Violent Wind (18-48 kph): This wind speed drives any small flying creatures (birds of eagle size or less) from the sky, and missile fire suffers a penalty of one half. Sailing becomes difficult as well.

Gale Force (49-80 kph): At this level flying becomes impossible by any natural means or by man-sized creatures. Missile fire is impossible. Small ships may be capsized. Small creatures are pinned down. Creatures weighing less than 50 pounds caught in the path of the cyclone must make Agility feat rolls or be caught up in the cyclone. If successful they are instead thrown out of the path in a random direction suffering 2D8 points of damage.

Storm (81-112 kph): Winds of this speed impede flying for all sizes of creatures. Trees of small size are uprooted, and roofs are torn from houses. Man-sized and smaller creatures caught in the path of the cyclone, must make successful Agility Feat Rolls against the Skill rank of the caster or be caught up into the cyclone. If they are successful they are thrown free in a random direction and suffer 3D8 points of damage.

Hurricane: (113-288 kph): Winds of this speed are devastating. All creatures smaller than the cyclone caught in the path of the cyclone must make successful PP rolls or be caught up into the cyclone. If they are successful they are thrown free in a random direction and suffer 4D8 points of damage. All creatures who are caught up into the cyclone will remain there until the duration of the spell. When the spell ends they will suffer falling damage according to the height of the cyclone, unless they may fly free. Also, anyone caught in the path of the cyclone as strong as gale force or more must make successful STR rolls or lose any items in their hands.

Cyclone Shield

Range: Line of sight

Duration: 4 rounds per 5 WIS

Save: None

Mana: 30

This spell creates a pocket tornado around the caster. Said tornado adds -10 to the casters physical elusiveness against hurled missiles like arrows and spears. This increases to -20 for heavier objects due to the fact the tornado obscures the caster's position. The shield adds -5 to the caster's physical elusiveness against swords, etc. The vortex has a STR of 18, +1 per 5 mana, and people must make a strength roll to force their way through the vortex to grab the caster.

Electro Charge

Range: Line of sight

Duration: 4 rounds per 5 WIS

Save: None

Mana: 20

This spell will temporarily electrify one character's weapon, giving them +2D6 damage. The spell must be cast on a metal weapon.

Favourable Winds

Range: Line of sight

Duration: 4 rounds per 5 WIS

Save: None

Mana: 10

The caster has limited control over the wind within the area of the effect. If there is no wind, he can cause a modest but steady breeze. If there is a light or moderate wind, he can make the wind steady and somewhat stronger or weaker. If there is a strong wind, he can moderate it. In any case, he can control the direction of the wind in the area of effect. He can affect a radius of 10 metres per WIS.

Feather Light

Range: Line of sight

Duration: 4 rounds per 5 WIS

Save: None

Mana: 10

This spell may be cast on any character, including yourself. It lifts the character into the air, and move at MR x3.

Fog

Range: Line of sight

Duration: 4 rounds per 5 WIS

Save: None

Mana: 10

This spell causes a slow, cold swirling in the air. If cast over a body of water it will cause a dense bank of fog in about a minute. The fog spreads out from the area of effect and then behaves as normal for the conditions.

Genie

Range: N/a

Duration: Until task is performed

Save: None

Mana: 20

This spell conjures up a genie who will do one of the following, open up any door within sight OR do 5D6 damage to attack any enemy within your line of sight.

Gust of Wind

Range: Line of sight

Duration: 4 rounds per 5 WIS

Save: None

Mana: 2

This spell affects all within your line of sight, including yourself. All affected have their MR doubled.

Harden Air

Range: Line of sight

Duration: 4 rounds per 5 WIS

Save: None

Mana: 30

This spell turns air into a substance with the strength of sandstone. It adds +10 HP per WIS. The air still looks like air. The shape hardened must be relatively simple unless the caster takes a long time visualizing said shape first. The air will not become more massive as a result of this spell. Objects encased in this hard air may still breathe.

Heal Air Elemental

Range: Line of Sight

Duration: Instant

Save: None

Mana: 10 +1 per HP

This spell fully heals an air elemental.

Hermes

Range: Self

Duration: 1 round per WIS

Save: None

Mana: 50

This spell transforms the caster into an air elemental for the duration. He is not susceptible to the various control and summoning spells and need not eat or breathe. If the caster is hit with a dismiss air elemental spell this will end the Hermes spell rather than banishing the caster to the plane of air. The caster has any wind damage he takes halved. He has all the standard powers of an air elemental.

Hold Air Elemental

Range: Line of Sight

Duration: 1 round per WIS

Save: None

Mana: 40

This spell permits the caster to paralyze an air elemental.

Lethal Vapours

Range: Line of sight

Duration: 4 rounds per 5 WIS

Save: Standard for half damage

Mana: 20

This spell summons up a cloud of awful, poisonous vapours. They do 1 damage per WIS per round of poison damage.

Lightning Aura

Range: Self or touch

Duration: 4 rounds per 5 WIS

Save: Standard for half damage

Mana: 30

This spell surrounds the caster in a lightning aura. Any touching him take D6 per 2 WIS.

Lightning Bolt

Range: Line of sight

Duration: Instant

Save: Standard for half damage

Mana: 40

With a clap of thunder a bolt of searing lightning leaps from the Wizard's outstretched palms, incinerating all those unfortunate enough to find themselves in its path. This spell may be cast in a horizontal, vertical, or diagonal direction. The bolt will travel in a straight line until it strikes a wall or closed door. It will inflict 5D6 damage on all that stand in its path.

Lightning Immunity

Range: Self or touch

Duration: 4 rounds per 5 WIS

Save: None

Mana: 10

This spell grants the recipient total immunity to lightning damage.

Lightning Strike

Range: Line of sight

Duration: Instant

Save: Standard for half damage unless wearing metal (see below)

Mana: 20

A flashfire escapes from the casters fingers. It flows over 15 adjacent metres. Everybody in the beam is hit and take 4D6 damage each. If the foe wears a helm or metal armour (chain, plate) then double this.

Mistwalk

Range: Self

Duration: 4 rounds per 5 WIS

Save: None

Mana: 5

This spell permits the caster to walk on mist, fog, or other air-aligned vapours as if they were a solid surface. The caster can also walk up the side of fairly sheer walls of fog, etc. with relative ease. The caster uses his normal walking movement on the level and half his normal walking movement while climbing.

Muffle Sound

Range: Line of sight

Duration: 4 rounds per 5 WIS

Save: None

Mana: 10

Sounds within the sphere of effect cannot be heard by beings outside it. Beings within the sphere of effect can hear one another, though at a greatly reduced volume. Caster hears all sounds clearly at an amplified volume within area of effect. The radius is 1 metre per 2 WIS.

Poison Cloud

Range: Line of sight

Duration: See below

Save: Standard for half damage

Mana: 25

This spell creates up to 18 square metres of poison gas anywhere in the caster's line of sight. The cloud doesn't block movement or line of sight. Any character within or passing through it suffers 2D6 damage for each round in it. It lasts until the spellcaster dies, cancels the spell, or can no longer see the square.

Propel Missile

Range: Line of sight

Duration: Instant

Save: None

Mana: 10

This spell allows a caster to greatly enhance the effectiveness of missile weapons by increasing the force and accuracy with which they strike. The spell adds a +1 to the attackers strike and 1 to damage.

Protection from Elementals

Range: Line of sight

Duration: 4 rounds per 5 WIS

Save: None

Mana: 50

This spell creates an invisible barrier that prevents the entry of any elementals. It has a radius of 1 metre per WIS.

Rainstorm

Range: Line of sight

Duration: 4 rounds per 5 WIS

Save: None

Mana: 15

The caster summons a torrential fall of rain on a 12 metre radius he can see. Any characters caught under the torrent have their MR reduced to one third and must keep rolling DEX not to slip over. Also visibility within the rain is almost zero.

Reproduce Sound

Range: Line of hearing

Duration: 4 rounds per 5 WIS

Save: None

Mana: 10

This spell can be used to recreate any sound the caster has heard before.

Resist Cold

Range: Line of sight

Duration: 4 rounds per 5 WIS

Save: None

Mana: 5

This spell confers total immunity to all cold, even magical.

See Through Smoke

Range: Line of Sight

Duration: 1 rounds per WIS

Save: None

Mana: 5

The recipient of this spell can see through smoke, fog and other visible gases as if it was normal air. It should be noted that while the recipient can see through the gases, it does not make him immune to the gases in any way.

Summon Elemental

Range: Line of Sight

Duration: 10 rounds per 5 WIS

Save: None

Mana: 40

This spell conjures up an element of air to serve and protect the spellcaster. The elemental lasts until slain, or when the caster dies, cancels the spell, or can no longer see the elemental. The elemental has attributes and HP identical to the caster along with the abilities and bonuses from the Air Elemental.

Swift Wind

Range: Line of sight

Duration: 4 rounds per 5 WIS

Save: None

Mana: 5

This spell may be cast on anyone including yourself. Its powerful burst of energy enables the recipient to double his attacks per melee.

Tempest

Range: Line of sight

Duration: Instant

Save: Standard, use for dodge

Mana: 20

This creates a small whirlwind that envelops one victim of your choice. He will then be lifted into the air and thrown out in one random direction doing 3D6 collision damage.

Thunderclap

Range: Line of sight

Duration: 4 rounds per 5 WIS

Save: None

Mana: 30

This spell finishes with the caster clapping his hands. Everyone within hearing range of the caster takes D6 impact damage per 2 WIS.

Vortex Prison

Range: Line of sight

Duration: 4 rounds per 5 WIS

Save: Standard

Mana: 30

This spell creates an incredible vortex of air with a radius of 1 metre per WIS. The caster may walk in and out of the vortex as if it were clear air. Otherwise the vortex will not permit anything to exit it and will suck in anything that touches it that fails to save vs spell. Use STR versus STR roll with the vortex having a STR of 20 +1 per 2 WIS.

Exiting the vortex does D6 per WIS. It is possible to fly over the top but this requires a DEX roll with recapture and 8D6 of impact damage if you fail. The vortex appears to be smoked glass with dust and fog writhing around in it and is remarkably quiet.

Wall of Wind

Range: Line of sight

Duration: 4 rounds per 5 WIS

Save: None

Mana: 30

This spell may be cast on any character, including yourself. It creates a wall of swirling wind around that character that defeats ALL projectile spells and weapons (except lightning) fired at (or by) that character. The size is (1 metre per WIS length x 1 metre per 2 WIS of height x 1 metre per 4 WIS of depth).

15. Aerial Powers

Aerialkinesis

Deflection Aerokinetic

Emission Aerokinetic

Emission Aerokinetic II

Emission Aerokinetic Bomb

Emission Aerokinetic Cage

Emission Aerokinetic Net

Field Aerokinetic

Field Aerokinetic II

Flight Aerokinetic

Infuse Weapon Aerokinetic

Manipulate Clouds

Manipulate Weather

Metamorph Air