



# ANNIMAR CHRONICLES

## Role Playing Game



Including

# Journey to Timberhelm Campaign

Players Handbook - 1st Edition

The  
ANNMAR  
CHRONICLES  
Role Playing Game

-Players Handbook-

1<sup>st</sup> Edition

The Annmar Chronicles - Role Playing Game: Players Handbook (1<sup>st</sup> Edition)

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The Annmar Chronicles

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# A Message for Players

From the Creators of the Annmar Chronicles

**Welcome** to the first edition of the Annmar Chronicles Role Playing Game. This has been carefully constructed from the open-source materials of basic fantasy rules and d20. This role-playing game is intended to be a starting point in this new world of fantasy. Every new fantasy world has a beginning and so does the role-playing game within that fantasy world. Our intention is to take players back and use old school RPG mechanics that seem familiar, but also have a few unique mechanics that are not seen in other fantasy RPGs. Like all first editions, we know that this is only a starting point, and that new ideas and mechanics will be introduced into future editions. But we as the creators hope that this is a good starting point for you to explore the world of Annmar with its rich history and lore that takes place over three different ages. We want fans of fantasy to enjoy this new world through our role-playing game and to help write the mythology. We cannot say that this book is absolutely perfect and will not need to be improved upon in future editions because like in every fantasy world from Dungeons and Dragons to World of Warcraft to Pathfinder, a role-playing game improves over time through future editions, but there has to be a starting point. This is our way of introducing you to the world of Annmar and its role-playing game. We hope that you enjoy the world that we have created, but we also ask players to help us improve our role-playing game for future editions. Whether you start with our first campaign, *Journey to Timberhelm* or create your own campaign, jump right into the RPG and have fun. The Annmar Chronicles is meant to be a collaborative fantasy world. The overall vision might have started with one person, but the world is created through many visions by fans of the role-playing game to those who enjoy the books and other stories. As players you can share in the experience and help create a bigger vision. Please feel free to email us questions or feedback at [rpg@annmarchronicles.com](mailto:rpg@annmarchronicles.com)

Now it's time to start your role-playing journey in the Annmar Chronicles!

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# The Story of the Five Gods



In the beginning, the world was void and without form. It was desolate and undiscovered. And then one day, there were five gods who came into the world. Through their connection and their harmony within what we now call Magic, they gave the world life. Each god brought something unique to the world, each had their own influence, but it was their connection that brought peace and prosperity. The five gods occupied five distinctive points of the world which formed a pentacle, a symbol of perfect Harmony. It was believed that the gods came from a place called Eginon, some refer to the place as heaven in the common tongue. It is believed that if your soul was pure, this is the afterlife you would go to. There was Gennir, the god of magic, who was the centerpiece of the pentacle. She greatly influenced the use of magic in the world. Gennir created fairies, also known as Fae or Faerûn in the ancient tongue. Since the world was not without evil, a byproduct of Gennir's creation, Khronnes were born into the world. They would be users of dark magic and creators of unholy spells. Dresda was the god of destiny whose influence and guidance to those who were to live great and noble lives would give birth to man. Or simply called humans in the common tongue. Of all the creations and races, men were destined to do great things, some legendary that would help shape the world. Dresda was there to help guide them in their noble acts that would maintain peace and prosperity in the world.

Cimis was the god of wisdom. He guided the wisest of all races in the world. They would be called elves and because of the guidance they received through the wisdom of Cimis they would also live five to ten times longer than that of any other race. In order to maintain peace and prosperity throughout the world, wisdom was one of the cornerstones. Elves and even Half Elves would become one of the noblest races in Annmar. For without them the world would surely descend into chaos. Eras was the god of tranquility and

love. If there was ever a god that influenced and guided a peaceful existence, then it was Eras. Her influence gave birth to gnomes and halflings, simple folk who yearned for peaceful lives and non-adventures. They were content in their own homeland and found pleasure in simple things. What they yearned for most was good company and loved all things as long as it gave them tranquility. Eras was the second most powerful god; for tranquility and love is a powerful force. Living that kind of peaceful existence can lead to powerful magic.

Anion, the final god among them. He was the god of war and destruction. Brutal and hot-tempered at times, Anion was seen as a necessary evil to help balance the other influences of the gods. While Anion lived to rage war, most often, it was only done out of necessity. However, his influence would also give birth to warlike creatures and stubborn folk like the dwarves who never turned down a fight or a war they could join in. But Anion also had a lot of influence over man and was constantly at odds with Dresda. Their unity of opposites brought a common balance to the world and through their connection added a powerful harmony with the rest of the gods. Wisdom, destiny, magic, war and destruction, and tranquility and love are seen as the most powerful elements to maintain peace and prosperity. For thousands of years that's what these gods did for the races they helped create. The world grew plentiful because of the influence of the five gods. There were many languages throughout the land; many ancient dialects. But in the common tongue, the world the five gods created became known as Annmar.

Over thousands of years the world grew and became civilized. The population among the races grew exponentially. Advancements in technology and better everyday living increased peace and prosperity. The five gods were worshipped and respected as pilgrimages were made often to their shrines in the various places throughout Annmar. There was a harmonious connection between all races, war was unheard of. Everything that the gods wanted through creation was achieved. It was a Utopia. However, it was not meant to last. A darkness found its way into Annmar. It was a simple thing called jealousy as referred to in the common tongue. It was the jealousy of one god. After many years when the world grew into the perfect civilization, Anion grew jealous that other races worshipped the other gods. He wanted all to worship Him and only him. And through his jealousy and influence, war would come the world of Annmar. It started with the Dwarves who wanted more land and gold, they thought Man had too much land and gold while man thought Dwarves had too much.

War started with small skirmishes between dwarves and man over small parcels of land that they both thought to be rich in minerals, especially gold. It also started with a war between Anion and Dresda, and their influence over the races they created. Eventually Anion killed Dresda and exerted his influence over man. Thus began the war of the five gods. It also brought war between the races of Annmar. The harmony that once existed between them faded away into the darkness that had crept into the world. One by one, Anion warred with each of the gods. After Dresda had died, Anion turned his attention to Gennir, the god of magic. The battle between them was fierce, but Anion killed Gennir and rid the world from the influence of magic. After she died, the world dove further into darkness. Magic had been the light and it showed the people that all things were possible, but without light, there could only be darkness and despair.

Cimis, the god of wisdom, and Eras, the god of tranquility and love, joined together to fight Anion, but he had grown too strong. With two of the gods dead by his hands, his power and influence over the world greatly increased. He was the most powerful god in Annmar, now, and so it would take two gods joined together to defeat him. Their battle would extend from one end of the world to the next. In a stunning and severe blow, Anion killed Cimis, but during the battle, he was severely weakened. This allowed Eras to gain the upper hand and eventually kill Anion at The Shrine of Nydar. It was a holy place for the gods. Legend has it, it was the birthplace of magic. With only one god left, the harmonious connection that had propelled the world into peace and prosperity was severed. The world had become ravaged by war between the inhabitants of Annmar. Eras tried to use her power to influence more tranquility and love, but without the connection between all the gods, it had faded too quickly from the world. There wasn't anything she could do for Annmar. It would take the power of the five gods to bring peace back into Annmar.

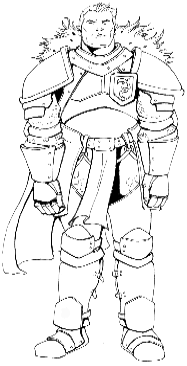
Eras should have been looked at as a savior by those in Annmar. She should have been worshipped, but it was not so. Mankind, along with Oracles of Erinnity, had lost faith in the gods. For if any one of them could rise up and exert complete control over the world, and cause such destruction, then why did any of the races need the god's at all. They formed a plan and with the combined forces of all the races in Annmar, lured Eras to the shrine of Nydar for an audience and to pay respect to the last god of Annmar. Led by the militant King Argas and the sworn Brotherhood that guarded the Oracles of Erinnity, in one swift moment, while standing by the altar at the Shrine of Nydar, they took turns stabbing

Eras. She had been weakened in her battle with Anion and wasn't strong enough to fend them off. She was not powerful enough to stop them and so Eras died upon the altar. This caused a cataclysmic event throughout the world. Annmar opened up and oceans swallowed part of the land, thus separating five parts of the world from one another. What was once connected was now divided. And when the land opened up it swallowed thousands of inhabitants from all races of Annmar. The shockwaves from the event could be felt throughout every corner of the world. Overnight the world of Annmar was reshaped. Villages and kingdoms were washed away only to form new ones. At least half of the population died from the event.

The power of the gods was gone from the world. The light that had shone bright throughout Annmar disappeared and all that remained in the haze that surrounded Annmar was darkness. Now, light could only be seen in certain parts of Annmar. It was in the places where good still remained. Places where one could still feel peace, but they were small and hard to find. Over multiple Generations, nobody seemed to believe that the gods had ever been real or that there was once magic in the world. All knowledge of these things just became stories. They became myth and with them came the Dark Ages in Annmar. It was a time without belief. It was a time without knowledge. It was a time where fear gave way to suspicion. What few kingdoms remained within Annmar did not interact with each other unless it was absolutely necessary. When they did, it was usually brought on by war. After the last god, there was nothing, but destruction and despair led by jealousy and petty greed. For this is what ruled Annmar at the beginning of the First Age. The war of the five gods had destroyed the utopia that Annmar once was and perhaps could never be again. The world was created by the five gods. Their war reshaped the world and plunged it into darkness. But the story of the five gods would not end with their deaths. It lives on through their descendants and what they gave the world of Annmar. The story continues within the Annmar Chronicles and at the start of the First Age.

**\*\*\* Starting in the First Age, names will have two "n's" in the spelling as a symbol to the last two gods who battled in the War of the Five Gods. The double n's represent the duality of good and evil in the last two gods of Annmar. Penntacle is spelled with two n's in the Annmar Chronicles.**

# ANNMAR RACES



## HUMANS

Humans are the most adaptable and flexible of the common races. They are diverse in their morals, customs and habits. Hardy or fine, light-skinned or dark, showy or austere, devout or impious, humans run the gamut. Human adventurers are the most audacious, daring and ambitious members of an audacious, daring, and ambitious race. A human can earn glory in the eyes of his fellows by amassing power, wealth, and fame. Humans, more than other people, champion causes rather than territories, factions or groups. There are more humans that inhabit Annmar than any other species. But they come from different places and have a variety of customs and traditions including religions. They can use magic, both good and dark magic. Humans are thought to be a direct descendant of the god, Dresda - the god of destiny.

## KHRONNE



Most Khronnes choose a life of adventure out of necessity, given the dangers of their homeland. Still, they greatly desire personal power, and many Khronnes take up the mantle of adventurer seeking to satisfy their ambitions. They are also known as dark elves. They worship the evil God Anion. One of the five Gods who are credited with creating the world. He is the God of War. Most gravitate towards the evil side of things. Not all are bad, but they tend to use dark Magic. Khronnes are thought to be a direct descendant of the god, Anion - the god of war and destruction.

## ELVES



Elves are well known for their poetry, dance, song, lore, and magical arts. Elves favor things of natural and simple beauty. When danger threatens their woodland homes, however, elves reveal a more martial side, demonstrating their skill with sword, bow, and battle strategy. Elves mingle freely in human lands, always welcome yet never at home there. Life among humans moves at a pace that elves dislike: regimented from day to day, but changing from decade to decade. Elves among humans, therefore, find careers that allow them to wander freely and set their own pace. Elves also enjoy demonstrating their prowess with the sword and bow, and they enjoy gaining greater magical powers. Adventuring allows them to improve their skill in both. They are more skilled with Magic than any of the other races in Annmar. Elves are thought to be a direct descendant of the god, Cimis - the god of wisdom.

## Faerûn (Fae)



An enchanted race born of raw Fae magic, Faerûn are the diminutive folk of the Emberwild. These childlike sprites have a penchant for mischievous fun, and there is no game a Fae will not play, no sport it will not attempt, and no revelry it will avoid or decline. Faerûn are nature's immature answer to elves, but also bold and resilient, especially in a time of war. They also possess magical abilities. Once thought of as only legend, they will be seen again in Annmar during the first age when magic comes back into the world. Faerûn can be as small as four inches and as big as a regular size human. Faerûn are thought to be a direct descendant of the god, Gennir - the god of magic.

## DWARVES



Dwarves are known for their skill in warfare, their ability to withstand physical and magical punishment, their knowledge of the earth's secrets, their hard work, and their capacity for drinking ale. A dwarf adventurer may be motivated by crusading zeal, a love of excitement, or simple greed. As long as his accomplishments bring honor to his clan, his deeds earn him respect and status. Defeating giants and claiming powerful magic weapons are sure ways for a dwarf to earn the adulation of other dwarves. The dwarves have never had a unified empire and thus have never risen to the prominence of the elves or humans, though their control of mineral wealth has always made them important allies of the greater powers. Their mysterious kingdoms, carved out from the insides of mountains, are renowned for the marvelous treasures that they produce as gifts or for trade. Dwarves are thought to be a direct descendant of the god, Anion - the god of war and destruction.





## HALF-ELF

Half-elves are born from human and Elven parents and possess aspects of both races. Growing up between human and elven cultures, half-elves develop good social skills out of necessity, using them to smooth-out their way through the world. Their hard-earned social graces can aid them in and out of battle. Much like their human heritage, half-elves possess a flair for versatility, and can specialize in a number of directions. They can be powerful magic users. Elves are thought to be a direct descendant of the god, Cimis - the god of wisdom.



## ORCS

Orcs are savage humanoids with stooped postures, piggish faces, and prominent teeth that resemble tusks. They gather in tribes that satisfy their bloodlust by slaying any humanoids that stand against them. Orcs, like the golems were created by the Great War at the end of the First Age that gave birth to Monsters.



## GOLEMS

Golems are constructs built to fight in war and are unpleasant reminders of the brutality of that war. They can be big and small. As they strive to be a part of society, Golems struggle to find ways to relate to the other races that created them. Adventuring is one way that Warforged can fit into the world, at least as well as any adventurer ever does. A fairly large number of Golems choose an adventuring life to escape from the confines of a society that they didn't create and at the same time engage in some meaningful activity. They came into being during the Great Wars at the end of the first age.



## HALFLING

Halflings are clever, capable opportunists. Depending on the clan, Halflings might be reliable, hard-working citizens, or they might be thieves just waiting for the opportunity to make a big score and disappear in the dead of night. Halflings adventurers are typically looking for a way to use their skills to gain wealth or status. The distinction between a halfling adventurer and a Halfling just out to make a big score can be blurry. While Halfling opportunism can sometimes look like larceny or fraud to others, a halfling adventurer who learns to trust her fellows is worthy of trust in return. The heritage of the nomad also serves more urbanized Halflings well, and Halflings have established themselves as merchants, politicians, barristers, healers, and criminals. The tribal nomads of the plains can sometimes be found in the cities, but often the Halflings of the cities blend in with the rest of the population and display only the occasional reminder of their roots. Halflings are thought to be a direct descendant of the god, Eras - the god of tranquility and love.



## GNOMES

Gnomes, or the Forgotten Folk as they were sometimes known, were small humanoids known for their eccentric sense of humor, inquisitiveness, and engineering prowess. Having had few overt influences on the world's history, but many small and unseen ones, gnomes were often overlooked by the powers that be, despite their craftiness and affinity for illusion magic.

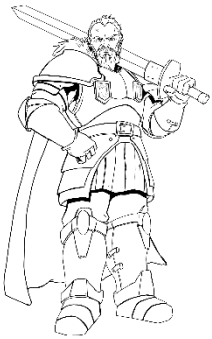
Gnomes were present in nearly every human city and most caravan-stop villages where other cultures and non-human races were at least tolerated. Gnomes were very small compared to most other races and, with an average height ranging between 3'0"–3'6" (0.9–1.1 meters) and a weight range of 40–45 lbs (18–20 kg), gnomes were generally larger and heavier than Halflings, though forest gnomes, ranging between 2'1"–2'10" in height (0.6–0.9 meters) and 21–35 lbs in weight (10–16 kg), tended to be smaller than Halflings. However, while Halflings were commonly said to resemble short humans, gnomes were more comparable with elves, with whom they shared pointed ears and high cheekbones, or even dwarves, due to their tendency to grow beards and live underground. Many gnomes had a more feral appearance than either, however, with hair that often sprouted from their heads in odd directions. A small percentage of Gnomes know how to use full magic. They also tend to stay mostly within their own communities. Gnomes are thought to be a direct descendant of the god, Eras - the god of tranquility and love.

# ANNMAR CLASSES



## Ranger

A warrior who uses martial prowess and nature magic to combat threats on the edges of civilization.



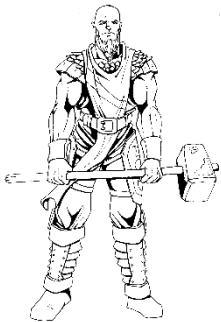
## Fighter

A master of martial combat, skilled with a variety of weapons and armor. These are generally soldiers and various knights throughout the kingdoms of man.



## Barbarian

A fierce warrior of primitive background who can enter a battle rage.



## Paladin

A holy warrior bound to a sacred oath. They are the protectors of those who use magic.



## Bard

An inspiring magician whose power echoes the music of creation. Also poets who give the oral history of the significant events in Annmar.



## Cleric

A priestly champion who wields divine magic in service of a higher power. They also serve as healers or doctors in towns or villages. Also, they are the most educated individual in their town or village.



## Sorcerer

A spellcaster who draws on inherent magic from a gift or bloodline.



## Warlock:

A wielder of magic that is derived from a bargain with an extraplanar entity.



## Druid

A priest of the Old Faith, wielding the powers of nature—moonlight and plant growth, fire and lightning—and adopting animal forms. They are the religious sect that protects the secrets of magic and the power of gods. Unlike Monks, their sole purpose is to protect magical secrets and magic users.



## Monk

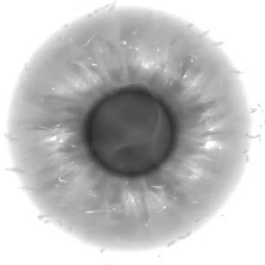
A master of martial arts, harnessing the power of the body in pursuit of physical and spiritual perfection. They also serve as the record keepers or recorders of history in Annmar especially during the first Age before the rise of empires.



## Thief

The Thief: The Thief, when it is a separate class, is a version of the Rogue with lower damage, but the ability to steal items from enemies. Sometimes, this can extend even to intangible items, such as experience points, but more commonly includes rare items that cannot be obtained in any other way.

# The Nature of Magic



*Magic* is an ambient field of energy that pervades the world. It is stronger in some locations than others, but it is ever-present.

**Magical abilities** come in three schools of magic: Arcane, Fire, and Frost, which are affected by their specialization abilities and talent choices. **Magical**

**Spells** are also usually delineated by their purpose: direct damage, area of effect damage, and utility. **Mages** are also the only class with the ability to teleport themselves or their group members to the variety of the capital cities.

The spells themselves can be classified quite easily by the school they are in. Most Fire spells will have the purpose of heavily damaging an opponent, while the majority of Frost spells are weaker, but usually with an inherent snare built in, which allows them a greater modicum of control. Arcane consists of many of the utility spells, while also supporting either of the other trees through the usage of talent trained abilities. Magic users conjure magic in a variety of ways depending on their what level of magic they are. In Annmar there are Levels 1-6 and we base this on the Basic Fantasy RPG Rules. Magic Users will be called users bases on their levels. In addition the practice of certain spells and abilities will depend on what level the Magic User is.

## Magic Wands

Conjuring magic through a wand or stick with magical properties. **Level 1-6**

## Magic Staff

Conjuring magic through a staff with a Crystal or Stone that has magical properties. **Level 1-6**

## Runic Stones

Conjuring magic through a runic stone that has magical properties. **Level 1-6**

## Crystals

Conjuring magic through a Crystal or ball that has magical properties. **Level 1-6**

## Hands and Mind Control

This is for the most skilled of magic users. They can conjure magic without the use of solid objects using simply their

mind and the use hands where magical properties flow from. **Level 2-6**

## Arcane Magic

Arcane is the most common form of magic. Used by mages, wizards, and other sorcerers, Arcane magic is ever present in the atmosphere and accessible to any who are capable of drawing upon its energies. Arcane magic comes from the Chamber of Animus, which houses the Shrine of Nydar Arcane magic is very powerful, but if not used carefully can cause corruption and great destruction<sup>1</sup>

## Geomancy

Geomancy is a practice of divination and elemental combat. It is similar to shamanism in that disciples of geomancy wield the powers of the earth and encourage respect of earth's spirits. The main difference between a geomancer and a shaman is the method through which the trust of the elements is gained. A shaman speaks directly with the elemental spirits, whereas a geomancer uses rituals, songs, and sacrifices to appease and propitiate the spirits.

## Necromancy

Necromancy is similar to the magics used by warlocks, however, instead focuses on the study of death rather than demonology. They are capable of reviving living creatures from death to do their bidding as undead servants.

## Faerûn

**Faerûn** energy, which most commonly manifests itself as ghastly, green-yellow flame, is arcane magic at its most corrupt, for it employs the blood of demons.

## Runic

Runic magic was created by the god Anion. With their creation, the dwarves, quickly mastered the mysteries of the runes taught to them. However, as generations passed, the dwarves forgot their heritage and lost all knowledge of runes and their hereditary powers.

## Shamanism

The shaman's power is drawn from spirits, both of ancestors and of spirits found in natural surroundings.

## Common Elements

In the physical universe, the elements of fire, air, earth, and water serve as the basic building blocks of all matter. Shamanic cultures have long sought to live in harmony with, or assert dominion over, the elements. To do so, they call upon the primordial forces of Spirit and Decay. Decay is the tool of shaman seeking to subjugate and weaponize the elements themselves. Those who seek to bring balance to the elements rely on Spirit (sometimes referred to as the "fifth element" by shaman, or "chi" by monks). This life-giving force interconnects and binds all things in existence as one. Sacrificial magic was considered the greatest violation of life. Despite that fact, it is treated as different from the energies of life, which are known commonly as nature magic. Technically, Spirit is nature magic.

## *Cosmic Forces*

### Light and Shadow

Light and Shadow are the most fundamental forces in existence. Although contradictory by their very nature, they are bound together on a cosmic scale. One cannot exist without the other. Pure Light and Shadow dwell in a realm outside the borders of reality, but shades of their presence are found in the physical universe. Light manifests as holy magic, while Shadow (also referred to as "the Void ") appears as shadow magic:

When the five gods came to Annmar and gave life, this is how they did through cosmic forces. This is the physical manifestation of their creation through what is called magic. The tension between their powers in a combined state did this. Before life began, before even the cosmic took shape, there was Light ... and there was Void. Unfettered by the confines of time and space, the Light swelled across all existence in the form of a sea. Great torrents of living energy flitted through its mirrored depths, their movements conjuring a symphony of joy and hope. The ocean of Light was dynamic and ever shifting. Yet, as it expanded, some of its energy faded and dimmed, leaving behind pockets of cold nothingness. From the absence of Light in these spaces, a new power coalesced and came to be. This power was the Void, a dark and vampiric force driven to devour all energy, to twist creation inward to feed upon itself. The Void quickly grew and spread its influence, moving against the waves of Light. The mounting tension between these opposing yet inseparable forces ignites a series of explosions, rupturing the fabric of creation and birthing a new realm into existence. In that moment, the physical universe was born. The energies released by the clash of Light and Void raged across the nascent cosmos, raw matter merging and spinning into primordial worlds without number. For long epochs, this ever-expanding universe—the Great Dark Beyond—broiled in a maelstrom of magic and fire:

## Life and Death

In the physical universe, the forces of life and death hold sway over every living thing. The energies of life known commonly as nature magic, promote growth and renewal in all things. Death, in the form of necromantic magic, acts as a counterbalance to life. It is an unavoidable force that breeds despair in mortal hearts and pushes everything towards a state of decay and eventual oblivion. Entropy, as it can be defined, is lack of order or predictability - a gradual decline into disorder.

## Order and Disorder

Order, in reality, is most commonly perceived as arcane magic. This type of energy is innately volatile, and wielding it requires intense precision and concentration. Conversely, disorder is manifested as highly destructive Faerûn magic. This brutal and extremely addictive energy is fueled by drawing life from living beings. Life, it seems, cannot be destroyed by the highly destructive Faerûn magic because destruction is the process of destroying structures, breaking them down into the parts that they're constructed of. Life is a construct if it can be destroyed and constructs are not living things, so how can animate beings be alive if the thing that animates them is not a living thing? It is stated that only life can give life and if the thing that animates an animate being isn't a living thing and therefore has no life, the study of magic involving an animate being can definitely be considered necromancy. One thing to consider is the fact that necromancy can be viewed as animancy (or a form of it) and that studying magic used to animate inanimate objects is studying magic one can use to animate the dead. In the physical universe, the forces of order and disorder govern the cosmic systems of the physical universe.



## PART 1: AN INTRODUCTION TO THE ANNMAR RPG

**Welcome to Annmar.** An ancient world filled with Humans, Elves, Dwarves, Halflings, Gnomes, Orcs, Golems, Khronnes *and* Faerûn. It is a land with many Kingdoms of different races and free towns where races live together. It is also world filled with the power of the gods, commonly known as magic. Annmar is a world plagued by war, politics, suspicion, and the rise of empires. However, since the fall of the last god there have been moments of peace with the main kingdoms of Antheia, Belmere, Dorwinn, Skallvenn, Yorynn, and The Emberwild. But through it all Annmar has survived for three ages since the fall of the gods. This is a brief history of the last three ages in Annmar.

### THE FIRST AGE: The Age of Magic

This is the first age after the fall of the last god. It is considered the dark ages, at least for the first hundred years. However, this is the age where magic comes back into the world. Magic is considered to be the power of the gods and was lost to the world after the fall of the last god. It will return through five chosen people among the various races in Annmar. Magic will reshape the world for the good of all the races, but there are those who see it as pure evil and will do anything to rid the world of magic or control it for themselves. The First Age will see the rise and fall of magic leading to the great purge and the birth of monsters.

### THE SECOND AGE: The Age of Empires and Monsters

This is the Age that gives rise to one of the greatest empires the world has ever seen and the monsters produced from the second War of Magic that ended the First Age. After the great purge of magic users from Annmar, the great war produced mythical creatures known as Monsters. They coexisted with the various races and the Antheian Empire that ruled Annmar. New races are introduced in Annmar. The world will also quadruple in size as the Antheian Empire extends its control over the known world. This Age will see the ongoing war to combat the monsters who wreak havoc over Annmar and the greatest empire start to crumble from within. This will also be the Age of rebellion.

### THE THIRD AGE: The Age of Men, Monsters, and Magic

This is the Age where old empires will crumble and Annmar will revert back to small kingdoms. Magic will come back into the world of Annmar stronger than ever. A new generation of magic users will rise up and help balance the world with monsters and now dragons. Annmar will be very different without the Antheian Empire in control, but it is very much the same. New tyrants will rise up and try to control Annmar. New wars will be fought. In Addition, an ancient evil will return stronger than ever to try a enslave the many races and magic users of Annmar, which will lead to another great war. However, this will be the Age where men, magic, and monsters find harmony with one another.

### *What Is This?*

The **ANNMAR Role Playing Game: 1<sup>ST</sup> edition** is a rules-light game system based on the Basic Fantasy Rules RPG and on the d20 SRD v3.5, but heavily rewritten with inspiration from early and some new role-playing game systems. It is created for those who are fans of "old-school" game mechanics. The ANNMAR RPG is simple enough for children in perhaps second or third grade to play, yet still has enough depth for adults too just like Basic Fantasy Rules or d20.

Since the 1970's when the first role-playing game appeared, much has changed and most people have at least heard the names of one or two such games, Basic Fantasy RPG or Dungeons and Dragons while many fans have played using these RPG systems.

The Annmar Role Playing Game is something new. Still, there are those who have not tried RPGs; if you are one of those people, then the Annmar RPG is a good place to start.

Role-playing games are played by a number of players, commonly two to eight, and a Game Master, or GM (often called something else, but the job remains the same regardless of the title). Each player generally plays one character, called a player character or PC, while the



**Game Master** is responsible for running the world, creating and managing the towns, nations, ruins, non-player characters (or NPCs), monsters, treasure, and all other things that aid or challenge the players. Dice are often used to determine the success or failure of most actions that take place in the game; ANNMAR RPG uses polyhedral dice, described below, for this purpose.

In effect, role-playing games are just grown-up games of pretend. If you remember playing pretend as a child, you may recall having some difficulty deciding whose idea should have precedence... if one child plays a knight and the other a dragon, who will win? Surely the knight doesn't win every time. Role-playing games have rules to determine such things. These rules can range from the very free-form and simple to the very complex and detailed. **This** game attempts to walk the line between simple and complex, free-form and detailed. Too much detail and complexity slows the game down as players and GM spend much time leafing through the rules and little time actually playing. Free-form games with simple resolution systems demand more mental agility from the participants, and are much more dependent on the good judgment of the Game Master to maintain balance. Fantasy Role-Playing Game falls between these two extremes, having rules for the most common activities and guidelines to help the Game Master judge the unexpected. Players or the GM can add stuff after a "or" without a period and make their own notes.

### *What Do I Need to Play?*

If you are to be a player, you should have a pencil, some notebook paper, and a set of dice. Someone in your player group probably needs to have some graph paper (4 or 5 squares per inch is best) for drawing maps. You can use preprinted character sheets (such as those available on the ANNMAR RPG website) if you wish, but notebook paper works fine. If you are the Game Master, you need all of the above. If this is your first time as GM, or you have limited preparation time, you might wish to use a pre-written adventure (called a module) rather than to create one yourself. Several campaigns from the Annmar Chronicles RPG material and are distributed on the website. **Journey to Timberhelm is included** Adventure modules written for other game systems may also be used, but the Game Master may need to spend some time "converting" such a module before beginning play. You can use this in place of an Annmar Adventure.

The 20 sided die, or d20, is one of the most important dice in the game: it is used to resolve attack rolls and saving throws (concepts that will be explained later). In general, the die is rolled, modifiers added or subtracted, and if the total result equals or exceeds a target number, the roll is a success; otherwise it has failed.



The 10 sided die, or d10, is used to generate numbers from 1 to 10; it is numbered 0 to 9, but a roll of 0 is counted as 10. A pair of d10's are also used together to generate numbers from 1 to 100, where a roll of 00 is counted as 100. The two dice should be different colors, and the player must declare which is the tens die and which is the ones die before rolling them! (Or, the player may have a die marked with double digits, as shown.) Rolling two d10's this way is called a percentile roll, or d%. These rolls are generally against target numbers, but for the roll to be a success, the result must be equal to or less than the target number. So for example, a character using a Thief ability (described later) with a 30% chance of success rolls the dice: if the result is 01 to 30, the roll is a success.



The 4 sided die, or d4, is a special case. It is not so much rolled as "flipped," and the number which is upright is the result



of the roll. Note that d4's are made in two different styles, as shown; regardless of which style you have, the number rolled is the one which is upright on all visible sides.



The other dice normally used have 6, 8, and 12 sides, and are called d6, d8, and d12. d6's may be made with either numbers or pips; it makes no difference which sort you choose.



When multiple dice are to be rolled and added together, it's noted in the text like this: 2d6 (roll two



d6 dice and add them together), or 3d4 (roll three d4 dice and add them together). A modifier may be noted as a "plus" value, such as 2d8+2 (roll two d8 dice and add them together, then add 2 to the total).

## PART 2: PLAYER CHARACTERS

### *How to Create a Player Character*

First, you will need a piece of paper to write down the character's statistics on. You may use a preprinted character sheet if one is available, or you may simply use a piece of notebook paper. An example character is shown below. You should use a pencil to write down all information, as any statistic may change during play.

Roll 3d6 for each ability score, as described in the **Character Abilities** section, and write the results after the names of the abilities. Write down the scores in the order you roll them; if you are unhappy with the scores you have rolled, ask your Game Master for advice, as he or she may allow some form of point or score exchanging. Write down the ability score bonus (or penalty) for each score beside the score itself, as shown on the table on the next page.

Choose a race and class for your character. Your character must meet the Prime Requisite minimum for a class, as described in the **Character Classes** section, in order to be a member of that class. Also note that there are minimum (and maximum) ability requirements for the various races which must be met, as described in the **Character Races** section. Write down the special abilities of your race and class choices, as described below.

Player Name		
Human Fighter	Level 1	0 XP (2000)
STR: 16 +2                      Armor Class: 17		
INT: 9		
WIS: 8 -1                      Hit Points: 6		
DEX: 13 +1		
CON: 13 +1                      Attack Bonus: +1		
CHA: 11		
Equipment:                      Money:		
Chain Mail		12 gp
Shield		
Sword		Saving Throws:
Backpack	Death/Poison	12
Rations - 7 days	Wands	13
Waterskin	Para./Stone	14
Flint and Steel	Dragon Breath	15
50' Rope	Spells	17

If you have chosen to play a Magic-User, ask your Game Master what spell or spells your character knows; it's up to the Game Master to decide this, but he or she may allow you to choose one or more spells yourself.

Note on your character sheet that your character has zero (0) experience points (or XP); also you may want to note the number needed to advance to second level, as shown in the table for your class.

Roll the hit die appropriate for your class, adding your Constitution bonus or penalty, and note the result as your hit points on your character sheet. Note that, should your character have a Constitution penalty, the penalty will not lower any hit die roll below 1 (so if your Character has a -2 penalty for Constitution, and you roll a 2, the total is adjusted to 1).

Roll for your starting money. Generally, your character will start with 3d6 times 10 gold pieces, but ask the Game Master before rolling.

Now, purchase equipment for your character, as shown in the **Cost of Weapons and Equipment** section, below. Write your purchases on your character sheet, and note how much money remains afterward. Make sure you understand the weapon and armor restrictions for your class and race before making your purchases.

Since you now know what sort of armor your character is wearing, you should note your Armor Class on your character sheet. Don't forget to add your Dexterity bonus or penalty to the figure out your Armor Class. Spell Resistance will be different. You calculate by taking 50% of you A.C. and adding the Wisdom, Intelligence, and Strength Bonus of your character. A Magic class will also add 50% of their level ("0" if you are at level 1) and Attack Bonus since they are more resilient to Spells.

Look up your character's attack bonus (from the table in the **Encounter** section) and note it on your character sheet. Don't add your ability bonuses (or penalties) to this figure, as you will add a different bonus (Strength or Dexterity) depending on the sort of weapon you use in combat (i.e. melee or missile weapon).

Also look up your saving throws (from the tables near the end of the **Encounter** section) and note them on your character sheet. Adjust the saving throw figures based on your race, if your character is a demi-human (see **Character Races**, below). *Please note* that the saving throw bonuses for demi-humans are presented as "plus" values, to be added to the die roll; for convenience, you may simply subtract them from the saving throw numbers on the character sheet instead.



Finally, if you haven't done so already, name your character. This often takes longer than all the other steps combined.

Each character will have a score ranging from 3 to 18 in each of the following abilities. A bonus or penalty is associated with each score, as shown on the table below. Each class has a **Prime Requisite** ability score, which must be at least 9 in order for the character to become a member of that class; also, there are required minimum and maximum scores for each character race other than Humans, as described under **Character Races**, below.

<i>Ability Score</i>	<i>Bonus/Penalty</i>
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

**Strength:** As the name implies, this ability measures the character's raw physical power. Strength is the Prime Requisite for Fighters. Apply the ability bonus or penalty for Strength to all attack and damage rolls in melee (hand to hand) combat. Note that a penalty here will not reduce damage from a successful attack below one point in any case (see the **Combat** section for details).

**Intelligence:** This is the ability to learn and apply knowledge. Intelligence is the Prime Requisite for Magic-Users. The ability bonus for Intelligence is added to the number of languages the character is able to learn to read and write; if the character has an Intelligence penalty, he or she cannot read more than a word or two and will only know his or her native language.

**Wisdom:** A combination of intuition, willpower and common sense. Wisdom is the Prime Requisite for Clerics. The Wisdom bonus or penalty may apply to some saving throws vs. magical attacks, particularly those affecting the target's will.

**Dexterity:** This ability measures the character's quickness and balance as well as aptitude with tools. Dexterity is the Prime Requisite for Thieves. The Dexterity bonus or penalty is applied to all attack rolls with missile (ranged) weapons, to the character's Armor Class value, and to the character's Initiative die roll.

**Constitution:** A combination of general health and vitality. Apply the Constitution bonus or penalty to each hit die rolled by the character. Note that a penalty here will not reduce any hit die roll to less than 1 point.

**Charisma:** This is the ability to influence or even lead people; those with high Charisma are well-liked, or at least highly respected. Apply the Charisma bonus or penalty to reaction rolls. Also, the number of retainers a character may hire, and the loyalty of those retainers, is affected by Charisma.

**Hit Points and Hit Dice**

When a character is injured, he or she loses hit points from his or her current total. Note that this does not change the figure rolled, but rather reduces the current total; healing will restore hit points, up to but not exceeding the rolled figure. When his or her hit point total reaches 0, your character may be dead. This may not be the end for the character; don't tear up the character sheet. **PLEASE NOTE:** Characters can restore Hit Points per encounter by restoring health through a variety of ways to be determined by the Game Master. The most common way to restore health is to drink elixirs, eat meals, or use herbs, liquids, and substances from nature. Meals will generally add 1 Hit Point and medicines will add 2 to 3 Hit Points.

**REFERENCE APPENDIX:** List of Medicines and Poisons. First level characters begin play with a single hit die of the given type, plus the Constitution bonus or penalty, with a minimum of 1 hit point. Each time a character gains a level, the player should roll another hit die and add the character's Constitution bonus or penalty, with the result again being a minimum of 1 point. Add this amount to the character's maximum hit points figure. Note that, after 9<sup>th</sup> level, characters receive a fixed number of hit points each level, as shown in the advancement table for the class, and no longer add the Constitution bonus or penalty. All characters begin the game knowing their native language. In most campaign worlds, Humans all (or nearly all) speak the same language, often called "Common." Each demi-human race has its own language, i.e. Elvish, Dwarvish, or Halfling, and members of the demi-human races begin play knowing both their own language and Common (or the local Human language if it isn't called Common). Characters with Intelligence of 13 or higher may choose to begin the game knowing one or more languages other than those given above; the number of additional languages that may be learned is equal to the Intelligence bonus (+1, +2, or +3). Characters may choose to learn other demi-human languages, as well as humanoid languages such as Orc, Goblin, etc. The GM will decide which humanoid languages may be learned. The player may choose to leave one or more bonus language "slots" open, to be filled during play. Some Game Masters may even allow player characters to learn exotic languages such as Dragon; also, "dead" or otherwise archaic languages might be allowed to more scholarly characters.

## Character Races



**Description:** Dwarves are a short, stocky race; both male and female Dwarves stand around four feet tall and typically weigh around 120 pounds. Their long hair and thick beards are dark brown, gray or black. They take great pride in their beards, sometimes braiding or forking them. They have a fair to ruddy complexion. Dwarves have stout frames and a strong, muscular build. They are rugged and resilient, with the capacity to endure great hardships. Dwarves are typically practical, stubborn and courageous. They can also be introspective, suspicious and possessive. They have a lifespan of three to four centuries.

**Restrictions:** Dwarves may become Clerics, Fighters, or Thieves. They are required to have a minimum Constitution of 9. Due to their generally dour dispositions, they may not have a Charisma higher than 17. They may not employ Large weapons more than four feet in length (specifically, two-handed swords, polearms, and longbows).

**Special Abilities:** All Dwarves have Darkvision with a 60' range, and are able to detect slanting passages, traps, shifting walls and new construction on a roll of 1-2 on 1d6; a search must be performed before this roll may be made.

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



**Description:** Elves are a slender race, with both genders standing around five feet tall and weighing around 130 pounds. Most have dark hair, with little or no body or facial hair. Their skin is pale, and they have pointed ears and delicate features. Elves are lithe and graceful. They have keen eyesight and hearing. Elves are typically inquisitive, passionate, self-assured, and sometimes haughty. Their typical lifespan is a dozen centuries or more.

**Restrictions:** Elves may become Clerics, Fighters, Magic-Users or Thieves; they are also allowed to combine the classes of Fighter and Magic-User, and of Magic-User and Thief (see **Combination Classes**, below). They are required to have a minimum Intelligence of 9. Due to their generally delicate nature, they may not have a Constitution higher than 17. Elves never roll larger than six-sided dice (d6) for hit points.

**Special Abilities:** All Elves have Darkvision with a 60' range. They are able to find secret doors more often than normal (1-2 on 1d6 rather than the usual 1 on 1d6). An Elf is so observant that one has a 1 on 1d6 chance to find a secret door with a cursory look. Elves are immune to the paralyzing attack of ghouls. Also, they are less likely to be surprised in combat, reducing the chance of surprise by 1 in 1d6.

**Saving Throws:** Elves save at +1 vs. Paralysis or Petrify, and +2 vs. Magic Wands and Spells.

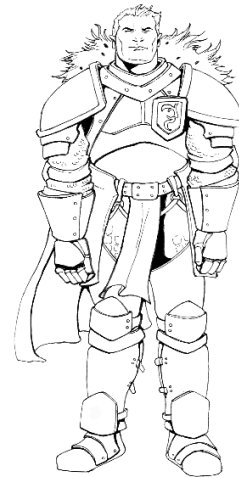


**Description:** Halflings are small, slightly stocky folk who stand around three feet tall and weigh about 60 pounds. They have curly brown hair on their heads and feet, but rarely have facial hair. They are usually fair skinned, often with ruddy cheeks. Halflings are remarkably rugged for their small size. They are dexterous and nimble, capable of moving quietly and remaining very still. They usually go barefoot. Halflings are typically outgoing, unassuming and good-natured. They live about a hundred years.

**Restrictions:** Halflings may become Clerics, Fighters or Thieves. They are required to have a minimum Dexterity of 9. Due to their small stature, they may not have a Strength higher than 17. Halflings never roll larger than six-sided dice (d6) for hit points regardless of class. Halflings may not use Large weapons, and must wield Medium weapons with both hands.

**Special Abilities:** Halflings are unusually accurate with all sorts of ranged weapons, gaining a +1 attack bonus when employing them. When attacked in melee by creatures larger than man-sized, Halflings gain a +2 bonus to their Armor Class. Halflings are quick-witted, thus adding +1 to Initiative die rolls. Outdoors in their preferred forest terrain, they are able to hide very effectively; so long as they remain still there is only a 10% chance they will be detected. Even indoors, in dungeons or in non-preferred terrain they are able to hide such that there is only a 30% chance of detection. Note that a Halfling Thief will roll only once, using either the Thief ability or the Halfling ability, whichever is better.

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



**Description:** Humans come in a broad variety of shapes and sizes; the Game Master must decide what sorts of Humans live in the game world. An average Human male in good health stands around six feet tall and weighs about 175 pounds. Most Humans live around 75 years.

**Restrictions:** Humans may be any single class. They have no minimum or maximum ability score requirements.

**Special Abilities:** Humans learn unusually quickly, gaining a bonus of 10% to all experience points earned.

**Saving Throws:** Humans are the "standard," and thus have no saving throw bonuses.

To become a member of a combination class, a character must meet the requirements of both classes. Combination class characters use the best attack bonus and the best saving throw values of their original two classes, but must gain experience equal to the combined requirements of both base classes to advance in levels. Elves are the only characters eligible to be a member of one of these combination classes:

**Fighter/Magic-User:** These characters may both fight and cast magic spells; further, they are allowed to cast magic spells while wearing armor. These characters roll six-sided dice (d6) for hit points.

**Magic-User/Thief:** Members of this combination class may cast spells while wearing leather armor, and may use any weapon. These characters roll four-sided dice (d4) for hit points.

See Additional Races and Supplements on next page...

# Half Humans

## Annmar RPG

### Half-Elves, Half-Orcs, and Half- Ogre

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#### CHARACTER RACES

##### Half - Elf

Description: Half-Elves are the result of crossbreeding between Elves and Humans. An average Half-Elf male stands around 5'5" in height, with females averaging an inch shorter. They have pointed ears, but their features tend to favor the Human parent a bit more than the Elf. Half-Elves are well tolerated by Humans in most cases, but are often shunned (or at best, ignored) by Elven society.

Restrictions: Half-Elves may become members of any class or combination allowed to Elves. They are required to have a minimum Intelligence of 9, and like Elves they may not have Constitution scores higher than 17. They do not suffer from the Elven hit dice limit.

Special Abilities: Half-Elves have Darkvision with a 30' range. They are able to find secret doors on a 1-2 on 1d6, but do not find secret doors on a cursory examination as Elves do. Half-Elves gain a bonus of +5% on all earned experience, except if the Half-Elf is a member of a combination class.

Saving Throws: Half-Elves save at +1 vs. Magic Wands and Spells.

##### Half - Ogre

Description: Half-Ogres are the result of crossbreeding between Humans and Ogres. Such creatures tend to be outcasts within both Human and Ogrish communities, but they may often be found as leaders in communities of orcs or goblins. Half-Ogres are big, averaging around 7' in height, broad shouldered and rangy. Their features tend to favor the Ogrish parent, with dark coarse hair, tan or brown skin and dark eyes.

Restrictions: Half-Ogres may become Clerics or Fighters only. A Half-Ogre must have a minimum of 13 in both Strength and Constitution, and may not have either Intelligence or Wisdom higher than 15.

Special Abilities: Half-Ogres roll hit dice one size larger than normal; so a Half-Ogre Fighter rolls d10's for hit points, while a Half-Ogre Cleric rolls d8's. Half-Ogres gain a bonus of +5% on all earned experience. Due to their great size, they gain a bonus of +1 on the roll when opening doors or performing other feats of Strength. Finally, they have Darkvision with a 30' range.

Saving Throws: Half-Ogres gain no special bonuses

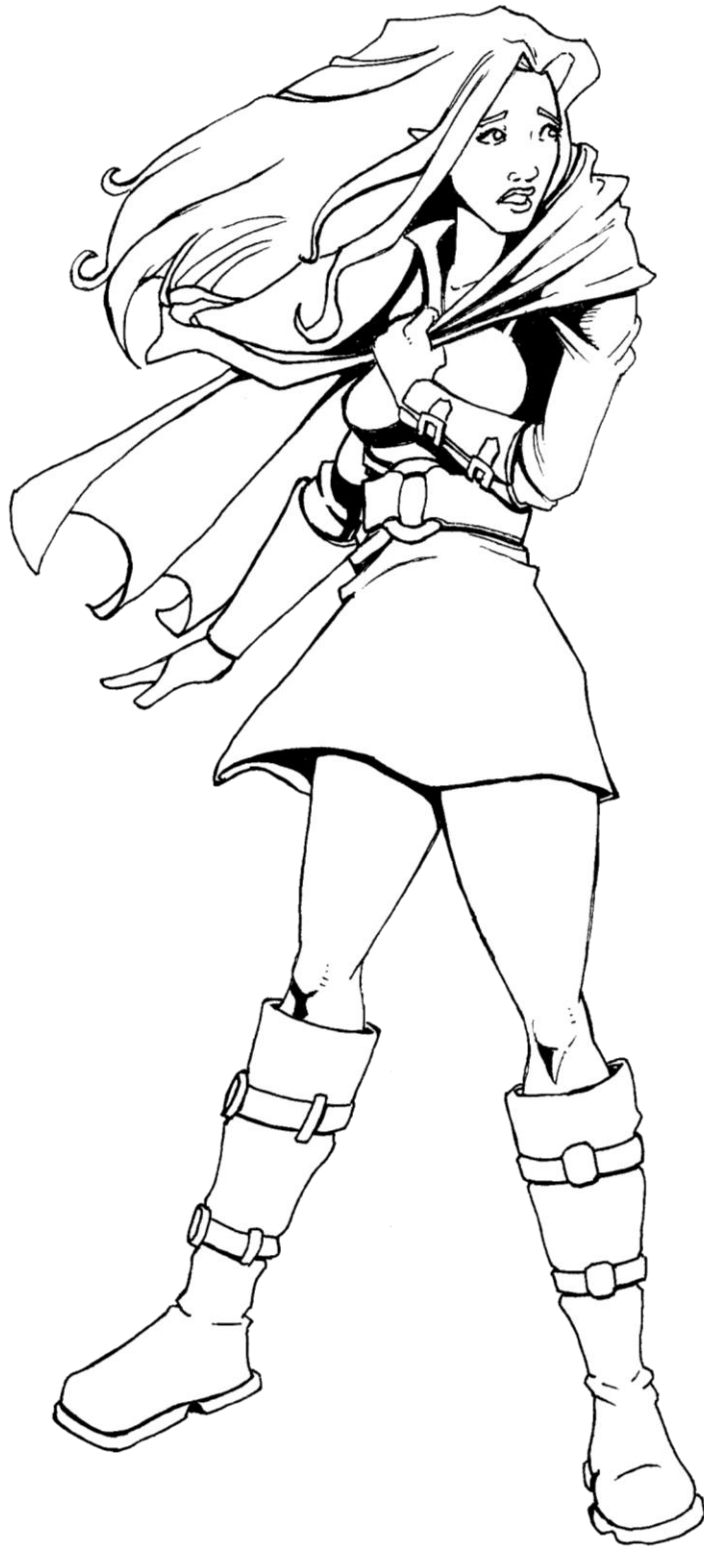
##### Half - Orc

Description: Half-Orcs are the result of crossbreeding between Humans and Orcs. Such creatures tend to be outcasts within Human communities, but sometimes rise to positions of leadership within Orcish communities. Half-Orcs are a bit shorter than Humans. Their features tend to favor the Orcish parent.

Restrictions: Half-Orcs may become members of any class. A Half-Orc must have a minimum Constitution of 9, and are limited to a maximum Intelligence of 17.

Special Abilities: Half-Orcs gain a bonus of +5% on all earned experience. They have Darkvision with a 60' range. When dealing with humanoids of Human-size or smaller, a Half-Orc gains an additional +1 on any reaction die roll, in addition to his or her Charisma bonus.

Saving Throws: Half-Orcs save at +1 vs. Death Ray or Poison.



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# Gnomes

## Annmar RPG

**Gnomes**, or the Forgotten Folk as they were sometimes known, were small humanoids known for their eccentric sense of humor, inquisitiveness, and engineering prowess. Having had few overt influences on the world's history, but many small and unseen ones, gnomes were often overlooked by the powers that be, despite their craftiness and affinity for illusion magic.

### Gnomes

**Description:** Gnomes are small and stocky, more so than Halflings, but not as much as Dwarves; both male and female Gnomes stand around three and a half feet tall and typically weigh around 90 pounds. Their hair and beards may be blond, brown, black, or sometimes red. They have a fair to ruddy complexion. The most noticeable features about a Gnome from the standpoint of other races is their pointed ears and noses. They are renowned for their rapidly changing moods, sometimes gruffy and contrary, sometimes whimsical and humorous. They have a lifespan between two and three centuries long.



**Restrictions:** Gnomes may become Clerics, Fighters, Magic-Users, Thieves, or Magic-User/Thieves. They are required to have a minimum Constitution of 9. Due to their small stature, they may not have a Strength higher than 17. Gnomes never roll larger (d6) for hit points regardless of class. They may not employ Large weapons more than four feet in length (specifically, two-handed swords, polearms, and longbows). With respect to encumbrance, treat Gnomes as equivalent to Halflings.

**Special Abilities:** All Gnomes have Darkvision with a 30 range. When attacked in melee by creatures larger than man-sized, Gnomes gain a +1 bonus to their Armor Class.

Gnomes are naturally very observant; being smaller than most other races has made them cautious and aware of their surroundings. As a consequence, a gnome has a 10% chance to detect an invisible or hidden creature within a 30' radius. This ability does not apply to inanimate objects such as secret doors or invisible objects. A thief hiding in shadows, an invisible sprite, or a character wearing an elven cloak may all be detected in this way. As with any detection ability, the GM should make this roll.

A gnome who has detected a hidden thief can see him or her dimly; truly invisible creatures are sensed by their breathing, by the way echoes change in their vicinity, and so on. When fighting an invisible opponent, a gnome who has successfully detected the invisible creature suffers only a -2 penalty on the attack roll, rather than the usual -4 penalty as given on page 52 of the Core Rules.

**Saving Throws:** Gnomes save at +4 vs. Death Ray or poison and at a +3 vs. Dragon Breath.

# Golem

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic and elemental forces. The animating force for a golem is an elemental spirit. The process of creating the golem binds the spirit to the artificial body and subjects it to the will of the golem's creator.

Being mindless, golems generally do nothing without orders from their creators. They follow instructions explicitly and are incapable of any strategy or tactics. A golem's creator can command it if the golem is within 60 feet and can see and hear its creator. If not actively commanded, a golem usually follows its last instruction to the best of its ability, though if attacked it returns the attack.

The creator can give the golem a simple command to govern its actions in his or her absence. The golem's creator can order the golem to obey the commands of another person (who might in turn place the golem under someone else's control, and so on), but the golem's creator can always resume his creation by commanding the golem to obey him alone.

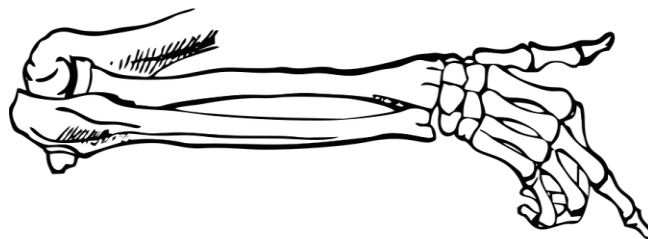
Golems have immunity to most magical and supernatural effects, except when otherwise noted. They can only be hit by magical weapons.

## Golem, Amber\*

Armor Class:	21 ‡
Hit Dice:	10* (+9)
No. of Attacks:	2 claws/1 bite
Damage:	2d6/2d6/2d10
Movement:	60'
No. Appearing:	1
Save As:	Fighter: 5
Morale:	12
Treasure Type:	None
XP:	1,390

Amber golems are generally built to resemble lions or other great cats. They are able to detect invisible creatures or objects within 60', and can track with 95% accuracy through any terrain type.

A magical attack that deals electricity damage heals 1 point of damage for every 3 full points of damage the attack would otherwise deal. For example, an amber golem hit by a **lightning bolt** for 20 points of damage is instead healed up to 6 points. If the amount of healing would cause the golem to exceed its full normal hit points, the excess is ignored.



## Golem, Bone\*

Armor Class:	19 ‡
Hit Dice:	8*
No. of Attacks:	4 weapons
Damage:	1d6/1d6/1d6/1d6 or by weapon
Movement:	40' (10')
No. Appearing:	1
Save As:	Fighter: 4
Morale:	12
Treasure Type:	None
XP:	945

Bone golems are huge four-armed monsters created from the skeletons of at least two dead humanoids. Though made of bone, they are not undead and cannot be turned. Instead of four one-handed weapons, a bone golem can be armed with two two-handed weapons, giving 2 attacks per round and a damage figure of 1d10/1d10 or by weapon.

When a bone golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem; he or she must make a save vs. Spells to succeed at this, and at least 1 round of time is required for each check. It takes 1 round of inactivity by the golem to reset the golem's berserk chance to 0%.

## Golem, Bronze\*

Armor Class:	20 ‡
Hit Dice:	20** (+13)
No. of Attacks:	1 fist + special
Damage:	3d10 + special

Movement:	80' (10')
No. Appearing:	1
Save As:	Fighter:10
Morale:	12
Treasure Type:	None
XP:	5,650

These golems resemble statues made of bronze; unlike natural bronze statues, they never turn green from verdigris. A bronze golem is 10 feet tall and weighs about 4,500 pounds. A bronze golem cannot speak or make any vocal noise, distinguishable odor. It moves with a ponderous but smooth gait. Each step causes the floor to tremble unless it is on a thick, solid foundation.

The interior of a bronze golem is molten metal. Creatures hit by one in combat suffer an additional 1d10 damage from the heat (unless resistant to heat or fire). If one is hit in combat, molten metal spurts out, spraying the attacker for 2d6 damage. A save vs. Death Ray is allowed to avoid the metal spray.

When a bronze golem enters combat, there is a cumulative 1% chance each round that its elemental spirit will break free. Such a golem will go on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to cause more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem; he or she must make a

for each check. It takes 1 round of inactivity by the golem to reset the chance it will go berserk to 0%.



Golem, Clay*	
Armor Class:	22 ‡
Hit Dice:	11** (+9)
No. of Attacks:	1 fist
Damage:	3d10
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 6
Morale:	12
Treasure Type:	None
XP:	1,765

This golem has a humanoid body made from clay. A clay golem wears no clothing except for a metal or stiff leather garment around its hips. A clay golem cannot speak or make any vocal noise. It walks and moves with a slow, clumsy gait. It weighs around 600 pounds.

When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit will break free. Such a golem will go on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no destruction. Once a clay golem goes berserk, no known method can reestablish control.





The damage a clay golem deals doesn't heal naturally, and magical healing cures only 1 point per die rolled (but add all bonuses normally).

#### Golem, Flesh\*

Armor Class:	20 ‡
Hit Dice:	9** (+8)
No. of Attacks:	2 fists
Damage:	2d8/2d8
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 5
Morale:	12
Treasure Type:	None
XP:	1,225

A flesh golem is a ghoulish collection of stolen humanoid body parts, stitched together into a single composite form. No natural animal willingly tracks a flesh golem. The golem wears whatever clothing its creator desires, usually just a ragged pair of trousers. has no possessions and no weapons. It stands 8 feet tall and weighs almost 500 pounds. A flesh golem cannot speak, although it can emit a hoarse roar of sorts. It walks and moves with a stiff-jointed gait, as if not in complete control of its body.



When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit will break free. Such a golem will go on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to cause more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem; he or she must make a save vs. Spells to succeed at this, and at least 1 round of time is required for each check. It takes 1 round of inactivity by the golem to reset the golem's berserk chance to 0%.

A magical attack that deals cold or fire damage slows a flesh golem (as the **slow** spell) for 2d6 rounds, with no saving throw. A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 full points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, the excess is ignored. For example, a flesh golem hit by a lightning bolt heals 3 points of damage if the attack would have dealt 11 points of damage.

#### Golem, Iron\*

Armor Class:	25 ‡
Hit Dice:	17** (+12)
No. of Attacks:	1 + special
Damage:	4d10 + special
Movement:	20' (10')
No. Appearing:	1
Save As:	Fighter: 9
Morale:	12
Treasure Type:	None
XP:	3,890

This golem has a humanoid body made from iron. An iron golem can be fashioned in any manner, just like a stone golem (see below), although it almost always displays armor of some sort. Its features are much smoother than those of a stone golem. Iron golems sometimes carry a short sword in one hand. An iron golem is 12 feet tall and weighs about 5,000 pounds. An iron golem cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a ponderous but smooth gait. Each step causes the floor to tremble unless it is on a thick, solid foundation.

Iron golems can exhale a cloud of poisonous gas which fills a 10-foot cube and persists for 1 round. Those within the area of effect must save vs. Dragon Breath or die. This ability can be used up to 3 times per day.

A magical attack that deals electricity damage slows an iron golem (as the **slow** spell) for 3 rounds, with no saving throw. A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 full points of damage the attack

## ANNMAR RPG

would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, the excess is ignored. For example, an iron golem hit by a fireball gains back 6 hit points if the points. An iron golem is affected normally by rust attacks, such as that of a rust monster, suffering 2d6 points of damage for each hit (with no saving throw normally allowed).

## Golem, Stone\*

Armor Class:	25 ‡
Hit Dice:	14** (+11)
No. of Attacks:	1 + special
Damage:	3d8 + special
Movement:	20' (10')
No. Appearing:	1
Save As:	Fighter: 7
Morale:	12
Treasure Type:	None
XP:	2,730

This golem has a humanoid body made from stone. A stone golem is 9 feet tall and weighs around 2,000 pounds. Its body is frequently stylized to suit its creator. For example, it might look like it is wearing armor, with a particular symbol carved on the breastplate, or have designs worked into the stone of its limbs.

Stone golems are formidable opponents, being physically powerful and difficult to harm. A stone golem can use a **slow** effect, as the spell, once every other round; a save vs. Spells is allowed to resist.

A **stone to flesh** spell may be used to weaken the monster. The spell does not actually change the golem's structure, but for one full round after being affected, the golem is vulnerable to normal weapons. The stone golem is allowed a save vs. Spells to resist this effect.

## Golem, Wood\*

Armor Class:	13 ‡
Hit Dice:	2+2*
No. of Attacks:	1 fist
Damage:	1d8
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	100

Wood golems are small constructs, not more than 4' in height, and are crudely made. Being made of wood makes them vulnerable to fire-based attacks; thus, wood golems suffer one extra point of damage

## GOLEM

from fire; any saving throws against such effects are at a penalty of -2. They move stiffly, suffering a -1 penalty to Initiative.

## Gorgon

Armor Class:	19
Hit Dice:	8*
No. of Attacks:	1 gore or 1 breath
Damage:	2d6 or petrification
Movement:	40' (10')
No. Appearing:	Wild 1d4
Save As:	Fighter: 8
Morale:	8
Treasure Type:	None
XP:	945

Gorgons are magical monsters resembling bulls made of iron. Their breath can turn living creatures to stone; it covers an area 60' long by 10' wide, and can be used as many times per day as the monster no more often than every other round. A save vs. Petrification is allowed to resist.

A typical gorgon stands over 6 feet tall at the shoulder, measures 8 feet from snout to tail, and weighs about 4,000 pounds. Gorgons are nothing if not aggressive. They attack intruders on sight, attempting to gore or petrify them. There is no way to calm these furious creatures, and they are impossible to domesticate.

## Gray Ooze

Armor Class:	12
Hit Dice:	3*
No. of Attacks:	1 pseudopod
Damage:	2d8
Movement:	1'
No. Appearing:	1
Save As:	Fighter: 3
Morale:	12
Treasure Type:	None
XP:	175

Gray oozes are amorphous creatures that live only to eat. They inhabit underground areas, scouring caverns, ruins, and dungeons in search of organic matter, living or dead. A gray ooze can grow to a diameter of up to 10 feet and a thickness of about 6 inches. A typical specimen weighs about 700 pounds.

A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. After a successful hit, the ooze will stick to the creature attacked, dealing 2d8 damage per round automatically. Normal (non-magical) armor or clothing dissolves and becomes useless immediately. A non-magical metal or wooden weapon that strikes a gray ooze also dissolves immediately. Magical weapons, armor, and clothing are

# Faerûn (Fae)

Annmar RPG



**Description:** The beautiful Faerûn are related to fey such as booka, pixies, or similar faeries. Faerûn appear to be smaller than normal Elf-like folk, except that they have a pair of wings resembling those of dragonflies or

Sometimes butterflies. For unknown reasons, there are at least twice as many Faerûn females as there are males. Faerûn stand no taller than the average Halfling (3') but have a more slight build, seldom being heavier than 40 pounds.

**Restrictions:** Faerûn can be any class but generally gravitate to magical classes. If allowed by the GM, Faerûn will be more likely to pursue classes associated with nature than the standard fare. Thus Rangers and Druids are more common than Fighters and Clerics.

Faerûn are required to have a minimum Dexterity score of 9. Faerûn are quite captivating, and must also have a minimum Charisma score of 11. Due to their very small stature, they may not have a Strength score 15. Also size related, Faerûn roll hit dice one size smaller than normal; a d8 would become a d6, a d6 to d4, and a d4 would instead be d3 (d6, 1-2=1, 3-4=2, 5-6=3). Faerûn may not use Large weapons, and must wield Medium weapons with both hands.

**Special Abilities:** Faerûn normally walk like other races, but their most remarkable ability is limited flight while unencumbered (at double the normal movement rates). Faerûn can fly up to 10 rounds, but must remain grounded an equivalent amount of time after any flight. A lightly-encumbered Faerûn can fly up to 5 rounds but must rest for twice as many rounds as those flown (for instance, a lightly-encumbered flight of 4 rounds requires 8 rounds grounded). Faerûn take half-damage from falls due to their reduced weight and wings.

Similar to Halflings, Faerûn are able to hide very chance they will be detected outdoors in forested environments. Even indoors, in dungeons, or in non-preferred terrain they are able to hide such that there is only a 30% chance of detection. Note that a Faerûn Thief will roll for hiding attempts only once, using either the Thief ability or the Faerûn ability, whichever is better.

**Saving Throws:** Like Elves, Faerûn save at +1 vs. Paralysis or Petrify and +2 vs. Magic Wands and Spells.

# Khronnes

## ANNMAR RPG

Most Khronnes choose a life of adventure out of necessity, given the dangers of their homeland. Still, they greatly desire personal power, and many Khronnes take up the mantle of adventurer seeking to satisfy their ambitions. They are also known as dark elves. They worship the evil God Anion. One of the five Gods who are credited with creating the world. He is the God of War. Most gravitate towards the evil side of things. Not all are bad, but they tend to use dark Magic. Khronnes are thought to be a direct descendant of the god, Anion - the god of war and destruction.

### KHRONNE

#### Magic Race

Khronnes are a special kind of magicians, known for their mastery over magic items and constructs. They use the same experience and spell progression as Magic-Users, and have the same hit dice, attack bonus, saving throws, and restrictions on armor and weapons. treated as a Magic-User for all purposes, except as noted below.

**Requirements:** The Prime Requisite for Khronnes is Intelligence; a character must have an Intelligence score of 12 or higher to become a Khronne.

**Special Abilities:** A first level Khronne begins play knowing **read magic** and one other spell of first level. These spells are written in a spellbook provided by his or her master. The GM may roll for the spell, assign it as he or she sees fit, or allow the player to choose it, at his or her option. See the **Spells** section in the **ANNMAR RPG Rules Book** for more details.

Khronnes do the same "kind" of magic as normal Magic-Users, such that they are able to learn spells from each other; however, only those spells listed as available to both classes may be so learned. See the section on spells below for the Khronne's spell list.

Khronnes receive a bonus of +1 to all saving throws made against effects generated by magic items. Those who are targets of magical effects generated by a magic item operated by a Khronne suffer a penalty of -1 on any saving throw against it.

The real power of Khronnes is their greater understanding of the processes of magical fabrication. Khronnes can create any scroll starting at 1<sup>st</sup> level, potions and other items beginning at 3<sup>rd</sup> level, and at 7<sup>th</sup> level they can create any kind of magic item. A Khronne receives a +25% bonus to all magical research rolls for creating magical items.

At 6<sup>th</sup> level Khronnes become so adept as to cut in half the time necessary to create a magic item. At 9<sup>th</sup> level Khronnes become so adept as to reduce the cost of creating a magic item by 25%.

For more information about creating magical items, please refer to pages 154-156 in the **ANNMAR RPG Core Rules**.

#### Khronne Spells

Khronnes are Magic-Users whose magical powers are concentrated on the interaction with pure magical forces and items. They abide to the same rules that "regular" Magic-Users do with respect to learning and casting spells.

Spells in bold are new and will be described below.

Some of the spells on the Khronne list are taken from the New Spells and Druid supplements. Please refer to those works for the details of those spells.

#### First Level Khronne Spells

1	<b>Alarm</b>
2	<b>Break Restrictions</b>
3	Detect Magic
4	<b>Enhance Armor*</b>
5	<b>Enhance Weapon*</b>
6	Light*
7	Hold Portal
8	Protection from Evil*
9	Read Languages
10	Read Magic
11	<b>Repair*</b>
12	Resist Cold

#### Second Level Khronne Spells

1	<b>Activate</b>
2	Analyze Magic
3	Familiar
4	Find Traps
5	Heat Metal
6	Locate Objects
7	Minor Warding
8	Knock
9	Resist Fire
10	<b>Retrieve energy</b>
11	Warp Wood
12	Wizard Lock

Third Level Khronne Spells

1	<b>Channel blast</b>
2	Dispel Magic
3	<b>Hardness*</b>
4	<b>Hold Construct</b>
5	Immunity to Normal Weapons
6	<b>Lord of the Rings</b>
7	Protection from Evil 10' radius*
8	Protection from Normal Missiles
9	<b>Serious Repair*</b>
10	<b>Overtake Item</b>
11	<b>Stone Shape</b>
12	Striking

Fourth Level Khronne Spells

1	<b>Charm Constructs</b>
2	Drainblade
3	<b>Greater Ward</b>
4	Hallucinatory Terrain
5	<b>Mass Armor Enhancement</b>
6	<b>Mass Weapon Enhancement</b>
7	<b>Neutralize Potion</b>
8	Magic Mirror
9	Minor Spell Immunity
10	<b>Minor Creation</b>
11	Protection From Lightning
12	Wall of Fire

Fifth Level Khronne Spells

1	Conjure Elemental
2	Dream
3	Dispel Evil
4	Magic Jar
5	<b>Private Sanctum</b>
6	Rock to Mud
7	<b>Secret Chest</b>
8	Starlight Blade
9	Passwall
10	Wall of Stone

Sixth Level Khronne Spells

1	Animate Objects
2	Anti-Magic Shell
3	Blade Barrier
4	Disintegrate
5	Flesh to Stone*
6	<b>Guards and Wards</b>
7	Major Spell Immunity
8	<b>Move Earth</b>
9	<b>Permanency</b>
10	Wall of Iron

**Activate**

Khronne 2

Range: self

Duration: instantaneous

This spell allows the caster to activate a charged magical item in his or her hands without expending charges or daily uses. The caster must know any activation words required to use the item. This spell will not work on potions. Wands, staves, rods, rings, scrolls, and all other items can be activated by this spell. This spell does not allow the caster to use an item forbidden to his or her class. If the power that the caster wants to activate requires 2 charges, it will drain one charge only.

**Alarm**

Khronne 1

Range: 20'+10'/level

Duration: 2 hours/level

**Alarm** sounds a mental or audible alarm each time any creature larger than a rat enters the warded area or touches it. A creature that speaks the password (determined by the caster at the time of casting) does not set off the alarm. The caster decides at the time of casting whether the alarm will be mental or audible.

*Mental Alarm:* A mental alarm alerts the caster (and only the caster) so long as he or she remains within 1 mile of the warded area. The caster will hear a single mental "ping" sufficient to awaken the caster from normal sleep, but which does not otherwise disturb concentration. A **silence** spell has no effect on a mental alarm.

*Audible Alarm:* An audible alarm produces the sound of a hand bell, and anyone within 60' of the warded area can hear it clearly. Interposing doors or walls may reduce the distance by 10' or 20'. The sound lasts for 1 round. Creatures within a **silence** spell cannot hear the ringing. Incorporeal, ethereal, or astrally-projecting creatures do not trigger the alarm.

**Break Restrictions**

Khronne 1

Range: touch

Duration: 1 turn/ level

This spell allows the use of a magical item not normally usable by the caster, be it a ring, potion, or scroll. This spell does not allow the caster to break his or her own class restrictions regarding weapons or armor use, even if they are magical items.

**Channel Blast**

Khronne 3

Range: touch

Duration: instantaneous

This spell allows the caster to drain a charged magical item of its energy to cast a bolt of energy. The touched item loses a charge or one daily use of its powers (scrolls and potions are

consumed by this spell), allowing the caster to create an energy discharge. The blast is cone shaped, 60' long and 40' wide at its end.

The damage inflicted depends on the item drained:

Potion: 3d6

Scroll: up 1d6 per level of the spell or 3d6 for non-spell scrolls

Wand: 4d6

Staff: 5d6

Rod or ring: 6d6

Any other (Miscellaneous magic item, weapon or armor): 4d6.

Targets may save for half-damage.

**Charm Constructs** Range: 30'  
Khronne 4 Duration: special

This spell allows the caster to take control of a construct, such as a golem. Control is not absolute and is limited as for the **charm person** spell; the construct is granted a saving throw to avoid control. The construct is allowed a new saving throw each day to break free of the caster's control.

Enhance Armor\* Khronne 1 (wrong place; swap with

Range: Touch Duration: 1 turn

This spell imparts a +1 bonus to AC to the touched armor or shield as long as the spell lasts. The reverse form (**weaken armor**) imparts a -1 to AC of the armor touched.

The reverse form of this spell can be cast in combat and requires a successful attack; the target may deny its effect with a successful saving throw.

**Enhance Weapon\*** Range: Touch  
Khronne 1 Duration: 1 turn

This spell imparts a +1 bonus to hit and damage to the touched weapon as long as the spell lasts. The reverse form (**weaken weapon**) imparts a -1 to hit and damage.

The reverse form of this spell can be cast in combat and requires a successful attack; the target may deny its effect with a successful saving throw.

**Greater Warding** Range: touch  
Khronne 4 Duration: special

The spell works similar to **minor warding**, inflicting 6d6 points of damage. It can be activated by golems and undead as well as living creatures.

**Guards and Wards** Range: Anywhere within the  
Khronne 6 area to be warded  
Duration: 2 hours/level

This spell casts a ward of misdirection and protection on an area of 200 square feet per caster level. The warded area can be as much as 20' high, and shaped as the caster desires. By dividing the area affected, it is possible for this spell to ward several stories of a stronghold.

The caster must be inside the area to be warded to cast the spell. The spell creates the following magical effects within the warded area:

**Fog:** Fog fills all corridors, obscuring all sight, including darkvision, beyond 5'. A creature within 5' are concealed (missile attacks have a -1 to hit). Creatures farther away are totally concealed (missile attacks have a -4 to hit).

**Wizard Locks:** All doors in the warded area are **wizard locked**.

**Webs:** Webs fill all stairs from top to bottom. These strands are identical with those created by the **web** spell, except that they regrow in 10 minutes if they are burned or torn away while the **guards and wards** spell lasts.

**Confusion:** Where there are choices in direction—such as a corridor intersection or side passage—a minor confusion-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is an enchantment, mind-affecting effect.

**Lost Doors:** One door per caster level is covered by an image to appear as if it were a plain wall. This is saved against as if it was a **phantasmal =force** spell.

In addition, you can place your choice of one of the following five magical effects:

1. Dancing lights in four corridors. You can designate a simple program that causes the lights to repeat as long as the **guards and wards** spell lasts.
2. A **magic mouth** in two places.
3. A **minor warding** in two places.
4. A **suggestion** in one place. You select an area of up to 5' square, and any creature who enters or passes through the area receives the suggestion mentally.

5. A **sleep** in two places. You select an area of up to 5' square, and any creature who enters or passes through the area triggers the **sleep** spell.

The whole warded area radiates strong magic. A **dispel magic** cast on a specific effect, if successful, removes only that effect.

**Hardness\*** Range: touch  
Khronne 3 Duration: one turn per level

This spell imbues the touched item or construct with one point of Hardness for every two levels of the caster.

The item may not be larger than 10 cubic feet plus 1 cubic foot per level of the caster.

The reverse form (**weaken**) subtracts as many points of Hardness. If the target item is reduced below 0 Hardness, excess negative Hardness is inflicted as damage

**Hold Construct** Range: 180'  
Khronne 3 Duration: 2d8 turns

This spell has the same effects of **hold person** but only affects constructs such as golems.

**Lord of the Rings** Range: self  
Khronne 3 Duration: one turn per level

For the duration of the spell the caster can wear and benefit from up to four magical rings. Magical rings of the same type do not stack their effects (i.e. two **Rings of Protection** do not grant a +2 bonus to AC).

**Mass Armor Enhancement\***  
Khronne 4 Range: special  
Duration: 1 turn

The caster can affect with **enhance armor** up to 3 armor sets within 30' with a +1 bonus for every three levels of the caster.

The reverse of this spell imparts a -1 to AC to affected armor sets and can be avoided with a saving throw.

**Mass Weapon Enhancement\***  
Khronne 4 Range: special  
Duration: 1 turn

The caster can affect with **enhance weapon** up to 3 weapons within 30' with a +1 bonus for every three levels of the caster..

The reverse of this spell imparts a -1 to hit and damage rolls to affected weapons and can be avoided with a saving throw.

**Neutralize Potion** Range: touch  
Khronne 4 Duration: instantaneous

This spell destroys all traces and effects of any sort of poison. A poisoned creature suffers no additional effects from the poison; if cast upon a creature slain by poison in the last 10 rounds, the creature is revived with 1 hit point. If cast upon a poisonous object (weapon, trap, etc.) the poison is rendered permanently ineffective. (what what? Is this entry about potions or poisons???)

In a target that has drunk a potion it immediately dispels the potion's effects.

Unwilling targets must be hit in combat for the spell to be successful.(???)

**Minor Creation** Range: self  
Khronne 4 Duration: instantaneous

This spell creates a non-magical object of non-living matter. The volume of the item created cannot exceed 1 cubic foot per caster level. The item produced by this spell may not be a special component to be used in spell research like a dragon's liver or troll blood.

**Move Earth** Range: 400 ft.  
Khronne 6 Duration: One round per caster level

**Move earth** moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth. However, in no event can rock formations be collapsed or moved. The spell can move up to one 150-foot square (up to 10 feet deep) per round.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacier-like fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

This spell has no effect on earth creatures.

**Overtake Item** Range: 30'  
Khronne 3 Duration: instantaneous

With this spell the caster can activate one magical item not in his or her possession that they are aware of and within range. The item must be in plain sight for the caster to see; if the item is held or owned by someone else the owner is allowed a saving throw to avoid the item's

**Permanency** Range: 10'  
Khronne 6 Duration: Permanent; see text

This spell makes is used to make permanent another spell of 6th or lower level. Only arcane magic can be affected: Clerical, Druidic, and other spells of divine nature can not be made permanent. No spell with a permanent or instantaneous duration can be made permanent.

A **permanency** spell lasts until dispelled. When it is dispelled, the other spell effect vanishes immediately. Casting a **permanency** spell causes the loss of 1 point of Constitution.

No more than two spells can be made permanent on a single person, item or place. If a third **permanency** spell is cast it automatically fails, and there is a 50% that each of the two other permanency spells fails too.

A **permanency** spell is not necessary to make any magical item; using **permanency** to bind a spell to an object, person, or place is not the same as crafting a magic item.

Spells that are commonly made permanent on a creature: **detect magic**, **protection from evil**, **read languages**, **read magic**, **detect invisible**, and **fly**.

Spells commonly made permanent on items or locations include: **alarm**, **animate objects**, **confusion**, **dancing lights**, **guards and wards**, **invisibility**, **phantasmal force**, **private sanctum**, **magic mouth**, **symbol**, **wall of**

**Private Sanctum** Range: 30 feet  
Khronne 5 Duration: 24 hours

This spell creates a field impenetrable to most kinds of scrutiny. Those looking into the area from outside see only a dark, foggy mass. Darkvision cannot penetrate it. Eavesdroppers do not perceive any sound, no matter how loud, exiting (emanating?) from the area. Those inside the affected area can see and hear outside the affected area normally. Anyone inside the affected area are immune to **ESP** spells.

Divination spells like **magic mirror** and **clairvoyance/clairaudiance** cannot perceive anything within the area.

No speech is possible between those inside and those outside the spell does not prevent other means of communication, such as telepathic communication, or such as that between a **Magic-User** and a familiar.

**Private sanctum** does not stop creatures or objects from moving into and out of the area.

**Repair\*** Range: touch  
Khronne 1 Duration: instantaneous

With this spell the caster repairs 1d6+1 points of damage by laying his or her hand upon the broken item, be it a vehicle, golem, etc.

The reverse form of this spell (**shrivel**) causes 1d6+1 points of damage to the object affected by it. A successful attack roll is required in this case. (why? Range is touch)

This spell has no effect on living creatures, it will shatter small items, and may require a target magic item to roll a saving throw at +4.

**Retrieve Energy** Range: touch  
Khronne 2 Duration: instantaneous

This spell allows the caster to drain a charged magical item of its energy to cast a spell. The touched item loses a charge or one daily use of its powers (scrolls and potions are consumed by this spell), allowing the caster to retain its energy.

In the following round the caster can cast any spell he or she has memorized without expending the spell slot. The maximum level that can be cast depends on the item drained:

Potion: up to 2nd level

Scroll: up to level of the spell or third level for non-spell scrolls

Wand: up to 3rd level

Staff: up to 4th level

Rod or ring: up to 5th level

Any other (miscellaneous magic item, weapon or armor): up to third level.

If no spell is cast in the round immediately following the casting of this spell, the retrieved energy is lost.



**Secret Chest**

Khronne 5

Range: see text

Duration: 60 days or until discharged

This spell hides a chest in an extra-dimensional space for as long as 60 days. Regardless of the chest's actual size, (which is about 3' by 2' by 2') it can contain up to 1 cubic foot of material per caster level. The caster can retrieve the chest at will by a simple act of will; the chest will appear beside the caster. If any living creatures are in the chest, there is a 75% chance that the spell simply fails.

After 60 days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. Living things in the chest eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever else they need to

**Serious Repair\***

Khronne 3

Range: touch

Duration: instantaneous

This spell repairs 2d6+1 points of damage by laying his or her hand upon the injured item, be it a vehicle, golem, etc.

The reverse form of this spell (**serious shrivel**) causes 2d6+1 points damage to the object affected by it. A successful attack roll is required in this case.

This spell has no effect on living creatures; it will shatter small items, and may require a target magic item to roll a saving throw.

**Stone Shape**

Khronne 3

Range: touch

Duration: instantaneous

This spell allows the caster to shape, bend, and form an existing piece of stone (of up to 10 cubic feet + 1 cubic feet per level) into any shape he or she wishes.

Fine detail is not possible but primitive doors, walls, bridges, or similar items can be created with this spell. Stone shaped in the form of moving or mechanical parts will not work on a roll of 1-2 on 1d6.



# Orcs

## Annmar RPG

*Orcs* are savage humanoids with stooped postures, piggish faces, and prominent teeth that resemble tusks. They gather in tribes that satisfy their bloodlust by slaying any humanoids that stand against them Orcs, like the golems. Orcs were created by the Great War at the end of the First Age that gave birth to Monsters.



**Description:** The Orcs are a race created after the Second War of Magic. At first, they were peaceful, just trying to survive in their new world, but eventually became more war-like and savage after being hunted. They are also used to make armies bigger since they are great fighters. Orcs enjoy nature and keep a semi-nomadic lifestyle in regions that other races call wild. When threatened, Orcs can become quite dangerous, much like their warrior ancestors. Orcs are impressively muscled and generally average 7' tall, with some individuals reaching almost 8' in height.

**Restrictions:** Orcs prefer professions associated with their nature-oriented lifestyles and may become Fighters or Clerics (often choosing Ranger or Druid if those optional classes are available). While it is rare to find a Orcs Thief, they are not barred from the class (although they do suffer several penalties to roguish abilities). An Orc character must have minimum Strength and Constitution scores of 11. Not particularly bright or dexterous, Orcs are limited to 17 in both Dexterity and Intelligence. Orcs may wear human-sized armor, albeit often adjusted slightly to account for their size. Their cloven-hoof feet may not wear typical footwear, unless specially produced for Orcs. Specially-constructed helmets are likewise needed to fit their horned heads.

**Special Abilities:** Orcs roll hit dice one size larger than normal; a d4 would become a d6, a d6 to d8, etc. Orcs are never truly unarmed, as they can gore for 1d6 damage with their horns. Orcs often charge into battle with a gore attack (+2 to hit with double damage, following all normal charging rules) and then switch to weaponry for the remainder of the fight. They must choose whether to attack with weapons or to gore; they cannot do both in a round. Orcs get an additional +1 bonus on feats of strength such as opening doors due to their great size.

**Thief Ability Adjustments:** Roguish Orcs have a -10% penalty to Open Locks, Removing Traps, and Picking Pockets. Stealth checks (Moving Silently and Hiding) for Orcs are made normally, although in non-wilderness areas such as indoors, underground (dungeons), or in urban areas they suffer a -20% penalty to their chance to succeed. Outdoor traps, such as hunting snares or dead-falls, do not apply the above penalty and instead are made at +10% bonus.

**Saving Throws:** Orcs gain no special bonuses to their saving throw rolls.

## Character Classes

### CLERICS

Level	Exp. Points	Hit Dice	Spells					
			1	2	3	4	5	6
1	0	1d6	-	-	-	-	-	-
2	1,500	2d6	1	-	-	-	-	-
3	3,000	3d6	2	-	-	-	-	-
4	6,000	4d6	2	1	-	-	-	-
5	12,000	5d6	2	2	-	-	-	-
6	24,000	6d6	2	2	1	-	-	-
7	48,000	7d6	3	2	2	-	-	-
8	90,000	8d6	3	2	2	1	-	-
9	180,000	9d6	3	3	2	2	-	-
10	270,000	9d6+1	3	3	2	2	1	-
11	360,000	9d6+2	4	3	3	2	2	-
12	450,000	9d6+3	4	4	3	2	2	1
13	540,000	9d6+4	4	4	3	3	2	2
14	630,000	9d6+5	4	4	4	3	2	2
15	720,000	9d6+6	4	4	4	3	3	2
16	810,000	9d6+7	5	4	4	3	3	2
17	900,000	9d6+8	5	5	4	3	3	2
18	990,000	9d6+9	5	5	4	4	3	3
19	1,080,000	9d6+10	6	5	4	4	3	3
20	1,170,000	9d6+11	6	5	5	4	3	3



### Clerics

are those who have devoted themselves to the service of a deity, pantheon or other belief system. Most Clerics spend their time in mundane forms of service such as preaching and ministering in a temple; but there are those who are called to go abroad from the temple and serve their deity in a more direct way, smiting undead monsters and aiding in the

battle against evil and chaos. Player character Clerics are assumed to be among the latter group. Clerics fight about as well as Thieves, but not as well as Fighters. They are harder than Thieves, at least at lower levels, as they are accustomed to physical labor that the Thief would deftly avoid. Clerics can cast spells of divine nature starting at 2<sup>nd</sup> level, and they have the power to Turn the Undead, that is, to drive away undead monsters by means of faith alone (see the **Encounter** section for details). The Prime Requisite for Clerics is Wisdom; a character must have a Wisdom score of 9 or higher to become a Cleric. They may wear any armor, but may only use blunt weapons.

### FIGHTERS

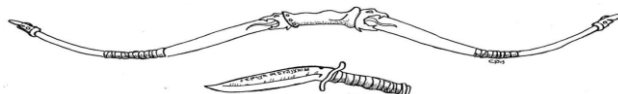
Level	Exp. Points	Hit Dice
2	2,000	2d8
3	4,000	3d8
4	8,000	4d8
5	16,000	5d8
6	32,000	6d8
7	64,000	7d8
8	120,000	8d8
9	240,000	9d8
10	360,000	9d8+2
11	480,000	9d8+4
12	600,000	9d8+6
13	720,000	9d8+8
14	840,000	9d8+10
15	960,000	9d8+12
16	1,080,000	9d8+14
17	1,200,000	9d8+16
18	1,320,000	9d8+18
19	1,440,000	9d8+20
20	1,560,000	9d8+22



### Fighters

include soldiers, guardsmen, barbarian...warriors...and anyone else for whom fighting is a way of life. They train in combat, and they generally approach problems head on, weapon drawn.

Not surprisingly, Fighters are best at fighting of all the classes. They are also the hardest, able to take more punishment than any other class. Although they are not skilled in the ways of magic, Fighters can nonetheless use many magic items, including but not limited to magical weapons and armor. The Prime Requisite for Fighters is Strength; a character must have a Strength score of 9 or higher to become a Fighter. Members of this class may wear any armor and use any weapon.



MAGIC USER

Level	Exp.	Hit Dice	Spells					
	Points		1	2	3	4	5	6
1	0	1d4	1	-	-	-	-	-
2	2,500	2d4	2	-	-	-	-	-
3	5,000	3d4	2	1	-	-	-	-
4	10,000	4d4	2	2	-	-	-	-
5	20,000	5d4	2	2	1	-	-	-
6	40,000	6d4	3	2	2	-	-	-
7	80,000	7d4	3	2	2	1	-	-
8	150,000	8d4	3	3	2	2	-	-
9	300,000	9d4	3	3	2	2	1	-
10	450,000	9d4+1	4	3	3	2	2	-
11	600,000	9d4+2	4	4	3	2	2	1
12	750,000	9d4+3	4	4	3	3	2	2
13	900,000	9d4+4	4	4	4	3	2	2
14	1,050,000	9d4+5	4	4	4	3	3	2
15	1,200,000	9d4+6	5	4	4	3	3	2
16	1,350,000	9d4+7	5	5	4	3	3	2
17	1,500,000	9d4+8	5	5	4	4	3	3
18	1,650,000	9d4+9	6	5	4	4	3	3
19	1,800,000	9d4+10	6	5	5	4	3	3
20	1,950,000	9d4+11	6	5	5	4	4	3



Magic-Users

are those who seek and use knowledge of the arcane. They do magic not as the Cleric does, by faith in a greater power, but rather through insight and understanding. Magic-Users are the worst of all the classes at fighting; hours spent studying massive tomes of magic do not lead a character to become strong or adept with weapons.

They are the least hardy, equal to Thieves at lower levels but quickly falling behind. The Prime Requisite for Magic-Users is Intelligence; a character must have an Intelligence score of 9 or higher to become a Magic-User. The only weapons they become proficient with are the dagger and the walking staff (or cudgel). Magic-Users may not wear armor of any sort nor use a shield as such things interfere with spellcasting. A first level Magic-User begins play knowing **read magic** and one other spell of first level. These spells are written in a spellbook provided by his or her master. The GM may roll for the spell, assign it as he or she sees fit, or allow the player to choose it, at his or her option. See the **Spells** section for more details.

THIEF

Level	Exp.	Hit Dice
	Points	
1	0	1d4
2	1,250	2d4
3	2,500	3d4
4	5,000	4d4
5	10,000	5d4
6	20,000	6d4
7	40,000	7d4
8	75,000	8d4
9	150,000	9d4
10	225,000	9d4+2
11	300,000	9d4+4
12	375,000	9d4+6
13	450,000	9d4+8
14	525,000	9d4+10
15	600,000	9d4+12
16	675,000	9d4+14
17	750,000	9d4+16
18	825,000	9d4+18
19	900,000	9d4+20
20	975,000	9d4+22



Thieves

are those who take what they want or need by stealth, disarming traps and picking locks to get to the gold they crave; or "borrowing" money from pockets, belt pouches, etc. right under the nose of the "mark" without the victim ever knowing. Thieves fight better

than Magic-Users but not as well as Fighters. Avoidance of honest work leads Thieves to be less hardy than the other classes, though they do pull ahead of the Magic-Users at higher levels. The Prime Requisite for Thieves is Dexterity; a character must have a Dexterity score of 9 or higher to become a Thief. They may use any weapon, but may not wear metal armor as it interferes with stealthy activities, nor may they use shields of any sort. Leather armor is acceptable, however. Thieves have a number of special abilities, described below. One Turn must generally be spent to use any of these abilities, though the GM may amend this as he or she sees fit. The GM may choose to make any of these rolls on behalf of the player, at his or her option, to help maintain the proper state of uncertainty. Also note that the GM may apply situational adjustments (plus or minus percentage points) as he or she sees fit; for instance, it's obviously harder to climb a wall slick with slime than one that is dry, so the GM might apply a penalty of 20% for the slimy wall.

**Thief Abilities**

Thief Level	Open Locks	Remove Traps	Pick Pockets	Move Silently	Climb Walls	Hide	Listen
1	25	20	30	25	80	10	30
2	30	25	35	30	81	15	34
3	35	30	40	35	82	20	38
4	40	35	45	40	83	25	42
5	45	40	50	45	84	30	46
6	50	45	55	50	85	35	50
7	55	50	60	55	86	40	54
8	60	55	65	60	87	45	58
9	65	60	70	65	88	50	62
10	68	63	74	68	89	53	65
11	71	66	78	71	90	56	68
12	74	69	82	74	91	59	71
13	77	72	86	77	92	62	74
14	80	75	90	80	93	65	77
15	83	78	94	83	94	68	80
16	84	79	95	85	95	69	83
17	85	80	96	87	96	70	86
18	86	81	97	89	97	71	89
19	87	82	98	91	98	72	92
20	88	83	99	93	99	73	95

Open Locks allows the Thief to unlock a lock without a proper key. It may only be tried once per lock. If the attempt fails, the Thief must wait until he or she has gained another level of experience before trying again.

Remove Traps is generally rolled twice: first to detect the trap, and second to disarm it. The GM will make these rolls as the player won't know for sure if the character is successful or not until someone actually tests the trapped (or suspected) area.

Pick Pockets allows the Thief to lift the wallet, cut the purse, etc. of a victim without the victim noticing. Obviously, if the roll is failed, the Thief didn't get what he or she wanted; but further, the intended victim (or an onlooker, at the GM's option) will notice the attempt if the die roll is more than two times the target number (or if the die roll is 00).

Move Silently, like Remove Traps, is always rolled by the GM. The Thief will usually believe he or she is moving silently regardless of the die roll, but those he or she is trying to avoid will hear the Thief if the roll is failed.

Climb Walls permits the Thief to climb sheer surfaces with few or no visible handholds. This ability should normally be rolled by the player. If the roll fails, the Thief falls from about halfway up the wall or other vertical surface. The GM may require multiple rolls if the distance climbed is more than 100 feet.

Hide permits the Thief to hide in any shadowed area large enough to contain his or her body. Like Move Silently, the Thief always believes he or she is being successful, so the GM makes the roll. A Thief hiding in shadows must remain still for this ability to work.

Listen is generally used to listen at a door, or to try to listen for distant sounds in a dungeon. The GM must decide what noises the Thief might hear; a successful roll means only that a noise *could* have been heard. The GM should always make this roll for the player. Note that the Thief and his or her party must try to be quiet in order for the Thief to use this ability.

Finally, Thieves can perform a Sneak Attack any time they are behind an opponent in melee and it is reasonably likely the opponent doesn't know the Thief is there. The GM may require a Move Silently or Hide roll to determine this. The Sneak Attack is made with a +4 attack bonus and does double damage if it is successful. A Thief usually can't make a Sneak Attack on the same opponent twice in any given combat. The Sneak Attack can be performed with any melee (but not missile) weapon, or may be performed bare-handed (in which case subduing damage is done; see the **Encounter** section for details). Also, the Sneak Attack can be performed with the "flat of the blade;" the bonuses and penalties cancel out, so the attack has a +0 attack bonus and does normal damage; the damage done in this case is subduing damage.

# Half Humans

## Annmar RPG

### Half-Elves, Half-Orcs, and Half- Ogre

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#### CHARACTER RACES

##### Half - Elf

Description: Half-Elves are the result of crossbreeding between Elves and Humans. An average Half-Elf male stands around 5'5" in height, with females averaging an inch shorter. They have pointed ears, but their features tend to favor the Human parent a bit more than the Elf. Half-Elves are well tolerated by Humans in most cases, but are often shunned (or at best, ignored) by Elven society.

Restrictions: Half-Elves may become members of any class or combination allowed to Elves. They are required to have a minimum Intelligence of 9, and like Elves they may not have Constitution scores higher than 17. They do not suffer from the Elven hit dice limit.

Special Abilities: Half-Elves have Darkvision with a 30' range. They are able to find secret doors on a 1-2 on 1d6, but do not find secret doors on a cursory examination as Elves do. Half-Elves gain a bonus of +5% on all earned experience, except if the Half-Elf is a member of a combination class.

Saving Throws: Half-Elves save at +1 vs. Magic Wands and Spells.

##### Half - Ogre

Description: Half-Ogres are the result of crossbreeding between Humans and Ogres. Such creatures tend to be outcasts within both Human and Ogrish communities, but they may often be found as leaders in communities of orcs or goblins. Half-Ogres are big, averaging around 7' in height, broad shouldered and rangy. Their features tend to favor the Ogrish parent, with dark coarse hair, tan or brown skin and dark eyes.

Restrictions: Half-Ogres may become Clerics or Fighters only. A Half-Ogre must have a minimum of 13 in both Strength and Constitution, and may not have either Intelligence or Wisdom higher than 15.

Special Abilities: Half-Ogres roll hit dice one size larger than normal; so a Half-Ogre Fighter rolls d10's for hit points, while a Half-Ogre Cleric rolls d8's. Half-Ogres gain a bonus of +5% on all earned experience. Due to their great size, they gain a bonus of +1 on the roll when opening doors or performing other feats of Strength. Finally, they have Darkvision with a 30' range.

Saving Throws: Half-Ogres gain no special bonuses

##### Half - Orc

Description: Half-Orcs are the result of crossbreeding between Humans and Orcs. Such creatures tend to be outcasts within Human communities, but sometimes rise to positions of leadership within Orcish communities. Half-Orcs are a bit shorter than Humans. Their features tend to favor the Orcish parent.

Restrictions: Half-Orcs may become members of any class. A Half-Orc must have a minimum Constitution of 9, and are limited to a maximum Intelligence of 17.

Special Abilities: Half-Orcs gain a bonus of +5% on all earned experience. They have Darkvision with a 60' range. When dealing with humanoids of Human-size or smaller, a Half-Orc gains an additional +1 on any reaction die roll, in addition to his or her Charisma bonus.

Saving Throws: Half-Orcs save at +1 vs. Death Ray or Poison.



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# Gnomes

## Annmar RPG

**Gnomes**, or the Forgotten Folk as they were sometimes known, were small humanoids known for their eccentric sense of humor, inquisitiveness, and engineering prowess. Having had few overt influences on the world's history, but many small and unseen ones, gnomes were often overlooked by the powers that be, despite their craftiness and affinity for illusion magic.

### Gnomes

**Description:** Gnomes are small and stocky, more so than Halflings, but not as much as Dwarves; both male and female Gnomes stand around three and a half feet tall and typically weigh around 90 pounds. Their hair and beards may be blond, brown, black, or sometimes red. They have a fair to ruddy complexion. The most noticeable features about a Gnome from the standpoint of other races is their pointed ears and noses. They are renowned for their rapidly changing moods, sometimes gruffy and contrary, sometimes whimsical and humorous. They have a lifespan between two and three centuries long.



**Restrictions:** Gnomes may become Clerics, Fighters, Magic-Users, Thieves, or Magic-User/Thieves. They are required to have a minimum Constitution of 9. Due to their small stature, they may not have a Strength higher than 17. Gnomes never roll larger (d6) for hit points regardless of class. They may not employ Large weapons more than four feet in length (specifically, two-handed swords, polearms, and longbows). With respect to encumbrance, treat Gnomes as equivalent to Halflings.

**Special Abilities:** All Gnomes have Darkvision with a 30 range. When attacked in melee by creatures larger than man-sized, Gnomes gain a +1 bonus to their Armor Class.

Gnomes are naturally very observant; being smaller than most other races has made them cautious and aware of their surroundings. As a consequence, a gnome has a 10% chance to detect an invisible or hidden creature within a 30' radius. This ability does not apply to inanimate objects such as secret doors or invisible objects. A thief hiding in shadows, an invisible sprite, or a character wearing an elven cloak may all be detected in this way. As with any detection ability, the GM should make this roll.

A gnome who has detected a hidden thief can see him or her dimly; truly invisible creatures are sensed by their breathing, by the way echoes change in their vicinity, and so on. When fighting an invisible opponent, a gnome who has successfully detected the invisible creature suffers only a -2 penalty on the attack roll, rather than the usual -4 penalty as given on page 52 of the Core Rules.

**Saving Throws:** Gnomes save at +4 vs. Death Ray or poison and at a +3 vs. Dragon Breath.



# Golem

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic and elemental forces. The animating force for a golem is an elemental spirit. The process of creating the golem binds the spirit to the artificial body and subjects it to the will of the golem's creator.

Being mindless, golems generally do nothing without orders from their creators. They follow instructions explicitly and are incapable of any strategy or tactics. A golem's creator can command it if the golem is within 60 feet and can see and hear its creator. If not actively commanded, a golem usually follows its last instruction to the best of its ability, though if attacked it returns the attack.

The creator can give the golem a simple command to govern its actions in his or her absence. The golem's creator can order the golem to obey the commands of another person (who might in turn place the golem under someone else's control, and so on), but the golem's creator can always resume his creation by commanding the golem to obey him alone.

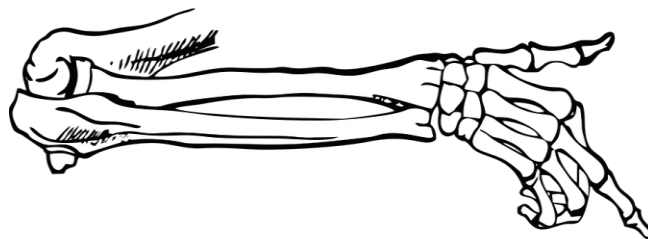
Golems have immunity to most magical and supernatural effects, except when otherwise noted. They can only be hit by magical weapons.

## Golem, Amber\*

Armor Class:	21 ‡
Hit Dice:	10* (+9)
No. of Attacks:	2 claws/1 bite
Damage:	2d6/2d6/2d10
Movement:	60'
No. Appearing:	1
Save As:	Fighter: 5
Morale:	12
Treasure Type:	None
XP:	1,390

Amber golems are generally built to resemble lions or other great cats. They are able to detect invisible creatures or objects within 60', and can track with 95% accuracy through any terrain type.

A magical attack that deals electricity damage heals 1 point of damage for every 3 full points of damage the attack would otherwise deal. For example, an amber golem hit by a **lightning bolt** for 20 points of damage is instead healed up to 6 points. If the amount of healing would cause the golem to exceed its full normal hit points, the excess is ignored.



## Golem, Bone\*

Armor Class:	19 ‡
Hit Dice:	8*
No. of Attacks:	4 weapons
Damage:	1d6/1d6/1d6/1d6 or by weapon
Movement:	40' (10')
No. Appearing:	1
Save As:	Fighter: 4
Morale:	12
Treasure Type:	None
XP:	945

Bone golems are huge four-armed monsters created from the skeletons of at least two dead humanoids. Though made of bone, they are not undead and cannot be turned. Instead of four one-handed weapons, a bone golem can be armed with two two-handed weapons, giving 2 attacks per round and a damage figure of 1d10/1d10 or by weapon.

When a bone golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem; he or she must make a save vs. Spells to succeed at this, and at least 1 round of time is required for each check. It takes 1 round of inactivity by the golem to reset the golem's berserk chance to 0%.

## Golem, Bronze\*

Armor Class:	20 ‡
Hit Dice:	20** (+13)
No. of Attacks:	1 fist + special
Damage:	3d10 + special

Movement:	80' (10')
No. Appearing:	1
Save As:	Fighter:10
Morale:	12
Treasure Type:	None
XP:	5,650

These golems resemble statues made of bronze; unlike natural bronze statues, they never turn green from verdigris. A bronze golem is 10 feet tall and weighs about 4,500 pounds. A bronze golem cannot speak or make any vocal noise, distinguishable odor. It moves with a ponderous but smooth gait. Each step causes the floor to tremble unless it is on a thick, solid foundation.

The interior of a bronze golem is molten metal. Creatures hit by one in combat suffer an additional 1d10 damage from the heat (unless resistant to heat or fire). If one is hit in combat, molten metal spurts out, spraying the attacker for 2d6 damage. A save vs. Death Ray is allowed to avoid the metal spray.

When a bronze golem enters combat, there is a cumulative 1% chance each round that its elemental spirit will break free. Such a golem will go on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to cause more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem; he or she must make a

for each check. It takes 1 round of inactivity by the golem to reset the chance it will go berserk to 0%.



Golem, Clay*	
Armor Class:	22 ‡
Hit Dice:	11** (+9)
No. of Attacks:	1 fist
Damage:	3d10
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 6
Morale:	12
Treasure Type:	None
XP:	1,765

This golem has a humanoid body made from clay. A clay golem wears no clothing except for a metal or stiff leather garment around its hips. A clay golem cannot speak or make any vocal noise. It walks and moves with a slow, clumsy gait. It weighs around 600 pounds.

When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit will break free. Such a golem will go on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no destruction. Once a clay golem goes berserk, no known method can reestablish control.



The damage a clay golem deals doesn't heal naturally, and magical healing cures only 1 point per die rolled (but add all bonuses normally).

#### Golem, Flesh\*

Armor Class:	20 ‡
Hit Dice:	9** (+8)
No. of Attacks:	2 fists
Damage:	2d8/2d8
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 5
Morale:	12
Treasure Type:	None
XP:	1,225

A flesh golem is a ghoulish collection of stolen humanoid body parts, stitched together into a single composite form. No natural animal willingly tracks a flesh golem. The golem wears whatever clothing its creator desires, usually just a ragged pair of trousers. has no possessions and no weapons. It stands 8 feet tall and weighs almost 500 pounds. A flesh golem cannot speak, although it can emit a hoarse roar of sorts. It walks and moves with a stiff-jointed gait, as if not in complete control of its body.



When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit will break free. Such a golem will go on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to cause more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem; he or she must make a save vs. Spells to succeed at this, and at least 1 round of time is required for each check. It takes 1 round of inactivity by the golem to reset the golem's berserk chance to 0%.

A magical attack that deals cold or fire damage slows a flesh golem (as the **slow** spell) for 2d6 rounds, with no saving throw. A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 full points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, the excess is ignored. For example, a flesh golem hit by a lightning bolt heals 3 points of damage if the attack would have dealt 11 points of damage.

#### Golem, Iron\*

Armor Class:	25 ‡
Hit Dice:	17** (+12)
No. of Attacks:	1 + special
Damage:	4d10 + special
Movement:	20' (10')
No. Appearing:	1
Save As:	Fighter: 9
Morale:	12
Treasure Type:	None
XP:	3,890

This golem has a humanoid body made from iron. An iron golem can be fashioned in any manner, just like a stone golem (see below), although it almost always displays armor of some sort. Its features are much smoother than those of a stone golem. Iron golems sometimes carry a short sword in one hand. An iron golem is 12 feet tall and weighs about 5,000 pounds. An iron golem cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a ponderous but smooth gait. Each step causes the floor to tremble unless it is on a thick, solid foundation.

Iron golems can exhale a cloud of poisonous gas which fills a 10-foot cube and persists for 1 round. Those within the area of effect must save vs. Dragon Breath or die. This ability can be used up to 3 times per day.

A magical attack that deals electricity damage slows an iron golem (as the **slow** spell) for 3 rounds, with no saving throw. A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 full points of damage the attack

## ANNMAR RPG

would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, the excess is ignored. For example, an iron golem hit by a fireball gains back 6 hit points if the points. An iron golem is affected normally by rust attacks, such as that of a rust monster, suffering 2d6 points of damage for each hit (with no saving throw normally allowed).

### Golem, Stone\*

Armor Class:	25 ‡
Hit Dice:	14** (+11)
No. of Attacks:	1 + special
Damage:	3d8 + special
Movement:	20' (10')
No. Appearing:	1
Save As:	Fighter: 7
Morale:	12
Treasure Type:	None
XP:	2,730

This golem has a humanoid body made from stone. A stone golem is 9 feet tall and weighs around 2,000 pounds. Its body is frequently stylized to suit its creator. For example, it might look like it is wearing armor, with a particular symbol carved on the breastplate, or have designs worked into the stone of its limbs.

Stone golems are formidable opponents, being physically powerful and difficult to harm. A stone golem can use a **slow** effect, as the spell, once every other round; a save vs. Spells is allowed to resist.

A **stone to flesh** spell may be used to weaken the monster. The spell does not actually change the golem's structure, but for one full round after being affected, the golem is vulnerable to normal weapons. The stone golem is allowed a save vs. Spells to resist this effect.

### Golem, Wood\*

Armor Class:	13 ‡
Hit Dice:	2+2*
No. of Attacks:	1 fist
Damage:	1d8
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	100

Wood golems are small constructs, not more than 4' in height, and are crudely made. Being made of wood makes them vulnerable to fire-based attacks; thus, wood golems suffer one extra point of damage

## GOLEM

from fire; any saving throws against such effects are at a penalty of -2. They move stiffly, suffering a -1 penalty to Initiative.

### Gorgon

Armor Class:	19
Hit Dice:	8*
No. of Attacks:	1 gore or 1 breath
Damage:	2d6 or petrification
Movement:	40' (10')
No. Appearing:	Wild 1d4
Save As:	Fighter: 8
Morale:	8
Treasure Type:	None
XP:	945

Gorgons are magical monsters resembling bulls made of iron. Their breath can turn living creatures to stone; it covers an area 60' long by 10' wide, and can be used as many times per day as the monster no more often than every other round. A save vs. Petrification is allowed to resist.

A typical gorgon stands over 6 feet tall at the shoulder, measures 8 feet from snout to tail, and weighs about 4,000 pounds. Gorgons are nothing if not aggressive. They attack intruders on sight, attempting to gore or petrify them. There is no way to calm these furious creatures, and they are impossible to domesticate.

### Gray Ooze

Armor Class:	12
Hit Dice:	3*
No. of Attacks:	1 pseudopod
Damage:	2d8
Movement:	1'
No. Appearing:	1
Save As:	Fighter: 3
Morale:	12
Treasure Type:	None
XP:	175

Gray oozes are amorphous creatures that live only to eat. They inhabit underground areas, scouring caverns, ruins, and dungeons in search of organic matter, living or dead. A gray ooze can grow to a diameter of up to 10 feet and a thickness of about 6 inches. A typical specimen weighs about 700 pounds.

A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. After a successful hit, the ooze will stick to the creature attacked, dealing 2d8 damage per round automatically. Normal (non-magical) armor or clothing dissolves and becomes useless immediately. A non-magical metal or wooden weapon that strikes a gray ooze also dissolves immediately. Magical weapons, armor, and clothing are

# Faerûn (Fae)

Annmar RPG



**Description:** The beautiful Faerûn are related to fey such as booka, pixies, or similar faeries. Faerûn appear to be smaller than normal Elf-like folk, except that they have a pair of wings resembling those of dragonflies or

Sometimes butterflies. For unknown reasons, there are at least twice as many Faerûn females as there are males. Faerûn stand no taller than the average Halfling (3') but have a more slight build, seldom being heavier than 40 pounds.

**Restrictions:** Faerûn can be any class but generally gravitate to magical classes. If allowed by the GM, Faerûn will be more likely to pursue classes associated with nature than the standard fare. Thus Rangers and Druids are more common than Fighters and Clerics.

Faerûn are required to have a minimum Dexterity score of 9. Faerûn are quite captivating, and must also have a minimum Charisma score of 11. Due to their very small stature, they may not have a Strength score 15. Also size related, Faerûn roll hit dice one size smaller than normal; a d8 would become a d6, a d6 to d4, and a d4 would instead be d3 (d6, 1-2=1, 3-4=2, 5-6=3). Faerûn may not use Large weapons, and must wield Medium weapons with both hands.

**Special Abilities:** Faerûn normally walk like other races, but their most remarkable ability is limited flight while unencumbered (at double the normal movement rates). Faerûn can fly up to 10 rounds, but must remain grounded an equivalent amount of time after any flight. A lightly-encumbered Faerûn can fly up to 5 rounds but must rest for twice as many rounds as those flown (for instance, a lightly-encumbered flight of 4 rounds requires 8 rounds grounded). Faerûn take half-damage from falls due to their reduced weight and wings.

Similar to Halflings, Faerûn are able to hide very well. They have a very high chance they will be detected outdoors in forested environments. Even indoors, in dungeons, or in non-preferred terrain they are able to hide such that there is only a 30% chance of detection. Note that a Faerûn Thief will roll for hiding attempts only once, using either the Thief ability or the Faerûn ability, whichever is better.

**Saving Throws:** Like Elves, Faerûn save at +1 vs. Paralysis or Petrify and +2 vs. Magic Wands and Spells.

# Khronnes

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Most Khronnes choose a life of adventure out of necessity, given the dangers of their homeland. Still, they greatly desire personal power, and many Khronnes take up the mantle of adventurer seeking to satisfy their ambitions. They are also known as dark elves. They worship the evil God Anion. One of the five Gods who are credited with creating the world. He is the God of War. Most gravitate towards the evil side of things. Not all are bad, but they tend to use dark Magic. Khronnes are thought to be a direct descendant of the god, Anion - the god of war and destruction.

### KHRONNE

#### Magic Race

Khronnes are a special kind of magicians, known for their mastery over magic items and constructs. They use the same experience and spell progression as Magic-Users, and have the same hit dice, attack bonus, saving throws, and restrictions on armor and weapons. treated as a Magic-User for all purposes, except as noted below.

**Requirements:** The Prime Requisite for Khronnes is Intelligence; a character must have an Intelligence score of 12 or higher to become a Khronne.

**Special Abilities:** A first level Khronne begins play knowing **read magic** and one other spell of first level. These spells are written in a spellbook provided by his or her master. The GM may roll for the spell, assign it as he or she sees fit, or allow the player to choose it, at his or her option. See the **Spells** section in the **ANNMAR RPG Rules Book** for more details.

Khronnes do the same "kind" of magic as normal Magic-Users, such that they are able to learn spells from each other; however, only those spells listed as available to both classes may be so learned. See the section on spells below for the Khronne's spell list.

Khronnes receive a bonus of +1 to all saving throws made against effects generated by magic items. Those who are targets of magical effects generated by a magic item operated by a Khronne suffer a penalty of -1 on any saving throw against it.

The real power of Khronnes is their greater understanding of the processes of magical fabrication. Khronnes can create any scroll starting at 1<sup>st</sup> level, potions and other items beginning at 3<sup>rd</sup> level, and at 7<sup>th</sup> level they can create any kind of magic item. A Khronne receives a +25% bonus to all magical research rolls for creating magical items.

At 6<sup>th</sup> level Khronnes become so adept as to cut in half the time necessary to create a magic item. At 9<sup>th</sup> level Khronnes become so adept as to reduce the cost of creating a magic item by 25%.

For more information about creating magical items, please refer to pages 154-156 in the **ANNMAR RPG Core Rules**.

#### Khronne Spells

Khronnes are Magic-Users whose magical powers are concentrated on the interaction with pure magical forces and items. They abide to the same rules that "regular" Magic-Users do with respect to learning and casting spells.

Spells in bold are new and will be described below.

Some of the spells on the Khronne list are taken from the New Spells and Druid supplements. Please refer to those works for the details of those spells.

#### First Level Khronne Spells

1	<b>Alarm</b>
2	<b>Break Restrictions</b>
3	Detect Magic
4	<b>Enhance Armor*</b>
5	<b>Enhance Weapon*</b>
6	Light*
7	Hold Portal
8	Protection from Evil*
9	Read Languages
10	Read Magic
11	<b>Repair*</b>
12	Resist Cold

#### Second Level Khronne Spells

1	<b>Activate</b>
2	Analyze Magic
3	Familiar
4	Find Traps
5	Heat Metal
6	Locate Objects
7	Minor Warding
8	Knock
9	Resist Fire
10	<b>Retrieve energy</b>
11	Warp Wood
12	Wizard Lock

Third Level Khronne Spells

1	<b>Channel blast</b>
2	Dispel Magic
3	<b>Hardness*</b>
4	<b>Hold Construct</b>
5	Immunity to Normal Weapons
6	<b>Lord of the Rings</b>
7	Protection from Evil 10' radius*
8	Protection from Normal Missiles
9	<b>Serious Repair*</b>
10	<b>Overtake Item</b>
11	<b>Stone Shape</b>
12	Striking

Fourth Level Khronne Spells

1	<b>Charm Constructs</b>
2	Drainblade
3	<b>Greater Ward</b>
4	Hallucinatory Terrain
5	<b>Mass Armor Enhancement</b>
6	<b>Mass Weapon Enhancement</b>
7	<b>Neutralize Potion</b>
8	Magic Mirror
9	Minor Spell Immunity
10	<b>Minor Creation</b>
11	Protection From Lightning
12	Wall of Fire

Fifth Level Khronne Spells

1	Conjure Elemental
2	Dream
3	Dispel Evil
4	Magic Jar
5	<b>Private Sanctum</b>
6	Rock to Mud
7	<b>Secret Chest</b>
8	Starlight Blade
9	Passwall
10	Wall of Stone

Sixth Level Khronne Spells

1	Animate Objects
2	Anti-Magic Shell
3	Blade Barrier
4	Disintegrate
5	Flesh to Stone*
6	<b>Guards and Wards</b>
7	Major Spell Immunity
8	<b>Move Earth</b>
9	<b>Permanency</b>
10	Wall of Iron

**Activate**

Khronne 2

Range: self

Duration: instantaneous

This spell allows the caster to activate a charged magical item in his or her hands without expending charges or daily uses. The caster must know any activation words required to use the item. This spell will not work on potions. Wands, staves, rods, rings, scrolls, and all other items can be activated by this spell. This spell does not allow the caster to use an item forbidden to his or her class. If the power that the caster wants to activate requires 2 charges, it will drain one charge only.

**Alarm**

Khronne 1

Range: 20'+10'/level

Duration: 2 hours/level

**Alarm** sounds a mental or audible alarm each time any creature larger than a rat enters the warded area or touches it. A creature that speaks the password (determined by the caster at the time of casting) does not set off the alarm. The caster decides at the time of casting whether the alarm will be mental or audible.

*Mental Alarm:* A mental alarm alerts the caster (and only the caster) so long as he or she remains within 1 mile of the warded area. The caster will hear a single mental "ping" sufficient to awaken the caster from normal sleep, but which does not otherwise disturb concentration. A **silence** spell has no effect on a mental alarm.

*Audible Alarm:* An audible alarm produces the sound of a hand bell, and anyone within 60' of the warded area can hear it clearly. Interposing doors or walls may reduce the distance by 10' or 20'. The sound lasts for 1 round. Creatures within a **silence** spell cannot hear the ringing. Incorporeal, ethereal, or astrally-projecting creatures do not trigger the alarm.

**Break Restrictions**

Khronne 1

Range: touch

Duration: 1 turn/ level

This spell allows the use of a magical item not normally usable by the caster, be it a ring, potion, or scroll. This spell does not allow the caster to break his or her own class restrictions regarding weapons or armor use, even if they are magical items.

**Channel Blast**

Khronne 3

Range: touch

Duration: instantaneous

This spell allows the caster to drain a charged magical item of its energy to cast a bolt of energy. The touched item loses a charge or one daily use of its powers (scrolls and potions are

consumed by this spell), allowing the caster to create an energy discharge. The blast is cone shaped, 60' long and 40' wide at its end.

The damage inflicted depends on the item drained:

Potion: 3d6

Scroll: up 1d6 per level of the spell or 3d6 for non-spell scrolls

Wand: 4d6

Staff: 5d6

Rod or ring: 6d6

Any other (Miscellaneous magic item, weapon or armor): 4d6.

Targets may save for half-damage.

**Charm Constructs** Range: 30'  
Khronne 4 Duration: special

This spell allows the caster to take control of a construct, such as a golem. Control is not absolute and is limited as for the **charm person** spell; the construct is granted a saving throw to avoid control. The construct is allowed a new saving throw each day to break free of the caster's control.

Enhance Armor\* Khronne 1 (wrong place; swap with

Range: Touch Duration: 1 turn

This spell imparts a +1 bonus to AC to the touched armor or shield as long as the spell lasts. The reverse form (**weaken armor**) imparts a -1 to AC of the armor touched.

The reverse form of this spell can be cast in combat and requires a successful attack; the target may deny its effect with a successful saving throw.

**Enhance Weapon\*** Range: Touch  
Khronne 1 Duration: 1 turn

This spell imparts a +1 bonus to hit and damage to the touched weapon as long as the spell lasts. The reverse form (**weaken weapon**) imparts a -1 to hit and damage.

The reverse form of this spell can be cast in combat and requires a successful attack; the target may deny its effect with a successful saving throw.

**Greater Warding** Range: touch  
Khronne 4 Duration: special

The spell works similar to **minor warding**, inflicting 6d6 points of damage. It can be activated by golems and undead as well as living creatures.

**Guards and Wards** Range: Anywhere within the  
Khronne 6 area to be warded  
Duration: 2 hours/level

This spell casts a ward of misdirection and protection on an area of 200 square feet per caster level. The warded area can be as much as 20' high, and shaped as the caster desires. By dividing the area affected, it is possible for this spell to ward several stories of a stronghold.

The caster must be inside the area to be warded to cast the spell. The spell creates the following magical effects within the warded area:

**Fog:** Fog fills all corridors, obscuring all sight, including darkvision, beyond 5'. A creature within 5' are concealed (missile attacks have a -1 to hit). Creatures farther away are totally concealed (missile attacks have a -4 to hit).

**Wizard Locks:** All doors in the warded area are **wizard locked**.

**Webs:** Webs fill all stairs from top to bottom. These strands are identical with those created by the **web** spell, except that they regrow in 10 minutes if they are burned or torn away while the **guards and wards** spell lasts.

**Confusion:** Where there are choices in direction—such as a corridor intersection or side passage—a minor confusion-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is an enchantment, mind-affecting effect.

**Lost Doors:** One door per caster level is covered by an image to appear as if it were a plain wall. This is saved against as if it was a **phantasmal =force** spell. In addition, you can place your choice of one of the following five magical effects:

1. Dancing lights in four corridors. You can designate a simple program that causes the lights to repeat as long as the **guards and wards** spell lasts.
2. A **magic mouth** in two places.
3. A **minor warding** in two places.
4. A **suggestion** in one place. You select an area of up to 5' square, and any creature who enters or passes through the area receives the suggestion mentally.



5. A **sleep** in two places. You select an area of up to 5' square, and any creature who enters or passes through the area triggers the **sleep** spell.

The whole warded area radiates strong magic. A **dispel magic** cast on a specific effect, if successful, removes only that effect.

**Hardness\*** Range: touch  
 Khronne 3 Duration: one turn per level

This spell imbues the touched item or construct with one point of Hardness for every two levels of the caster.

The item may not be larger than 10 cubic feet plus 1 cubic foot per level of the caster.

The reverse form (**weaken**) subtracts as many points of Hardness. If the target item is reduced below 0 Hardness, excess negative Hardness is inflicted as damage

**Hold Construct** Range: 180'  
 Khronne 3 Duration: 2d8 turns

This spell has the same effects of **hold person** but only affects constructs such as golems.

**Lord of the Rings** Range: self  
 Khronne 3 Duration: one turn per level

For the duration of the spell the caster can wear and benefit from up to four magical rings. Magical rings of the same type do not stack their effects (i.e. two **Rings of Protection** do not grant a +2 bonus to AC).

**Mass Armor Enhancement\***  
 Khronne 4 Range: special  
 Duration: 1 turn

The caster can affect with **enhance armor** up to 3 armor sets within 30' with a +1 bonus for every three levels of the caster.

The reverse of this spell imparts a -1 to AC to affected armor sets and can be avoided with a saving throw.

**Mass Weapon Enhancement\***  
 Khronne 4 Range: special  
 Duration: 1 turn

The caster can affect with **enhance weapon** up to 3 weapons within 30' with a +1 bonus for every three levels of the caster..

The reverse of this spell imparts a -1 to hit and damage rolls to affected weapons and can be avoided with a saving throw.

**Neutralize Potion** Range: touch  
 Khronne 4 Duration: instantaneous

This spell destroys all traces and effects of any sort of poison. A poisoned creature suffers no additional effects from the poison; if cast upon a creature slain by poison in the last 10 rounds, the creature is revived with 1 hit point. If cast upon a poisonous object (weapon, trap, etc.) the poison is rendered permanently ineffective. (what what? Is this entry about potions or poisons???)

In a target that has drunk a potion it immediately dispels the potion's effects.

Unwilling targets must be hit in combat for the spell to be successful.(???)

**Minor Creation** Range: self  
 Khronne 4 Duration: instantaneous

This spell creates a non-magical object of non-living matter. The volume of the item created cannot exceed 1 cubic foot per caster level. The item produced by this spell may not be a special component to be used in spell research like a dragon's liver or troll blood.

**Move Earth** Range: 400 ft.  
 Khronne 6 Duration: One round per caster level

**Move earth** moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth. However, in no event can rock formations be collapsed or moved. The spell can move up to one 150-foot square (up to 10 feet deep) per round.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacier-like fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

This spell has no effect on earth creatures.

**Overtake Item** Range: 30'  
Khronne 3 Duration: instantaneous

With this spell the caster can activate one magical item not in his or her possession that they are aware of and within range. The item must be in plain sight for the caster to see; if the item is held or owned by someone else the owner is allowed a saving throw to avoid the item's

**Permanency** Range: 10'  
Khronne 6 Duration: Permanent; see text

This spell makes is used to make permanent another spell of 6th or lower level. Only arcane magic can be affected: Clerical, Druidic, and other spells of divine nature can not be made permanent. No spell with a permanent or instantaneous duration can be made permanent.

A **permanency** spell lasts until dispelled. When it is dispelled, the other spell effect vanishes immediately. Casting a **permanency** spell causes the loss of 1 point of Constitution.

No more than two spells can be made permanent on a single person, item or place. If a third **permanency** spell is cast it automatically fails, and there is a 50% that each of the two other permanency spells fails too.

A **permanency** spell is not necessary to make any magical item; using **permanency** to bind a spell to an object, person, or place is not the same as crafting a magic item.

Spells that are commonly made permanent on a creature: **detect magic, protection from evil, read languages, read magic, detect invisible, and fly.**

Spells commonly made permanent on items or locations include: **alarm, animate objects, confusion, dancing lights, guards and wards, invisibility, phantasmal force, private sanctum, magic mouth, symbol, wall of**

**Private Sanctum** Range: 30 feet  
Khronne 5 Duration: 24 hours

This spell creates a field impenetrable to most kinds of scrutiny. Those looking into the area from outside see only a dark, foggy mass. Darkvision cannot penetrate it. Eavesdroppers do not perceive any sound, no matter how loud, exiting (emanating?) from the area. Those inside the affected area can see and hear outside the affected area normally. Anyone inside the affected area are immune to **ESP** spells.

Divination spells like **magic mirror** and **clairvoyance/clairaudiance** cannot perceive anything within the area.

No speech is possible between those inside and those outside the spell does not prevent other means of communication, such as telepathic communication, or such as that between a **Magic-User** and a familiar.

**Private sanctum** does not stop creatures or objects from moving into and out of the area.

**Repair\*** Range: touch  
Khronne 1 Duration: instantaneous

With this spell the caster repairs 1d6+1 points of damage by laying his or her hand upon the broken item, be it a vehicle, golem, etc.

The reverse form of this spell (**shrivel**) causes 1d6+1 points of damage to the object affected by it. A successful attack roll is required in this case. (why? Range is touch)

This spell has no effect on living creatures, it will shatter small items, and may require a target magic item to roll a saving throw at +4.

**Retrieve Energy** Range: touch  
Khronne 2 Duration: instantaneous

This spell allows the caster to drain a charged magical item of its energy to cast a spell. The touched item loses a charge or one daily use of its powers (scrolls and potions are consumed by this spell), allowing the caster to retain its energy.

In the following round the caster can cast any spell he or she has memorized without expending the spell slot. The maximum level that can be cast depends on the item drained:

Potion: up to 2nd level

Scroll: up to level of the spell or third level for non-spell scrolls

Wand: up to 3rd level

Staff: up to 4th level

Rod or ring: up to 5th level

Any other (miscellaneous magic item, weapon or armor): up to third level.

If no spell is cast in the round immediately following the casting of this spell, the retrieved energy is lost.

**Secret Chest**

Khronne 5

Range: see text

Duration: 60 days or until discharged

This spell hides a chest in an extra-dimensional space for as long as 60 days. Regardless of the chest's actual size, (which is about 3' by 2' by 2') it can contain up to 1 cubic foot of material per caster level. The caster can retrieve the chest at will by a simple act of will; the chest will appear beside the caster. If any living creatures are in the chest, there is a 75% chance that the spell simply fails.

After 60 days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. Living things in the chest eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever else they need to

**Serious Repair\***

Khronne 3

Range: touch

Duration: instantaneous

This spell repairs 2d6+1 points of damage by laying his or her hand upon the injured item, be it a vehicle, golem, etc.

The reverse form of this spell (**serious shrivel**) causes 2d6+1 points damage to the object affected by it. A successful attack roll is required in this case.

This spell has no effect on living creatures; it will shatter small items, and may require a target magic item to roll a saving throw.

**Stone Shape**

Khronne 3

Range: touch

Duration: instantaneous

This spell allows the caster to shape, bend, and form an existing piece of stone (of up to 10 cubic feet + 1 cubic feet per level) into any shape he or she wishes.

Fine detail is not possible but primitive doors, walls, bridges, or similar items can be created with this spell. Stone shaped in the form of moving or mechanical parts will not work on a roll of 1-2 on 1d6.



# Orcs

## Annmar RPG

*Orcs* are savage humanoids with stooped postures, piggish faces, and prominent teeth that resemble tusks. They gather in tribes that satisfy their bloodlust by slaying any humanoids that stand against them Orcs, like the golems. Orcs were created by the Great War at the end of the First Age that gave birth to Monsters.



**Description:** The Orcs are a race created after the Second War of Magic. At first, they were peaceful, just trying to survive in their new world, but eventually became more war-like and savage after being hunted. They are also used to make armies bigger since they are great fighters. Orcs enjoy nature and keep a semi-nomadic lifestyle in regions that other races call wild. When threatened, Orcs can become quite dangerous, much like their warrior ancestors. Orcs are impressively muscled and generally average 7' tall, with some individuals reaching almost 8' in height.

**Restrictions:** Orcs prefer professions associated with their nature-oriented lifestyles and may become Fighters or Clerics (often choosing Ranger or Druid if those optional classes are available). While it is rare to find a Orcs Thief, they are not barred from the class (although they do suffer several penalties to roguish abilities). An Orc character must have minimum Strength and Constitution scores of 11. Not particularly bright or dexterous, Orcs are limited to 17 in both Dexterity and Intelligence. Orcs may wear human-sized armor, albeit often adjusted slightly to account for their size. Their cloven-hoof feet may not wear typical footwear, unless specially produced for Orcs. Specially-constructed helmets are likewise needed to fit their horned heads.

**Special Abilities:** Orcs roll hit dice one size larger than normal; a d4 would become a d6, a d6 to d8, etc. Orcs are never truly unarmed, as they can gore for 1d6 damage with their horns. Orcs often charge into battle with a gore attack (+2 to hit with double damage, following all normal charging rules) and then switch to weaponry for the remainder of the fight. They must choose whether to attack with weapons or to gore; they cannot do both in a round. Orcs get an additional +1 bonus on feats of strength such as opening doors due to their great size.

**Thief Ability Adjustments:** Roguish Orcs have a -10% penalty to Open Locks, Removing Traps, and Picking Pockets. Stealth checks (Moving Silently and Hiding) for Orcs are made normally, although in non-wilderness areas such as indoors, underground (dungeons), or in urban areas they suffer a -20% penalty to their chance to succeed. Outdoor traps, such as hunting snares or dead-falls, do not apply the above penalty and instead are made at +10% bonus.

**Saving Throws:** Orcs gain no special bonuses to their saving throw rolls.