

Hurssian House Rules

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The following rules are the house rules for Hurssia under D&D 3.5. All other rules are should be taken from the Players Handbook, Monster Manual and Dungeon Masters Guide.

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1.1 : Attribute Point Generation

Basic attributes (ie before racial modifiers) can be generated in one of the following ways :

1. 3d6 Straight. This option requires the rolling of 3d6 for each attribute in the following order : Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. The player must take what comes. The character gets an additional "Background Option" to aid survival.
2. 4d6, drop the lowest. This option requires the character to roll 4d6, dropping the lowest dice. After generating six numbers they are assigned in any order. If the player is unhappy with any of the numbers he may raise one attribute one point by dropping another by two. All attributes must be within the range 3–18.
3. Assign Points. The player rolls 4d6 and adds 63. These points are then assigned over the six attributes as the player sees fit. No attribute can be above 18 or below 3.

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1.2 : Background Option

Any player writing a background history for their character is entitled to one background option. This option allows the character to survive an otherwise fatal situation. It is only redeemable once and once it is used that is it. If the means of death allows for no margin of error then something supernatural has intervened and the character is saved by the whim of the gods. The background doesn't have to be lengthy, but must show effort.

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1.3 : Racial Options

Race	Type	Src	Adjustments		Origin
			Lvl	SL	
Dwarf, Hill	Core	Phb	+0	+0	Grusk Mountains
Dwarf, Mountain	Core	MM	+0	+0	Grusk Mountains
Dwarf, Sundered	Core	<i>File</i>	+0	+0	Grusk Mountains
Elf, Half	Core	Phb	+0	+0	Kursaval, Ukrall
Elf, High	Core	Phb	+0	+0	Larrowmor, Allath Atoll, Shirewood
Gnome	Core	Phb	+0	+0	Larrowmor, Gon'Wrath Moors & Hills, Allath Atoll
Hobbit	Core	Phb	+0	+0	Shire, Larrowmor, Allath Atoll
Human	Core	Phb	+0	+0	Kursaval, Turse, Ukrall
Barbarian	Opt	<i>File</i>	+0	-2	White Forest
Bugbear	Opt	MM	+1	0*	Grusk Mountains
Celestial, Half	Opt	<i>File</i>	+6	+2	Special
Centaur	Opt	MM	+2	+0	Larrowmor, Allath Atoll
Demon, Half	Opt	<i>File</i>	+6	0*	Special
Doppelganger	Opt	MM	+4	+0	Any
Dragon, Half ¹	Opt	MM	+3	+2	As base race
Elf, True	Opt	<i>File</i>	+4	+3	<i>Special</i>
Faun / Satyr	Opt	MM	+2	+0	Larrowmor, Allath Atoll
Firbolg	Opt	MM2	+5	+0	Larrowmor, Allath Atoll
Gnoll	Opt	MM	+1	0*	Grusk Mountains
Goblin	Opt	MM	+0	0*	Grusk Mountains
Hobgoblin	Opt	MM	+1	0*	Grusk Mountains
Kobold	Opt	MM	+0	0*	Grusk Mountains

¹ Gold, Silver & Bronze Only

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Clarified 3rd Ed Details : Elves

There are three types of elves in Hurssia. The most common are the high elves as described in the PHB and MM. These are the elves that make up the majority of the elven inhabitants of the Larrowmor and Allath Atoll. The second kind are the subterranean fallen elves, known as the drow (as per the MM). The third group are the true elves. These are celestial elves who predominantly inhabit Allaveer's plane, although some choose to live on the prime material. Drow and true elves do not inter-breed with humans and thus all half-elves are of the high-elf type (as per the phb/mm).

True elves are as follows :

- +2 Dexterity, +4 Wisdom, +2 Charisma, -2 Constitution
- Observant : Low-Light Vision, +2 Spot, +2 Search, +2 Listen, Notice Secret Doors (as per high elf)
- Skilled : +15 Sense Motive, +10 Knowledge (Religion), +10 Perform, +10 Craft
- Immune to Magic *Sleep*
- +4 Save vs. Enchantment Spells & Powers
- Spell Resistance : 15 + Character Class Level(s)
- Immortal : Immune to Disease, Poison and Aging Effects Beyond Adulthood (reached at the age of 200)
- Plane Shift : True elves can shift between any Prime Material and Allaveer's Mystical Forest at will. This power takes a full round to complete, any interruption disrupts the power. The elf can only take himself and whatever he is carrying (including another creature(s)).
- Racial Level Adjustment : +4
- Physical Description : As per high elves, except the base height for males and females is 4'11"
– True Elves are much taller than normal ones.
- Favoured Class : Druid

Clarified 3rd Ed Details : Hobbits

Hurssian Hobbits resemble D&D halflings only in that their basic size and dexterity grant them the same basic powers. In all other aspects their outlook, personalities and description should resemble that of Tolkein's Hobbits *in the original books* (ie as Tolkein intended). They are a peaceful, non-nomadic, race who like agriculture, good food, good ale and pipe smoke. Statistic wise they only differ from the PHB in that their favoured classes are Expert and Commoner, not Rogue.

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1.5 : Class Options

The SL column indicates the class modifier to the characters Social Level. Multiclass characters use the highest bonus, plus any penalty. Hence a multiclass Expert/Rogue/Wizard would have an adjustment of +2 (Wiz, ignore the +1 for expert) plus -1 (Rogue), making a total adjustment of +1.

The Attr column is the attribute(s) which are required to determine how long it takes to train into this class (See Level Advancement). Where multiple attributes are listed, use the unrounded average.

Class	Type	Source	SL	Attr	Notes
Bard	Core	Phb	+0	Chr	See <i>Spells_3rdEd.doc</i> for bardic spell casting.
Cleric	Core	Phb	+2	Wis	Player options for deities detailed in Section 1.6. Choice of deity is subject to DM approval
Commoner	Core	Dmg	+0	---	No training is required to change into this class
Druid	Core	Phb	+0	Wis	
Expert	Core	Dmg	+1	Int	
Fighter	Core	Phb	+0	Str	
Monk, Western	Core	<i>File</i>	+2	Wis	Detailed in Section 1.6. Choice of deity is subject to DM approval
Paladin	Core	Phb	+3	St/Ws	
Paladin, Variant	Core	C.War	+3	St/Ws	
Ranger	Core	Phb	+0	St/Ws	
Ranger, Variant	Core	C.War	+0	St/Ws	
Rogue	Core	Phb	-1	Dex	
Warrior	Core	Dmg	+0	---	No training is required to change into this class
Wizard	Core	Phb	+2	Int	
Wizard, Specialist	Core	Phb	+2	Int	
Adept	Opt	Dmg	+0	Wis	This class is only used by goblinoid races and barbarians. It is an alternative to cleric. Choice of deity is subject to DM approval
Aristocrat	Opt	Dmg	+6	---	No training is required to change into this class. It may only be taken after 1 st level in exceptional circumstances and the characters SL must be at least 10.
Beserker	Opt	<i>File</i>	+0	Con	Detailed in Section 1.6
Hexblade	Opt	C.War	+0	St/In	Detailed in Section 1.6
Monk, Eastern	Opt	Phb	+0	Dx/Ws	
Runecaster	Opt	<i>File</i>	+0	Wis	Detailed in Section 1.6
Scout	Opt	C.Adv	+0	St/Dx	
Swashbuckler	Opt	C.War	+0	Dx/Ch	

The above is for base classes only, not for prestige classes (see separate document). The following base classes are unavailable to player characters : Anti-Paladin, Arcanist, Chronomancer, Sorcerer, Temporal Champion, Temporal Raider, Witch.

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1.6 : Classes Detailed

Note all spell casters use the new Spells system, adapted from the 2nd Edition Campaign.

Beserkers

Beserkers were found in the Vikings Handbook printed for 2nd Edition.

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Beserk
2	+2	+3	+0	+0	
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	Shapechange – Wolf (1/week)
5	+5	+4	+1	+1	
6	+6/+1	+5	+2	+2	
7	+7/+2	+5	+2	+2	Shapechange – Bear (1/week)
8	+8/+3	+6	+2	+2	
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	Shape Journey – 1/day
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6	+10	+5	+5	
17	+17/+12/+7	+10	+5	+5	
18	+18/+13/+8	+11	+6	+6	
19	+19/+14/+9	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	

Alignment : Any Chaotic

Hit Die : d10

Class Skills : As Barbarian

Armour & Weapon Proficiency : Martial Weapons. Light, Medium & Heavy Armour and Shields.

Beserk : A beserker must spend a full round action working up into a frenzy. At the end of the round the character must make a Willpower Save (DC: 12). If the save is successful the character goes beserk. If the save fails the character can continue trying, and succeeds automatically after 10 full rounds.

When the character beserks his strength increases by 2 points. He also gets +2 hit points a level. The characters armour class increases by +1 per level. This bonus is counted as natural armour. The beserker also gains a +2 saving throw bonus against charms.

The drawbacks of beserking are : the character cannot retreat from combat unless his opponent is slain or cannot be pursued. A beserker cannot hang back in combat. If the beserker retreats or hangs back he finishes beserking. As soon as the beserk rage ends all benefits are lost (including the extra hit points). When the beserk rage ends the character must make another Will save (as above). Failure indicates the characters strength is reduced by 5 points. The character can end his rage at any point.

Shapechange : The character can change into either a wolf or a bear. The beserkers hits, attacks and saves remain the same. However, the character gets the movement, armour class and damage of the creature. The beserker can understand the language of the animal he has changed into. The attribute changes are :

Creature	Move	AC	Attacks
Wolf	50'	14	Bite 1d6+1
Bear	40'	15	2* Claws 1d8+8; Bite 2d8+4

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Shape Journey (Hamfarir) : The beserker can send his spirit out into the world as an animal. To do this the character must put himself into a deep trance. 10 rounds after entering the trance the characters spirit animal appears upto 100 yards from his current position. The spirit animal can only be seen by *True Seeing* or second sight. This power can be used once per day and lasts for a number of rounds equal to 10 times the beserkers wisdom. The character can end the trance whenever he wishes, but is unaware of his surroundings whilst in the trance. Any damage taken by the spirit during the journey is inflicted on the beserker when the trance ends.

The spirit has the attributes of the beserker. Armour class is equal to the beserkers unarmoured beserk armour class. The spirit can communicate with humans but not animals. The spirits movement and attacks depend on the type of animal :

Creature	Move	Attacks
Bear	40'	2* Claws 1d8+8; Bite 2d8+4
Bull	40'	Butt 1d8+6
Falcon	10', Fly 60'	2* Claws 1; Bite 1
Raven, Huge	10', Fly 50'	2* Claws 1d3
Wolf	50'	Bite 1d6+1

Ending the journey is a Will save (DC: 20). If the save fails the characters strength and wisdom are reduced by half. Strength must be recovered fully before wisdom can start to recover.

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Cleric

Clerics must abide by their priesthoods as per 2nd Edition. They must meet the minimum requirements and must bare arms in the manner prescribed. They gain access to the Domains for the purposes of spell casting but their special abilities are listed below by level. They do not have the domain Granted Powers unless by chance. Clerics who have weapons listed that are not covered by the Simple Weapons proficiency gain the Martial feat for these weapons for free. All other details are as per the PHB.

Issiad, God Of The Sun : Issiad is the god of the sun and the father of the gods. It is he who created the world and all that exists. Issiad appears as a tall, muscular blond man wearing a toga. Issiad also deals with light. Issiad is the father patron of Insignious, who often does his bidding.

Being - SL 9; Align Lg; Sphere The Sun; Symbol Gold Sun on white; Plane The sun.

Priests - Min. Stat. Wis 12; Align Lg; Wpn Simple; Arm Any; Domains Good, Protection & Sun; Spl 1) *Protection from Evil*; 6) *Continual Flame*; 12) *Protection from Element* (Fire; Permanent); TU Turn.

Kratesse, God of Knowledge : Kratesse appears to be a wise old man, dressed in white or grey robes. His movements are slow and ponderous and he often talks in riddles or appears to make no sense. If a subject fascinates him he will start debating it with anyone present, and these debates could go on for quite sometime.

Being - SL 8; Align Tn; Sphere Wisdom, Knowledge & Philosophy; Symbol An open book; Plane The temple of knowledge.

Priests - Min. Stat. Wis 16; Align Any neutral; Wpn Simple; Arm Any; Domains Knowledge, Protection & Law; Spl 1) Know Alignment Power (Will Negates); 12) *True Seeing* (Ability, Permanent); TU Turn.

Lugnae, Goddess Of The Two Moons : Lugnae is the mother of creation and the daughter of Issiad. She is also the mother of Neptif. She appears as a plump woman clad in a dress of red and silver silk. She is very protective of her flock, although she does not always appear to be the brightest of goddesses.

Being - SL 8; Align Lg; Sphere The Moons; Symbol Two overlapping moons (Red & Silver) on grey; Planes Lugnae has two planes, one is the red moon, the other the silver.

Priests - Min. Stat. Wis 9 / Chr 12; Align any non-evil; Wpn Simple; Arm Any; Domains Healing, Travel & Water; Spl 1) Cure spells have maximum effect;

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5) *Charm Person*; 12) *Mass Suggestion*; TU Turn.

Tarrak, God of Magic : Tarrak appears as a tall, mature, elf. He wears a long purple cloak with fine ornamentation and carries a staff. Tarrak has a strong sense of humour and is a master of every musical instrument. Tarrak is always interested in new magic or forms of entertainment.

Being - SL 7; Align Cg; Sphere Magic, Art & Music; Symbol 8-point Star; Plane Tarrak's Palace.

Priests - Min. Stat. Int 9, Wis 9 & Chr 9; Align Any; Wpn Simple; Arm None; Domains Death, Knowledge & Magic; Spl 1) Skill Focus +2 in a Music or Art based skill; 5) Access to a selection of wizard spells; 12) 75% chance to identify any form of magic; TU Nil.

Tarrak's Wizard Spells : Starting when the character has reached 5th level, he may pick 2 spells per spell level from the PHB Wizard Spell lists (p168ff) to add to his list of spells as a cleric. This includes 1st and 2nd level spells but these aren't gained until the cleric can cast 3rd level divine spells. The DM has final say over the choice of spells.

Skae, God Of The Four Winds : Skae appears as a strong barbarian figure, wearing a robe of feathers. Skae is a gentle giant and whilst easy to anger is also easy to calm down. Skae looks on all flying creatures as his children. Skae can often appear to act before thinking, or make snap decisions.

Being - SL 7; Align Cg; Sphere Wind / Air; Symbol The Hawk; Plane Elemental plane of air.

Priests - Min. Stat. Dex 12 / Wis 9; Align any chaotic; Wpn Any Bows & Spears; Arm any leather; Domains Air, Travel & Protection; Spl 1) *Feather Fall*; 5) *Fly*; 10) Air Form; TU Turn.

Allaveer, Goddess Of The Trees : Allaveer is the queen of the fair folk, mother of the plants and animals and overseer of the seasons. She is a slender blond girl with golden wings. She often appears to be frivolous, although she is very protective of the life she gives. She rewards the protectors of the wilderness and harms those who do great damage.

Being - SL 7; Align Ln; Sphere Trees / Nature; Symbol The Oak Tree; Plane The Mystical Forest.

Priests - Priests of Allaveer are Druids as per the PHB. Note Druids can only *Wild Shape* into animals, not birds.

Neptif, God Of The Seas : Neptif appears as a rather round but muscular man. He is very jovial and likes to make jokes which often aren't funny, although everyone usually laughs. Anyone who can make him laugh is usually in favour with him. Polluters of the seas and rivers often gain his displeasure.

Being - SL 6; Align Tn; Sphere Seas / Water; Symbol The Fish; Plane Elemental plane of water.

Priests - Min. Stat. Std.; Align any neutral; Wpn Simple; Arm None; Domains Chaos, Strength, Travel & Water; Spl 1) *Water Breathing* (Permanent); 3) Free action in water; 5) *Wild Shape* (Aquatic Only); 10) Water Form; TU Nil.

Insignious, Goddess Of Fires : Insignious appears as a young girl, made of fire. She also acts like one, playing silly tricks and giggling. Nothing she does appears to follow any pattern. She likes big flashy things that impress her, and those priests who set large fires are often in favour with her.

Being - SL 6; Align Ne; Sphere Fire; Symbol A Fire; Plane Elemental plane of fire.

Priests - Min. Stat. Con 12 / Wis 9; Align any chaotic; Wpn Martial; Arm Any; Domains Fire & Protection; Spl 1) *Burning Hands*; 4) *Fireball*; 10) Fire Form; TU Turn.

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Orath, God Of The Earth : Orath doesn't actually have a physical form, at least not one anybody has seen. When communicating with his followers a mouth will appear in the wall, floor or other object, which talks in a slow monotone. Orath is a very sombre god and believes everything has its rightful order and place.

Being - SL 4; Align Lg; Sphere Earth / Stone; Symbol A Mountain; Plane Elemental plane of earth.

Priests - Min. Stat. Str 15 / Wis 9; Align any; Wpn Martial; Arm any metal; Domains Earth, Protection, Strength & War; Spl 1) Dig ($5^{3/lvl}$); 1) Priests of Orath use a d10 for hit points; 5) Earth Meld; 10) Earth Form; TU Nil.

Mistray, Goddess Of Agriculture : Mistray appears as a rather plump woman, usually carrying some form of wholesome food. She has a strong tendency to mother her followers, and occasionally lends a hand in trade. Mistray pesters any of her priests who don't make sure there is enough food for her faithful flock.

Being - SL 3; Align Ng; Sphere Agriculture, Craft & Trade; Symbol Hoe & Scythe; Plane The Plentiful Fields.

Priests - Min. Stat. Con 9 / Wis 9; Align Any non-evil; Wpn Any "tool"; Arm Any leather; Domains Animal, Earth, Plant, Sun & Water; Spl 1) Identify edible plants and animals with 100% accuracy; 9) Produce a perfect harvest (once per year); TU Turn.

Griss, God Of Luck : Griss appears as the happy wanderer. Griss does not have a care in the world and doesn't seem to worry about anything, except a game of chance. Griss likes his followers to be good flirts and good sports. This is a popular religion with bards, as is Tarrak.

Being - SL 1; Align Cn; Sphere Luck, Chance & Romance; Symbol Dice; Plane Cloud 9.

Priests - Min. Stat. Chr 12; Align Any chaotic; Wpn Martial; Arm None; Domains Luck & 2 of the players choosing; Spl 1) Re-roll any dice three times and take the best result (once per real hour); TU Nil.

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Druids

Druids remain mostly unchanged from the standard 3.5 rules. Their heirarchy is now based on the 2nd Edition rules, although this is dependant on social level and not class level. See the *p.druids.doc* file for details of this.

Druids add *Knowledge (Religion)* to their class skill list.

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Hexblade

Hexblade's are warrior spell casters who draw their arcane powers from a pact with either Mallus (the evil ones) or Tarrak (the neutral ones). This pact is forged when the character starts out their career and can only be broken if the character changes alignment or does harm to their deity. In return for their gifts Mallus or Tarrak will always want something, and if they call in a favour, the hexblade must respond.

Hexblades sometimes for Sects, a common gathering of Hexblade's who share a common role, and occasionally resources. One such sect is the "Guardians of the Dead". Members of this sect can often be found guarding the paupers burial grounds and other 'unclean' graves bereft of church protection.

Level	Base Attack	Fort Save	Ref Save	Will Save	Base MP	Level Limit	Special
1	+1	+0	+0	+2	---	---	Hexblade's Curse 1/day, Hexblade's Armour, Hexblade's Pact
2	+2	+0	+0	+3	---	---	Arcane Resistance
3	+3	+1	+1	+3	---	---	Mettle
4	+4	+1	+1	+4	0	1 st	Summon Familiar, Cantrip
5	+5	+1	+1	+4	0		Bonus Feat, Hexblade's Curse 2/day
6	+6/+1	+2	+2	+5	1		
7	+7/+2	+2	+2	+5	1		Greater Hexblade's Curse
8	+8/+3	+2	+2	+6	1	2 nd	
9	+9/+4	+3	+3	+6	1		Hexblade's Curse 3/day
10	+10/+5	+3	+3	+7	3		Bonus Feat
11	+11/+6/+1	+3	+3	+7	3	3 rd	
12	+12/+7/+2	+4	+4	+8	6		Aura of Unluck 1/day
13	+13/+8/+3	+4	+4	+8	6		Hexblade's Curse 4/day
14	+14/+9/+4	+4	+4	+9	7	4 th	
15	+15/+10/+5	+5	+5	+9	11		Bonus Feat
16	+16/+11/+6	+5	+5	+10	13		Aura of Unluck 2/day
17	+17/+12/+7	+5	+5	+10	16		Hexblade's Curse 5/day
18	+18/+13/+8	+6	+6	+11	17		
19	+19/+14/+9	+6	+6	+11	26		Dire Hexblade's Curse
20	+20/+15/+10/+5	+6	+6	+12	30		Bonus Feat, Aura of Unluck 3/day

Requirements : None.

Alignment : Any Non-Good

Hit Die : d10

Class Skills : Bluff, Concentration, Craft, Diplomacy, Intimidate, Knowledge (Arcana), Profession, Ride & Spellcraft.

Armour & Weapon Proficiency : Light Armour, Simple & Martial Weapons.

Spells : Hexblade's are Arcane spell users. They calculate their bonus or penalty magic points from intelligence (not charisma). They require spell books and components in the same manner as wizards. There is no limit to the number of spells a hexblade can learn. Hexblades use the same spell lists as wizards. At level one they can read/write Lethum to rank 5, they gain the cantrip feat at level four.

Hexblade's Pact : When a character becomes a hexblade they must make a pact with either tarrak or Mallus. This pact is binding and lasting. In return for their magical powers, hexblade's must answer their deities call, should they do so. Failure to answer the call, doing harm to the deities interests or a major shift of alignment with break the pact. The pact can only be reforged through a great deed. Until the deed is complete, the hexblade loses all spells, special abilities and magic powers. They may not advance as a hexblade. An familiar they have acquired leaves them and returns to being a normal animal.

Hexblade's Armour : Whilst in Light Armour the hexblade ignores the penalty for Arcane spell failure. This only counts for spells from the Hexblade's class, not from any other arcane classes.

Hexblade's Curse : As a free action the hexblade can unleash a curse on a foe within line of sight and within 60'. The victim suffers -2 on Attacks, Saves, Skills, Ability Checks and Weapon Damage. A successful Will Save (DC: 10 + 1/2Lvl + Chr Bonus) negates. From 7th level the victim's penalty increases to -4. At 19th level this increases to -6.

Arcane Resistance : The character adds their charisma bonus to saving throws against spells and spell-like effects.

Mettle : Whenever the hexblade is subject to a magical or supernatural attack or effect requiring a Will or Fortitude save for half-effect, he negates the effect on a successful save. Unsuccessful saves still result in maximum effect. An unconscious, asleep or unaware hexblade does not get this bonus.

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Summon Familiar : As per a Wizard, except the Hexblade's level is 3 lower when determining the extra powers of the familiar.

Bonus Feat : Must be taken from the following : Combat Casting, Greater Spell Focus (Enchantment, Necromancy & Transmutation), Greater Spell Penetration, Spell Focus (Enchantment, Necromancy & Transmutation), Spell Penetration.

Aura of Unluck : This is similar to an area of concealment around the Hexblade. Any melee or ranged attack against the Hexblade has a 20% miss chance. The aura is activated as a free action and lasts for 3+Chr Bonus rounds.

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Monk (Western)

Below are the rules for western style monks, based on the cleric class as outlined above. Treat this as a less militant variant of the cleric. The monk variant does not fit well with all deities.

Level	Base Attack	Fort Save	Ref Save	Will Save	Special**
1	+0	+2	+2	+2	<i>Lay on Hands</i> ; +2 Healing Skill
2	+1	+3	+3	+3	
3	+1	+3	+3	+3	
4	+2	+4	+4	+4	<i>Remove Disease</i>
5	+2	+4	+4	+4	
6	+3	+5	+5	+5	
7	+3	+5	+5	+5	
8	+4	+6	+6	+6	<i>Focusing</i> ; <i>Remove Disease 2/ week</i>
9	+4	+6	+6	+6	
10	+5	+7	+7	+7	
11	+5	+7	+7	+7	
12	+6/+1	+8	+8	+8	<i>Remove Disease 3/ week</i>
13	+6/+1	+8	+8	+8	
14	+7/+2	+9	+9	+9	
15	+7/+2	+9	+9	+9	
16	+8/+3	+10	+10	+10	<i>Remove Disease 4/ week</i>
17	+8/+3	+10	+10	+10	
18	+9/+4	+11	+11	+11	
19	+9/+4	+11	+11	+11	
20	+10/+5	+12	+12	+12	<i>Remove Disease 5/ week</i>

Abilities : As Cleric (see above)

Alignment : As Cleric (see above)

Hit Die : d4

Class Skills : As Cleric

Armour & Weapon Proficiency : No Armour, no weapons unless taken in a previous class or using a feat.

Spells : As Cleric (see above)

Deities : Issiad, Kratesse, Lugnae, Frossim & Mallus

Domains : As Cleric (see above)

****Special Abilities & Turn / Rebuke Undead** : A monk has the same turning ability as a cleric of his deity. He also has the same special abilities as outlined above, plus the below abilities :

Lay on Hands : As Paladin

Healing Skill : +2 Skill Focus on the Heal skill.

Remove Disease : As Paladin

Focusing : By multiplying the casting time by three and praying the monk can cause any spell or power to have its maximum effect.

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Hurssian House Rules

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Runecasters

Runecasters were found in the Vikings Handbook printed for 2nd Edition.

Level	Base Attack	Fort Save	Ref Save	Will Save	Runes Known	Special
1	+0	+2	+0	+2	2	
2	+1	+3	+0	+3	3	
3	+2	+3	+1	+3	4	
4	+3	+4	+1	+4	5	
5	+3	+4	+1	+4	6	
6	+4	+5	+2	+5	7	
7	+5	+5	+2	+5	8	
8	+6/+1	+6	+2	+6	9	
9	+6/+1	+6	+3	+6	10	
10	+7/+2	+7	+3	+7	11	
11	+8/+3	+7	+3	+7	12	
12	+9/+4	+8	+4	+8	13	
13	+9/+4	+8	+4	+8	14	
14	+10/+5	+9	+4	+9	15	
15	+11/+6/+1	+9	+5	+9	16	
16	+12/+7/+2	+10	+5	+10	17	
17	+12/+7/+2	+10	+5	+10	18	
18	+13/+8/+3	+11	+6	+11	19	
19	+14/+9/+4	+11	+6	+11	20	
20	+15/+10/+5	+12	+6	+12	21	

Alignment : Any

Hit Die : d8

Class Skills : As Cleric

Armour & Weapon Proficiency : Martial Weapons. Light, Medium & Heavy Armour and Shields.

Runes : The character starts the game with 2 runes assigned by the DM. Thereafter he may learn one rune per level, providing he has found a teacher. Whenever a character advances in level he can attempt to learn a new rune (Spellcraft, DC:15). If the check fails he may never learn that rune.

Shaping a rune is the same as per the 2nd Ed rules, taking 15 + 1d20 minutes. Upon completion the character must make a Craft (Rune Carving) roll, DC: 15. The craft skill is based on the characters Wisdom attribute, not Intelligence as per other craft skills. Where a resistance roll is required, the target is the Runecaster's Craft roll.

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1.7 : Apprentice Multiclass Characters

Notes : Based on the 3.0 Rules², Modified for 3.5. Also notes Paladins cannot start as apprentice level characters due to their multicass restrictions.

Class	Base Attk	Fort	Refl	Will	Special Abilities	MP
Adept	+0	+0	+0	+0	Orison Feat	
Aristocrat	+0	+0	+0	+1	The Cash	
Bard	+0	+0	+1	+0	Cantrip Feat ³ , Bardic Knowledge	
Beserker	+1	+1	+0	+0		
Cleric	+0	+1	+0	+1	Orison Feat, Turn Undead†	1
Commoner	+0	+0	+0	+0		
Druid	+0	+1	+0	+1	Full 1 st level spell list	½
Expert	+0	+0	+0	+1		
Fighter	+0	+1	+0	+0	1x Bonus Feat	
Hexblade	+0	+0	+0	+1	Hexblade's Armour, Hexblade's Pact	
Monk, Estn	+0	+1	+0	+1	Unarmed Strike, Wis Bonus to AC	
Monk, Wstn	+0	+1	+1	+1	Orison Feat, +2 Healing Skill, Lay on Hands ⁴	1
Ranger	+0	+1	+0	+0	1 st Favoured Enemy	
Ranger, Variant	+0	+1	+0	+0	1 st Favoured Enemy	
Rogue	+0	+0	+1	+0	Speak Thieves Cant, Trapfinding	
Runecaster	+0	+1	+0	+1	One Rune	
Scout	+0	+0	+1	+0	Trapfinding	
Swashbuckler	+0	+1	+0	+0	Weapon Finesse Feat	
Warrior	+0	+1	+0	+0		
Wizard	+0	+0	+0	+1	Cantrip Feat & Cantrips, Spells (See <i>Doc</i>), R/W Lethum	½
Wizard, Spec	+0	+0	+0	+1	Cantrip Feat & Cantrips, Spells (See <i>Doc</i>), R/W Lethum	1

At 1st Level :

- The character gets all the abilities and modifiers listed above for both classes.
- The character must choose his 'primary' class and takes the hit points and skill points from this accordingly. The maximum number of skill ranks is as per 1st level.
- Armour and weapon proficiency is as per both classes. Feats and racial abilities are as per a standard 1st level character.
- If the character class confers either the Cantrip or Orison feat then the character has this feat. In addition a cleric gets domain based spells as per 1st level. He does not gain access to the main spell lists or any special abilities. Druids gain their full spell list but no special abilities. Wizards and specialist wizards know 2d3 levels worth of spells and have a spell book as per 1st level.

At 2nd Level :

- Roll for the hit points from the characters secondary class.
- Increase the base attack, saves and special abilities of both classes so they match the 1st level bonuses in both classes.
- Buy skill ranks for the characters secondary class using the subsequent levels calculation.
- Calculate magic points as if the character were 1st level in each class. Wizards do not automatically gain any extra spells.

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² DMG p40

³ Bards do not automatically start with any cantrips, they must learn these as they go along.

⁴ Level based, treat as 0 level.

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1.8 : Prestige Class Options

Below is a list of the 3.5 Edition Prestige Classes available for Hurssia from the core books and the "Complete" series. They have been selected for their suitability to the campaign. Classes from the following books not on this list have been left out because they are deemed to be out of character with Hurssian society. Other 3.5 Edition classes from other books will be considered on an individual basis. The attribute column outlines which attributes are used to calculate training times (See Level Advancement).

			DMG
Class	Attribute	Notes	
Arcane Archer	Dex/Int	This is a purely elven class and only those welcomed within Allath Atoll or the Larrowmor will be trained as such.	
Arcane Trickster	Dex/Int	Unchanged. Characters must find a tutor to change to this class.	
Assassin	Dex/Wis	Assassins function as normally. They cast spells as a wizard and require a spell book, as a wizard does. They are only available to the Slayers Brotherhood.	
Dragon Disciple	Str/Int	Dragon Disciples must be able to cast arcane spells and have taken the Eschew Materials and Quicken Spell Metamagic feats. In addition, they must have justified their racial heritage in their original background (which must be agreed by the DM).	
Duelist	Dex	Unchanged.	
Dwarven Defender	Str	This is only available to dwarven knights.	
Militant Wizard	Str/Int	Formerly known as Eldritch Knights. Otherwise unchanged.	
Loremaster	Int	The loremaster casts spells as per the existing class. They are only available to members of the Union of Sages.	

			Complete Adventurer
Class	Attribute	Notes	
Animal Lord	Wis/Con	Only bear, bird, cat, horse, snake and wolflords are appropriate to Hurssia. Characters must find a tutor to join this class.	
Beastmaster	Str/Chr	Beastmasters must live among the beasts to qualify for this class.	
Bloodhound	Int/Dex	Unchanged. Characters must find a tutor to change to this class. The organisation described doesn't exist, bloodhounds work as mercenaries.	
Dread Pirate	Dex/Chr	Unchanged. The character must first become part of a pirate crew and find a tutor.	
Dungeon Delver	Dex	Unchanged. Entry requirements as per Complete Arcane.	
Highland Stalker	Str/Con	Unchanged. This class is predominantly found in the Grusk Mountains, although also available from other hill areas. The character must find a mentor.	
Maester	Int	This class is only available to gnomes who have been trained by a tutor.	
Spymaster	Chr	Unchanged. Spymasters are employed and trained by a government, monarch or other large organisation. These groups will rarely let an individual go once they have them in their employ.	
Streetfighter	Str/Dex	Unchanged. Streetfighters must come from a lower class background (SL:6 or less) and will find it more difficult to advance socially. Characters must have a tutor.	
Tempest	Str	Unchanged. Characters must find a tutor to change to this class.	
Thief-Acrobat	Dex	Unchanged. Must be a paid up member of The Thieves Guild. The guild must be willing to train the individual.	

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Complete Arcane

Class	Attribute	Notes
Argent Savant	Int	Unchanged. The character must find a tutor.
Elemental Savant	Int/Con	Unchanged. Characters must find a tutor to change to this class.
Enlightened Fist	Dex/Int	In order to become an Enlightened Fist a monk must leave their current order and seek out The Order of the Targan Codex (an order associated with Tarrak). The monk must then pass their initiation test.
Fatespinner	Int/Chr	Unchanged. Characters must find a tutor to change to this class, they must also be under the guidance of a priest of Griss.
Initiate of the Sevenfold Veil	Int	Unchanged. Only characters invited to may join the Sevenfold Veil.
Master	Int/Con	Unchanged. The character must find a tutor.
Transmogrist	Int/Chr	Unchanged. Characters must find a tutor to change to this class, the character must also have been licenced by the Guild of Wizardry.
Mind Bender	Int/Chr	Unchanged. Characters must find a tutor to change to this class, the character must also have been licenced by the Guild of Wizardry.
Seeker of the Song	Wis/Chr	Additional Requirement : the character must also be a priest of Tarrak and able to cast 2 nd level spells. The character must have been selected to study this form of power.
Wayfarer Guide	Int	Unchanged. Characters must find a tutor to change to this class. Note the Wayfarer's Union is a subguild within the Guild of Wizardry.

Complete Divine

Class	Attribute	Notes																				
Blighter	Wis/Chr	This class is available to any former druid who has given up that path and taken the path of Mallus.																				
Church Inquisitor	Wis	Unchanged. These characters are found in most of the major religions and cults but are very rare (typically only one or two). It is only open to a priest who has been appointed the position by his bishop.																				
Divine Oracle	Wis/Chr	Unchanged. Must have met their deity face to face and held a conversation.																				
Evangelist	Cha	Unchanged. The Evangelist must have been appointed by his church.																				
Holy Liberator	Wis	Unchanged. This class is openly available.																				
Hospitaler	Str/Wis	Character must be a member of the Church of Lugnae. Characters who take this class are not knights.																				
Pious Templar	Str/Wis	Characters must be employed by a church to take this class. The characters are not knights unless they belong to the churches of Issiad, Skae, Allaveer or Neptif. Bonuses are calculated as per standard. Spell lists aren't changed (Paladin / Anti-Paladin (see above)). The number of base spell points are :																				
		<table border="1"> <thead> <tr> <th>1st</th> <th>2nd</th> <th>3rd</th> <th>4th</th> <th>5th</th> <th>6th</th> <th>7th</th> <th>8th</th> <th>9th</th> <th>10th</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>1</td> <td>1</td> <td>3</td> <td>3</td> <td>6</td> <td>7</td> <td>11</td> <td>13</td> <td>16</td> </tr> </tbody> </table>	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th	0	1	1	3	3	6	7	11	13	16
1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th													
0	1	1	3	3	6	7	11	13	16													

Complete Warrior

Class	Attribute	Notes
Bladesinger	Str/Int	Unchanged. Characters must find a tutor to change to this class.
Cavalier	Str/Chr	Unchanged. The Cavalier must already be a knight and a member of an order of knights (no Knights Errant).
Dark Hunter	Dex/Str	Unchanged.
Darkwood Stalker	Dex/Str	This prestige class is only open to pure blood elves from the Larrowmor who have fought orcs and humanoids for their earl.
Hunter of the Dead	Con	Unchanged. The character must find a tutor.
Invisible Blade	Dex	Unchanged.
Master Thrower	Str	Unchanged.
Nature's Warrior	Wis/Con	Unchanged.
Occult Slayer	Wis/Con	Occult Slayers are viewed in much the same ways as assassins in Kursaval, The Shire and the Larrowmor. As such they are actively restrained as soon as they are detected. Occult Slayers will rarely come from an upper class background. Otherwise the class is unchanged.
Ravager	Dex/Wis	Unchanged. The character must have be a devoted follower of either Frossim or Mallus.
Spellsword	Int/Str	Unchanged. Characters must find a tutor to change to this class.
Stonelord	Int/Str	Unchanged. This class is not open to sundered dwarves.

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1.9 : New & Converted Feats

Acumen (Feat, General) :-

The character is able to pour more of himself into his magic. This feat allows the character to increase his magic points.

Prerequisites: Character must be a spell caster with at least 1 base magic point.

Benefit: This feat increase the characters magic points by one point per caster level, upto a maximum of +5. This benefit only applies to one type of magic. A multiclass spell caster would not add this to both his divine and arcane point totals, or his wizardly or bardic point totals.

Special: You may take this feat multiple times. Its can effects stack.

Source: Ihourn

Acumen, Improved (Feat, General) :-

The character is able to pour more of himself into his magic. This feat allows the character to increase his magic points.

Prerequisites: Character must be a spell caster with at least 32 base magic points. Acumen.

Benefit: This feat increase the characters magic points by two points per caster level. This benefit only applies to one type of magic. A multiclass spell caster would not add this to both his divine and arcane point totals, or his wizardly or bardic point totals.

Special: You may take this feat multiple times. Its effects can stack.

Broadened Horizons (Feat, General) :-

The character has had exposure to a different experiences than that of his peer group. As a result of these experiences he has encountered different forms of learning.

Prerequisites: Base character class level one. The player must have written an appropriate background.

Benefit: Choose upto two non-exclusive skills you do not have as a class skills. These skills are always considered class skills for you.

Special: You may take this feat multiple times. Its effects do not stack. Each time you take the feat it applies to a new pair of skills.

Cantrip / Orison :-

See the 3.5Ed Spell Document.

Cosmopolitan (Feat, General) :-

Your exposure to the thousand forking paths of the city has taught you things you ordinarily would never have uncovered.

Prerequisites: Character must be a native of a capitol city (Nyr'Danr, Dun'Lenr or Traiger).

Benefit: Choose a nonexclusive skill you do not have as a class skill. You gain a +2 bonus on all checks with that skill, and that skill is always considered a class skill for you.

Special: You may take this feat multiple times. Its effects do not stack. Each time you take the feat it applies to a new skill.

Source: Forgotten Realm's Campaign Setting (3rd Ed)

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One-Hander Style (Feat, General) :-

The character is proficient at fighting with a single handed weapon whilst lightly armoured. They are trained in using their off hand to balance, which in turn improves their ability to avoid blows.

Prerequisites: Dexterity 13. The character must also have at least skill 1 rank in the Balance skill.

Benefit: Whilst fighting with a single handed weapon, and whilst the character's off hand is entirely free, and whilst the character is in light or no armour, they gain a +2 bonus to reflex Armour Class. The character must not be in medium or heavy armour and must not be holding, holding on to or have anything strapped to their off hand or arm (rings, bracers and bracelets are acceptable). The character may use this defence bonus whenever he can use his dexterity bonus for defence.

Special: This feat may only be taken once. It counts as a fighters class feats.

Source: 2nd Edition Fighter Styles.

Summon Demonic Familiar (Feat, General) :-

This feat allows spellcasters to acquire a new familiar from a nonstandard list, but only when they could normally acquire a new familiar.

Prerequisites: Ability to acquire a new familiar, compatible alignment, 9th Level Arcane Caster.

Benefit: When choosing a familiar, the creatures listed below are also available to the spellcaster. The spellcaster must choose a familiar with an equal alignment. Demonic familiars are chosen from the lesser demon subcategory. Demons of Griss may not be chosen. Improved familiars otherwise use the rules for regular familiars, with two exceptions: If the creature's type is something other than animal, its type does not change; and improved familiars do not gain the ability to speak with other creatures of their kind (although many of them already have the ability to communicate).

Source: Orgal the Wizard, Scenario 10, Campaign 1. This was originally a 5th level spell.

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1.10 : Level Advancement

When a character wishes to increase in level in the same class most things are automatic. However, if the character wishes to start a new skill which requires training then he will have to find a teacher. He will also have to find a teacher if he wants to go to a new class. Finally if a wizard wants a new spell he must have access to it or someone willing to teach him.

Learning a new ("trained") skill	:	(23 – Attrib) in Days (minimum 5)
Changing Class	:	(23 – Attrib) in Months (minimum 3)
Learning a new spell (wizards / bards)	:	4 Hours + 10 mins per level of the spell followed by Spellcraft (DC : 15 + Spell Level) to learn.

Training normally costs 5sa per day.

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1.11 : Experience Points

Characters will earn 20% of the values for combat awards listed on page 36 of the DMG. Characters advance at their normal rate.

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2.1 : Critical Hits & Fumbles

Critical hits are played out as per the standard rules with the following exception : when a character capitalises on a threat, it is another threat they roll again and so on. For each additional roll, add the dice plus modifiers to the damage. Thus a warrior using a longsword (1d8+1 damage) who rolls two 20's in a row, followed by a capitalisation, would roll 3d8+3 for his damage. Should the final roll miss, the previous roll is taken as the capitalisation. Thus in the above example, if two 20's followed by a miss were to be rolled, then the damage would be 2d8+2.

If a character fires a missile weapon into melee and misses their target then roll a random number to see if they hit another member of the combat. There is no need to re-roll the attack roll. Once another opponent is selected, check their armour class. If this should miss, re-roll for another target. If all targets miss, the missile has gone wild. Precise shot negates this.

Critical fumbles. These are the reverse of critical hits. If the character rolls a natural 1 he has done something catastrophic. This can range from simply dropping a weapon, to hitting himself or a friendly target. When a 1 is rolled, roll a d6 to determine the result on the following table :-

- 1) Drop Weapon - requires one round to recover
- 2) Hurl weapon across the battle field, room or somewhere else - requires 3d6 rounds to recover
- 3) Drop weapon or strike it on nearest inanimate object - weapon is broken beyond use
- 4) Hit self with weapon for normal damage - may continue fighting provided enough hits
- 5) Hit nearest friend within range, if none hit self - see above
- 6) As 5, except attack does maximum inflictable damage

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2.2 : Reactions

The table below outlines the reactions each race has for the others. The penalty is applied to charisma based skill rolls when dealing with another character. To determine the modifier check the number of the race against their *Reaction to* the PC's race. For example, when a PC elf is dealing with a human weaponsmith he has a -3 penalty to his reaction roll.

Race	Reaction to					
	Dw	Elf	Gn	HE	Ho	Hu
Dwarf	0	-4	0	-3	-1	-1
Elf	-4	0	-1	-4	-1	-2
Gnome	0	-1	0	-2	0	-1
Half-Elf	-3	-2	-1	0	-1	-2
Hobbit	0	0	0	-1	0	-1
Human	-2	-3	-3	-5	-2	0

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2.3 : Social Level

This is an indicator of how far up the social scale a character has progressed and how different members of society will react to him or her. Certain positions have a set social level. If a character gains such a position they automatically take that social level, which may either raise or lower their current level. Later this level may again be adjusted, by gaining rank or by losing favour. Organisations and religions have a similar system to this, but they are rated from 1 to 10, with 10 being the highest possible level, they can also be adjusted by the overall status of the organisation. A guide for the social level is :

SL	Nobles	Priests	Commoners
16	Emperor	- / -	-
15	King	- / Grand Druid	-
14	Archduke	Archbishop / Great Druid	-
13	Duke, Prince	Bishop / Archdruid	-
12	Count	Bishop / Archdruid	-
11	Knight-Equites ⁵	Abbot / Druid	-
10	Knight	Abbot / Druid	Guildmasters, Noted Scholars
7-9	-	Prior / Initiate	Captain, Wealthy Merchants, Senior Artisans
4-6	-	Friar / Initiate	Sergeant, Merchants, Guildsmen, Artisans
1-3	-	Friar / Initiate	Soldier, Poor Merchants, Labourers, Commoners
0	-	-	Slaves, Outlaws, Prisoners of the Crown

A characters starting social level is equal to their level, divided by three, rounded down, but never below one or above nine unless the situation warrents it. Aristocrats may have levels over 10 (but not over 12). Rogues calculate their social level by dividing by four. Note this may take their social level to zero. See the class and racial options above for more modifiers.

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⁵ Otherwise known as a Baronet.

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2.4 : Languages

Languages are rated from 1 to 5. Rank 1 is shows a very basic understanding and rank 4 is a complete understanding. Rank 5 is the ability to pass as a native. Reading and writing a language is a separate skill. Wizards, Clerics and Aristocrats can read and write their native tongue (5 ranks). Wizards can read and write Lethum (5 ranks). Thieves can speak Thieves Cant (5 Ranks). All characters start with 5 ranks in their own language. For everyone except bards it costs ½ skill point to buy 1 rank in a language, except rank 5 which costs 5 skill points. Bards pay ¼ skill points for ranks upto 4 and 3 skill points for fluency (level 5). See below for a full list of the known languages.

Nation	Language	Written	People
Forlorth	Forlorthic	Yes	Forlorthic
Allath Atoll	Allathian	Yes	Allathian
The Grusk Kingdoms	Dwarven Gruskan	Yes	Gruskan
The White Forest	Whitan	No	Barbarian
Larrowmor Forest	Allathian	Yes	Larrowmoric
The Kingdom of Kursaval	Kursavalian	Yes	Kursavalian
The Barony of Turse	Tursen	Yes	Tursen
The Ukrall	Ukrallish	Yes	Ukrallish
The Shire	Hobbit	Yes	Hobbit
Hurvaxiath	Kursavalian	Yes	Hurvaxish

Other Languages	Spoken	Written	Notes
Druidic	Yes	No	This language is used by priests of Allaveer
Thieves Cant	Yes	No	
Lethum	No	Yes	This is the language in which spells are written. Semantic spell components are of the casters own tongue.
Goblinic Gruskan	Yes	No	All Goblinoid races of Grusk and Darkmere speak this. There is a -3 penalty when trying to interchange this with Dwarven Gruskan.
Dragononic	Yes	No	This is the language of the dragons.

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3.1 : Normal Equipment & Coinage

Characters may buy most of the equipment listed in the players handbook, provided that it is available and they can afford it. Some equipment may not be available in certain areas, for instance, the local blacksmith is not likely to have a suit of Field Plate to fit the character, and is also unlikely to have the skills required to modify or build a suit. Most armourers work for the nobility or the king or ruler, thus making it difficult to purchase some of the more elaborate pieces of armour and weaponry.

Provided the equipment is available, the prices listed in the players handbook can be directly converted to Hurssian money as follows :

Hurssian Coin	D&D Coin & Value
1 Iron Tik	1 Copper Piece
1 Bronze Agol	1 Silver Piece
1 Silver Arun	1 Gold Piece
1 Gold Rilk	1 Platinum Piece
1 Dulitch	10 Platinum Piece

However, players must note the following. Firstly, if the item is rare, much sought after or generally difficult to come by, the price may be adjusted up. Conversely prices may be adjusted the other way if they are available in large quantities. Secondly, the use of the Dulitch is illegal in some areas, and punishments vary, from a removal of the coins and a fine or flogging, or banishment or exile in more extreme cases.

	Iron Tik	Bronze Agol	Silver Arun	Gold Rilk	<i>Wgt</i>
Iron Tik (cp)	1	1/10	1/100	1/500	.001
Bronze Agol (sp)	10	1	1/10	1/50	.001
Silver Arun (gp)	100	10	1	1/5	.005
Gold Rilk (pp)	500	50	5	1	.01
Dulitch ⁶ (10pp)	5000	500	50	10	1.0

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3.2 : Adjusted Equipment

The Following items have been adjusted from the PHB :

- Alchemists Fire : 40sa
- Half-Plate Armour : 1,200sa
- Greatsword : 100sa

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⁶ This is a rare coin made of a rounded dragon scale with an inset diamond. It is outlawed in several regions.

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3.3 : New Weaponry

These are either adjusted rules. If a weapon has been adjusted, use the statistics provided here.

Weapon	Cost	Weight	Size	Critical	Range	Damage	ROF
Heavy Crossbow	50sa	9	M	19-20/x2	120'	2d6 ⁷	FRA
Heavy Quarrel	2ba	**	S	-	-	-	-
Light Crossbow	35sa	6	S	19-20/x2	80'	1d8 ⁸	FRA
Light Quarrel	1ba	**	S	-	-	-	-

***) 10 of these equal 1lb

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3.4 : Unavailable Equipment

The following items of equipment are unavailable on this plane of existence :

Weapons

- Axe, Orc Double
- Composite Long Bow
- Hammer, Gnome Hooked
- Kama
- Kukri
- Nunchaku
- Sai
- Siangham

Armour

- Splint Mail Armour
- Full Plate Armour
- Barding (Full Plate or Splint)

Other

- Carriage (any)
- Lock (Superior)
- Magnifying Glass
- Papyrus
- Spyglass

Most of these items simply haven't been invented yet, and some may be further off than others.

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⁷ No bonus to damage for high strength

⁸ No bonus to damage for high strength

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3.5 : Magic Items

Given that the only people with the power to create magic items are the gods and wizards or specialists, magic items are *very* rare. Given the rarity of high level wizards, and the often unwillingness of gods to give anyone but their loyalist of followers and item, it is unlikely that hordes of magical treasure can be found. To reflect this the cost of creating a magic item is much higher. The base cost of an item is doubled whilst the XP required to create an item is now $\frac{2}{25}$. A wizard may also require some peculiar service of the buyer, but only if the item is very powerful or special. Note, some items may only be given by the gods.

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3.6 : Gems

Below is a description of the different types of gems found on page 55 of the DMG (v3.5). It is taken from the 2nd Ed DMG. The value is the average value in silver aruns (gp) and requires adjustment.

Type	Name	Value	Description
Ornamental	Azurite	10	Opaque, mottled deep blue
Ornamental	Banded Agate	10	Brown, blue, red, and white stripes
Ornamental	Blue Quartz	10	Transparent pale blue
Ornamental	Eye Agate	10	Gray, white, brown, blue, and green circles
Ornamental	Hematite	10	Gray-black
Ornamental	Lapis Lazuli	10	Light or dark blue with yellow flecks
Ornamental	Malachite	10	Striated light and dark green
Ornamental	Moss Agate	10	Pink, yellow-white with gray-green moss-like markings
Ornamental	Obsidian	10	Jet black
Ornamental	Rhodochrosite	10	Light pink
Ornamental	Tiger Eye Agate	10	Rich golden brown with dark striping
Ornamental	Turquoise	10	Aqua with darker mottling
Semi-Precious	Bloodstone	50	Dark gray with red flecks
Semi-Precious	Carnelian	50	Orange to red-brown
Semi-Precious	Chalcedony	50	White
Semi-Precious	Chrysoprase	50	Translucent apple to emerald green
Semi-Precious	Citrine	50	Pale yellow brown
Semi-Precious	Jasper	50	Blue, black to brown
Semi-Precious	Moonstone	50	White with pale blue hue
Semi-Precious	Onyx	50	Black, white, or bands of both
Semi-Precious	Rock Crystal	50	Clear, transparent
Semi-Precious	Sardonyx	50	Bands of red and white
Semi-Precious	Smoky Quartz	50	light gray, yellow, brown or blue
Semi-Precious	Star Rose Quartz	50	Smoky rose with white star center
Semi-Precious	Zircon	50	Clear pale aqua
Fancy	Alexandrite	100	Dark green
Fancy	Amber	100	Transparent golden
Fancy	Amethyst	100	Purple crystal
Fancy	Chrysoberyl	100	green or yellow green
Fancy	Coral	100	Pink to crimson
Fancy	Jade	100	Light to dark green or white
Fancy	Jet	100	Deep black
Fancy	Tourmaline	100	Pale green, blue, brown, or red
Precious	Garnet	250	Deep red to violet crystal
Precious	Pearl	250	Pure white, rose, to black
Precious	Spinel	250	Red, red-brown, green, or deep blue
Precious	Aquamarine	500	pale blue green
Precious	Peridot	500	Olive green
Precious	Topaz	500	Golden yellow
Gem	Black Opal	1000	Dark green with black mottling and golden flecks

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Type	Name	Value	Description
Gem	Fire Opal	1000	Fiery red
Gem	Opal	1000	Pale blue with green and gold mottling
Gem	Oriental Amethyst	1000	Deep purple
Gem	Oriental Topaz	1000	Fiery yellow
Gem	Sapphire	1000	Clear to medium blue
Jewel	Black Sapphire	5000	Rich black with highlights
Jewel	Diamond	5000	Clear blue-white, rich blue, yellow, or pink
Jewel	Emerald	5000	Brilliant green
Jewel	Jacinth	5000	Fiery orange
Jewel	Oriental Emerald	5000	Bright green
Jewel	Ruby	5000	Clear to deep crimson red
Jewel	Star Ruby	5000	Translucent ruby with white star highlights
Jewel	Star Sapphire	5000	Translucent blue with white star highlights

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Appendix A : Revision Control

<u>Details</u>	<u>Section</u>	<u>Date</u>	<u>Version</u>
Document Creation	All	22/08/08	1.0
Added amended rules for druids	1.6	22/11/09	1.1

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