

### Classes

Men	Cleric, Warrior, Thief, or Wizard
Lir	Halfling
Terali	Dwarf; Access to Gunpowder
Perali	Elf; Access to Perali Bow
Agualan	Dwarf; Amphib, Resist, Xform
Fel	Thief; Unlucky, Claws, Hunter

**WIP:** Lazuri, Mawla, Nein, Vrawk, Xern

### Half Levels

Spend an Advance to gain a half level

**Cleric** 2 Spells 0/0/+1 d6/III

Caster Level is 0, Turn Unholy is gained, Lay on Hands with -1 die of effect.

**Thief** d2 Luck +1/0/0 d5/II

Skill bonus for all thief skills are one half the listed 1st level value, rounded down. Cast spell from scroll is 1d10

**Warrior** d2 Deed 0/+1/0 d8/III

Half level Warrior cannot perform Mighty Deeds; may choose Lucky Weapon

**Wizard** 2 Spells 0/0/+1 d4/I

Caster Level is 0

### Additional Rules

**Wild Attack:** +2 Attack, -2 AC

**Cunning Escape:** Thieves and Halflings can burn a luck point to avoid equal # of combat withdrawal attacks.

**Improving Stats:** At level up, roll 4d6 and drop lowest. Pick one stat lower than roll and improve by +1, else improve Luck by +1.

**Splintered Shields:** Sacrifice shield (any) or helm (head) to prevent a critical hit.

### Gods and Boons for Clerics

**Weapon Proficiencies:** Clerics is encouraged choose weapons and armor in line with the nature of the god. Sword for Artol etc.

**Turning Unholy** works per RAW, but list of unholy creature is same for all: *Kur, giantkind, ooze, goblinkind, giant poisonous bugs, serpentkind, head hunters, tyrants, pirates, torturers, slavers, shapeshifters, troglodytes, giant toads, demons, and any other tainted chaotic horrors*

**Boons:** Clerics and Paladins of the gods of Shadora gain a +2 boon on the spells and abilities that their god originally contributed.

### God Boon Table

Lvl	Spell	Air			Water			Dark			Earth			Fire				
		Gaka	Khain	Sillar	Aguala	Vornod	Demeh	Kohatro	Artol	Buznar	Batron	Sinok	Dagral	Peral	Bandar	Garath	Lanz	Nein
1	Lay on Hands																	
1	Turn Unholy																	
1	Affliction of the gods																	
3	Animate dead																	
2	Banish																	
1	Blessing																	
3	Bolt from the blue																	
4	Cause earthquake																	
2	Cure paralysis																	
2	Curse																	
1	Darkness																	
1	Detect evil																	
1	Detect magic																	
3	Divine symbol																	
3	Exorcise																	
1	Food of the gods																	
1	Holy sanctuary																	
2	Lotus stare																	
2	Neutralize poison or disease																	
1	Paralysis																	
1	Protection from evil																	
3	Remove curse																	
1	Resist cold or heat																	
2	Restore vitality																	
5	Righteous fire																	
4	Sanctify / desecrate																	
1	Second sight																	
2	Snake charm																	
3	Speak with the dead																	
3	Spiritual weapon																	
2	Spilling stone																	
3	True name																	
4	Vermin blight																	
5	Weather control																	
5	Whispering doom																	
2	Wood wynding																	
1	Word of command																	

### Additional Melee Weapons & Armor

#### Armor

- Lg Shield: +2 AC, -2 Chk, -5", F d10, 35 gp

#### Melee

- Trident: As spear
- Maul: d10, 2H d16 for Init, 8 gp
- Fighting Claw d4, 1gp

### Wizard and Elf Patrons

Alignment: Wizards pursue magical arts according to their natures. Chaotic wizards study black magic. Neutral & lawful wizards seek control over elements.

Bobugbubilz, lord of amphibians - Tsarog

Azi Dahaka, lord of wastelands - Orolorm

Sezrekan the Elder, the wicked - JM

Witch King Halgaz Bekur - JM (Adbb)

Hecate, Queen Of Witches - JM (Adbb)

Ptah-Ungurath, Opener Of Ways - JM (Adbb)

The Arm Of Vendel Re'yune - JM (Adbb)

The King of Elfland - husband of Peral

The Three Fates - Ratrona's Children

Yddgrri, the World Root - Avatar of Peral

Obitu-Que, Lord of the Five - Kargob

Ithha, prince of elemental wind - Vorthod

Enzazza, Hive Queen - Simkim (Adbb)

Four Maidens - Daughters of Demelna (Adbb)

Haaashh, Lord of Reptiles - Nabyss (Adbb)

Lavarial, Temple Angel - Garathis (Adbb)

Logos, The Perfect Form (Adbb) - Teral

Radu, King Of Rabbits (Adbb) - Dagral

Set-Utekh The Destroyer (Adbb) - Barnor

Umwansh, Wave Father (Adbb) - Kasharos

Yan Osoth, The Ancestor (Adbb) - Dagral

### Additional Ranged Weapons

- Net: 0, 5/10/15, 8gp; REF18 | cut 5 dam
- Bola d3, 20/40/60, 5 sp; REF12 | cut 3 dam
- Wetbow: Agualan under water crossbow
- Hand Crossbow d4, 30/60/90, 10gp
- Perali Bow: d8, 100/200/300
- Grenade: 2d6@5" d6@10", 20/40/60, 50gp
- Pistol: d8, 3r reload, 50/100/150, 100gp
- Rifle: d10, 3r reload, 80/160/240, 250gp
- Ammo: 1 gp/shot



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