

Arcane Magic

Caledar is a low-magic world, though magic is becoming more common as it is rediscovered in the wake of the Chaos War. Since the PCs are exceptional individuals, they are prone to encounter magic more often than common folk, especially as their skills and powers grow. However, magic is by no means common for ordinary people, and those who have encountered it typically saw nothing more than clerical healing. Using arcane magic in any public place is certain to attract attention...both from the Commons and from powerful entities who are sensitive to its use.

While many skilled individuals attempt to learn Elder Magic (the arcane form used by wizards and sorcerers), only a few have the "True Gift" which enables mastery of most spells of 3rd level or greater. While the True Gift is influenced by heredity, its manifestation is uncertain and no reliable means of predicting it has yet been discovered. The few who possess it typically progress as far as 4th level in the wizard class or 5th level in the sorcerer class before they know for certain.

Failure to manifest the True Gift prohibits further progression in the wizard or sorcerer class unless the character restricts all spell choices of 3rd level or above to the divination, illusion, and universal schools. Such characters are known as magicians, and gain the benefits of specialization in both divination and illusion. Only one bonus spell slot is gained per spell level, but the magician may fill it with either a divination or illusion spell, and may switch between schools from day to day. Unlike specialist wizards, magicians continue to cast spells less than 3rd level from any school they choose.

Those who fail to manifest as wizards may try again as sorcerers and vice versa. Most who fail, however, devote their energies to other callings. If a character who lacks the True Gift chooses not to become a magician, wizard and sorcerer levels are no longer considered when determining XP penalties for multiclassing. The True Gift can be bestowed through the use of the *wish* or *miracle* spells.

Sorcerers are rare and poorly understood by most practitioners of Elder magic. Wizards of Ordo Stormfather and Ordo Wefan have a rudimentary understanding of sorcerers, but have had only limited success when attempting to work with them. Most wizards of other houses distrust them.

Bardic magic is considered different from Elder magic for game purposes, although both are arcane forms. Bards are not limited by the restrictions of the True Gift, and do not manifest sigils.

Critical Misses (Fumbles)

The House no longer uses a "critical failure" or "weapon fumble" rule. Under 3rd Edition rules (and 3.5) a roll of 1 is always a miss or failure regardless of modifiers, but this does not cause a character to forfeit his next attack. This is a change from conventions used under the 2nd Edition rules.

Delay Action

A character who chooses to delay his action in combat cannot interrupt anyone else's action when he rejoins the melee at a new initiative count. Interruption requires a ready action.

Demihumans

Halflings do not exist in the campaign world. Other standard demihuman races (dwarves, elves, gnomes, half-elves, and half-orcs) are rarer than in most D&D campaigns, but may still be player characters. Gorlogs are also considered a player character race, and use the same statistics as lizardfolk characters.

Encumbrance

Encumbrance rules for armor and shields are used, but those for weight of other gear and items carried are not. Characters who attempt to carry large or exceptionally heavy loads (such as a treasure chest packed with gold coins) may suffer encumbrance penalties at the DM's discretion, but otherwise these rules are generally ignored.

Flying and Levitating

Spellcasters who take damage in combat do not need to make Concentration checks to maintain *fly* or *levitate* spells. If knocked unconscious, the spellcaster continues to float in midair until the spell's duration expires.

Gods and Divine Magic

The campaign has a unique pantheon, and player characters may not select patron deities from other published sources. Some deities are worshipped under multiple names or forms in different regions. (Ex: Vrrrda is known as Vardu in Kesh, and has a more savage aspect there.)

The gods do not always grant the spells their priests request. This may be because the deity foresees a situation which the cleric does not expect, or because the deity wishes to teach the character a lesson. Spells may also be changed or even be withheld entirely if the deity is displeased with the character.

Divine spellcasters may call upon deities other than their patron for spells or other assistance not related to their patron's portfolio. In some cases this is an ordinary practice, as when a priest of Delaeni seeks aid from Rhondelain or Lorelli. Other secondary appeals may offend the patron and result in serious consequences. For example, a priest of Ponteous who calls upon Xar'al immediately loses all granted powers and becomes an outcast from his order.

Several beast cults have evolved to the point that their followers are able to cast divine spells. Cults devoted to birds, felines, and serpents are known to exist. No personified force

is worshipped by such cults, though powerful spirits in the form of the totem animal sometimes manifest.

Grogs

Grogs are non-player companions of the party not associated with a specific player character. Their actions may be controlled by different players at different times. Grogs provide a way to keep players involved when their characters are not present, such as when the party splits into groups or when a player character is incapacitated.

Grogs may have player or non-player character classes, but may also be Commons such as cooks, servants, householders, and the like.

Ex: Tuold Cutel serves the companions in general, assisting wherever he is needed most, and is considered a grog. Edric Hortun is a cohort of Mirod, not a grog, because his primary loyalty is to his master rather than the party as a whole.

Individual Experience Awards

Individual Experience Awards for the use of class abilities (spellcasting, rogue abilities, etc.) are no longer used because they created excessive paperwork for the players in the past, especially during combat.

Individual awards for creative thinking and good role-play may be awarded at the DM's discretion.

Living Expenses

Instead of keeping track of every small expense for meals, clothing, and lodging, characters pay a monthly upkeep cost that reflects their lifestyle. Living expenses are due at the beginning of each game month, ranging from 2 nobles for meager self-sufficiency to 200 nobles for an extravagant lifestyle.

Magic Missiles

The spell description for *magic missile* states: "You must designate targets before you check for spell resistance or roll damage." Thus, spellcasters cannot wait to see the effects of one or more missiles before releasing the others—all must be released at once. (This is a reversal of a previous ruling made on 1/23/04.)

Monstrous Characters

Monstrous races (centaurs, gorlogs, planetouched, etc.) as detailed in the *Savage Species* sourcebook may be permitted as player characters at the DM's discretion.

Psionics

Psionic characters are not currently permitted in the campaign, though some creatures (such as mind flayers) may possess psionic attacks. Major decisions about Psionics are on

hold until the release of the *Expanded Psionics Handbook* in April, 2004.

Overrun Action

It's not possible to overrun as part of a charge. According to WOTC's official errata file, pages 148, 155, and 157 of *PHB* 3.5 are incorrect on this point.

Reach Weapons (aka "The Palymar Ruling")

The House unanimously disputes (indeed, scoffs at) the notion that reach weapons cannot be used to attack creatures in an adjacent square. However, the House acknowledges that it is more difficult to do so since the weapons are not designed for this purpose. Rules for Reach weapons (*PHB* pages 112–113) are redefined by the House as follows:

Reach weapons double the wielder's natural reach, meaning that a typical Small or Medium wielder of such a weapon can attack a creature 10 feet away. When attacking a creature in an adjacent square with a reach weapon, the character attacks at -2 to hit and -4 to damage. Adjacent squares are considered threatened for the purposes of determining attacks of opportunity, but the penalties still apply if the creature uses its reach weapon to make the attack.

A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away. When attacking a creature in an adjacent square or creatures up to 10 feet away, the character attacks at -2 to hit and -4 to damage. Adjacent squares and squares up to 10 feet away are considered threatened as above.

Ready Action

The ready action may not be used outside of combat. For example, while a character may state that he is covering a door with his crossbow, he cannot do so as a ready action unless he is already involved in melee (though it is still possible for him to get an extra standard action in a surprise round if a creature coming through the door is unaware of him). Otherwise, he still needs to roll initiative normally.

When used in combat, ready actions should be as specific as possible. Readied actions which trigger ranged attacks must specify an area or target. The following are good examples of redied actions:

- "I shoot the first enemy that comes through the door."
- "I shoot the mage with my crossbow if he begins casting a spell"
- "I counterspell if the high priestess begins casting a spell."
- "I shoot the first foe who comes within five feet of the rogue listening at the door."

The following are poor examples of redied actions:

- "I shoot the first foe who attacks us." (too general)
- "I shoot the first unwounded ghoul that comes through the door." (too specific)

If a character specifies a ready action and then decides not to perform the action when the conditions are met, he may keep the action readied. For example, if a character says “I shoot the first creature that comes through the door,” and the first creature turns out to be an ally, the character can hold the shot without losing his readied action. If a foe then passes through the door behind the friend, the readied shot can be taken against the foe, interrupting the foe’s action if applicable.

If a character with a readied action chooses to forego the readied action entirely, he may act in the next initiative segment as if he had used the delay action. By doing so, the character forfeits the ability to interrupt the action of another. Thus, if the character from the previous example were attacked from behind, he could give up his readied action (shoot the first creature that came through the door) and turn to defend himself, but could not act in time to interrupt the action of his attacker.

Sigils

Whenever a wizard or sorcerer possessing the True Gift casts a spell of 3rd level or higher, a unique manifestation of his or her magic is produced as a side effect. It might be a color, an odor, or some other minor effect.

Sigils never have concrete mechanical effects like causing additional damage or making spells more effective. Rather, they are secondary manifestations that allow for roleplaying. A character’s chosen sigil holds true across all types of magic, so a character whose sigil is the scent of brimstone would produce that effect whether casting *fireball* or *wall of ice*.

Mirod’s sigil is fire, but his magic does not ignite flammable materials unless this effect is part of the spell’s description.

Spellcraft Skill

Under edition 3.5, the Spellcraft skill now enables characters to identify potions with a successful check (base DC 25). Divine spellcasters can identify potions created by arcane spellcasters and vice versa. Non-spellcasters can also identify potions with this skill.

Swift Actions

A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than is the case with a free action. You can perform one swift action per turn, without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you may perform only a single swift action per turn, regardless of what other actions you take. You may take a swift action any time you would normally be allowed to take a free action. Swift actions usually involve magic or the activation of magic items; many characters (especially those who don’t use magic) will never have an opportunity to take swift actions.

Casting a quickened spell is a swift action. Casting *feather fall* is a swift action. (*Feather fall* is a unique spell, however, in that it can be cast even when it isn’t your turn. This isn’t generally true of swift actions, which are normally taken on your turn like other types of actions.) In addition, casting any spell with a casting time of 1 swift action is a swift action.

Casting a spell with a casting time of 1 swift action does not provoke attacks of opportunity.

Tactical Movement

Whenever a tactical map representing the current location is presented, characters are considered to be wherever their miniatures are placed on the battle grid. This convention is used in both combat and non-combat situations.

Technology Level

The game is set in a time period roughly equivalent to 12th-century England. Most weapons are permitted as long as they were conceivably available during the crusading age. A few more advanced weapons (such as the bastard sword) are also available because clever smiths have adapted them from surviving artifacts of the Elder Age.

Composite bows and mighty composite bows exist, but the secrets of their manufacture are known only to the elves. They are generally not available on the open market.

The art of making plate armor was lost after the Chaos War. Chainmail is uncommon for anyone other than professional soldiers. Breastplates are rare and sell for twice the list price in the *PHB*. Half-plate and full plate armor are not available on the open market, but may be found in treasure hoardes which date from the Elder age.

Campaign-Specific Feats

Dwoemer Sense [General]

You were born with an innate ability to detect magic.

Benefit: You can detect the presence or absence of magical auras by concentrating on a particular area or subject. This ability is similar to the spell *detect magic* (*PHB* page 219), but with a range of only 5 feet. Each use of Dwoemer Sense is a full-round action requiring concentration. Additional rounds of concentration reveal more detailed information as per *detect magic*. You may use Dwoemer Sense for a number of rounds per day equal to 3+ your Constitution modifier without penalty. Each additional round requires a Constitution check, with a cumulative -1 modifier applied to each round after the first which exceeds the daily limit. Once you fail a check, you cannot use Dwoemer Sense again until you have rested for eight hours. Acquiring this feat requires the approval of the DM.

Using Dwoemer Sense in combat provokes attacks of opportunity. If you are take damage while attempting to use this ability you must make a successful Concentration check (DC 10 + damage dealt) or your attempt is wasted. Other types of distractions are resolved as per the table on *PHB* page 70.

Special: You may only take this feat as a 1st-level character.

Sister of Tala [General]

You have been initiated into the secrets of Ordo Wefan.

Prerequisites: Female, Charisma 11+, ability to cast arcane spells, approval of the order.

Benefit: You are a respected member of Ordo Wefan. You gain a +2 bonus on Diplomacy and Sense Motive checks. When dealing with other Sisters of Tala, you gain a +2 bonus on any Charisma-based skill checks. Acquiring this feat requires the approval of the DM. Furthermore, you must remain in good standing with Ordo Wefan. If you lose their approval you also lose all benefits of this feat.

Special: Only characters with this feat may participate in circle magic.

Truthsight [General]

You were born with an innate ability to detect lies.

Benefit: You automatically detect any falsehood spoken in your presence. This is a supernatural ability which functions as the spell *discern lies* (*PHB* page 221) save that concentration on a specific subject is not required. Truthsight does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Magical effects which foil *discern lies* also deceive Truthsight. Acquiring this feat requires the approval of the DM.

Special: It is impossible for you to lie. If you attempt to deceive someone by speaking a partial, evasive or misleading truth, you must make a Charisma check. Failure indicates that you stammer incoherently or are otherwise unable to speak. You may only take this feat as a 1st-level character.