

Players Guide to Peruvia

Character Rules for Peruvia

Starting Characters

All starting characters will begin with 80 points to assign to their ability scores. In the case of Strength, each set of percentage strength above 18 costs one point, so to get a strength of 18/00 would actually cost a total of 23 points, 18 to get to a score of 18 and 5 more, one for each level up the chart. No score may be below 8 or above 18 unless racial modifiers place them in these areas.

Mages with a high intelligence are able to gain extra spell points just like a priest with a high wisdom can. Just use the wisdom chart and cross it over with the score of the wizards intelligence to find out how many spell points he gains.

Multi-classed characters may choose their proficiency slots from one of their classes, whichever one offers the most in either weapon proficiencies or non-weapon proficiencies.

Races

Half Doppelganger

This new races is derived from a union between humans and doppelgangers. These beings are very rare obviously, and are born when a doppelganger takes the form of it's human victim, and then mates with another human. Normally this happens because the doppelganger has either taken the form of a married man or a man who normally indulges himself in sexual activity, if only to keep up the disguise. When a woman gives birth to a half doppelganger, she immediately realizes that the child is not human, given it's greyish appearance and pointed ears. This is usually enough for a woman to realize that the man she had slept with was not a human at all. Unfortunately for these outcast children, their mothers usually think they are demons of some sort, and they are immediately killed. Doppelgangers are not a common species and therefore most women would not know what this child really was. If the mother has enough common sense to take the child to a church or a sage, she would probably find out exactly what this being really was.

Appearance: Half doppelgangers appear as humanoids with pale, greyish skin and pointed ears. They have large oval eyes, but these eyes are not pure white like a normal doppelganger. Their fingers are longer than a normal humans, and their bodies are very skinny.

Around the time when the child is starting puberty, some strange things begin to happen. The child begins to take on other shapes, and begins to look like different people. You see, they shapechange in a way, though not nearly as effectively as a true, full blooded doppelganger. They also have a knack for resisting the influence of others. Because of this, many half doppelgangers "rebel" against their parent(s) at around this age, instead choosing to do it's own thing. The big thing that these children learn is their ability to peer into others minds for a short period of time.

Abilities:

Half doppelgangers have the ability to "Change Self" 3 times a day, as the wizard spell of the same name. This is not magical in any way and the form of the half doppelganger physically does change, so it is not an illusion. It does act just as the spell would for purposed of duration and what it can do though.

Half doppelgangers are innately resistant to “Charm” and “Sleep” based spells. They gain a +1 to saves vs. these spells for every 5th level they have gained, starting at +1 at 1st level and increasing at every 5th level to a maximum of +5 at 20th level. Against these types of spells that normally do not allow a saving throw, half doppelgangers have a base 18 saving throw. This type of saving throw may not be modified by any means, not even magic.

Half doppelgangers have an ability to peer into others minds and read their surface thoughts. Once per day they may cast a weak ESP spell. This only works against one opponent, lasts for 3 rounds, and allows a saving throw vs. spell to avoid. Opponents who save do not realize that ESP was just attempted against them. Other than that, this power works just like the ESP spell.

Limitations:

All half doppelgangers suffer a -2 reaction adjustment from creatures that know what they truly are. They suffer a -4 reaction adjustment from true doppelgangers. To doppelgangers these half breeds are an abomination.

When in their true form, they are not welcomed into a normal society, and in many cases they are treated as evil beings which must be purged from a community. Because of this, most half doppelgangers are forced to live outside normal human settlements and cities.

Half doppelgangers suffer a -20% experience point penalty in whatever class they have chosen.

Ability Adjustments: +1 Dexterity, -1 Charisma

Height and Weight: As a human.

Age: As a human.

Allowed Classes: Fighter, Illusionist, Enchanter, Transmuter, Priest, Thief, Assassin.

Thief Adjustments: None. As a human.

Vampyre

Vampyre. The sound of that sends chills down ones spine, for to think of them is to think of death and blood. Vampyre are the children of the damned, born of darkness and blood. Vampyre are the children of vampires. When a vampire mates with a human there is a small possibility of a child being created, and when such a thing happens, it is the vampyre that is the ultimate result. In most cases this does not happen, because if the vampire were to know about such a thing happening he'd make sure to kill the woman before the child was born, for most vampyres loath their fathers for the damnation they have brought upon them, and the father vampire may fear that the child will grow to hunt him later in life.

Appearance: Vampyres appear like most humans would but their pale skin sets them apart from the normal populous. Usually they are seen as just being albino for the most part, and most would not know the true nature of the vampyre. The only thing that truly sets a vampyre apart from a normal (if pale) human would be the small canine-like fangs that protrude from their mouths. Vampyres are very good looking beings and therefore have an automatic +2 bonus to the Comeliness score (if Comeliness is used in the campaign).

Vampyres can be of any non-lawful alignment. Such is the nature of their heritage, being the child of such a chaotic father. They grow up living a life as most children do, and when they mate and bear children, the vampyre is considered human for purposes of determining the race of the resulting child. Therefore a vampyre never passes on the same curse to their children, though most vampyres would not realize this, and for this reason most do not have children for fear that it will be born with the same curse as it's parent.

It would be assumed that vampyres have the vulnerabilities of their vampire parent, but then again they also have a human parent. Vampyres are not effected by running water and they can see their reflection in a mirror just fine. Whatever vampiric vulnerabilities they still keep will be described below. Any other vampiric vulnerabilities that are not listed can be assumed that the vampyre does not possess that vulnerability.

Abilities:

Vampyres, by their very nature, are obviously better suited at night. During nighttime (anytime after twilight and before dawn) when the sun is not shining at all, or when in a purely dark environment, all vampyres have the ability to see perfectly as a human can see in the daytime and therefore they never suffer penalties for darkness. Magical darkness will still work normally against a vampyre however, as this ability only works for “normal” darkness.

All vampyres have an innate resistance to charming and energy draining from vampires. When a vampire tries to charm a vampyre the player is allowed a saving throw to resist it at a +4 bonus. Even if the save is failed, the charm only lasts half the duration. Against a vampire's energy drain a vampyre gains an unmodified saving throw vs. death to shake off the effects. This saving throw can not be modified by any means including magic. All vampyres are immune to charming and energy drain from their vampire parent.

Once per day a vampyre may use an ability to drain life from a victim. This ability is done at will and requires no spell casting on the part of the vampyre. This effect works the same way as a Vampiric Touch spell. In order to harm a victim while using this power though a vampyre must physically touch the opponent with his bare skin (such as a punch or a slap), so therefore this ability can not be extended through weapons or glove and gauntlets. This power may only be used when the vampyre is in darkness.

The vampyre, even though not an undead being can benefit from spells and abilities that are beneficial to undead beings, such as the spell *Imbue Undead with Spell Ability* and such.

Vampyres can bite with their fangs for 1d3 points of damage.

Limitations:

Vampyres are naturally vulnerable to the daylight. Whenever they are in the sunlight (or in a spell such as a *Sunray*) their vision is only 50% of what a normal humans would be. In addition to this they suffer a -1 to all attack rolls when under the effects of a “Light” producing spell, and -2 to all their attacks and physical actions while in sunlight or the magical equivalent.

When in sunlight or the magical equivalent all vampyres suffer a Constitution penalty of 50%. This means that CON is effectively halved while in sunlight and all extra hit points due to high CON are removed until the vampyre is away from the sunlight. Once out of the sunlight the CON loss and all missing hit points are returned immediately.

Vampyres are vulnerable to attacks that are designed for use against undead creatures, and especially attacks designed to work against vampires. An example would be a mace of disruption, as the vampyre is considered to be a “vampire” when hit by such things. Protection from Undead spells will work against them even though they are not truly undead. Such is the way of the negative energy that spawned the vampyre. When confronted by an Undead Slayer (a kit from the *Complete Elves Handbook*) who's primary enemy is a vampire, the vampyre will suffer full effect from the wrath of this individual, and the vampyre would suffer the lesser effects even if the Undead Slayer's primary enemy were something other than a vampire. Basically, for all purposes the vampyre is considered Undead for all spells, powers and abilities that can effect undead.

Vampyres can never walk on holy ground such as a church, graveyard or any other place that has been blessed by a good aligned deity. Vampyres suffer 1d4 burning damage per round they are on holy ground. The only exception to this rule is if the holy ground was blessed in the name of a god the vampyre worships. For reasons like this though, vampyres can never become priests, druids, rangers or paladins, because they are considered too “unholy”.

Vampyres are held at bay just as a normal vampire when confronted with a holy symbol held by a good aligned priest. Neutral and evil priests are not so lucky for their holy symbols are not “pure” enough to keep them at bay.

A *blessed* wooden stake through the heart can slay a vampyre instantly. Whenever a called shot is made to hit the vampire in the heart with the stake it is made at a -4 penalty. If it hits, the vampyre must immediately make a saving throw vs. death or be slain instantly. If the save is successful then the vampyre takes normal damage from the stake (generally about 1d8 damage). If the stake is later removed the vampyre can be resurrected (with the *Destruction* spell). However if the head of the vampyre is removed while the stake is in its heart then only a *Wish* may ever raise the vampyre back to life. Wooden arrows and crossbow bolts and such are not big enough or powerful enough to slay a vampyre in this fashion.

Vampyres suffer from a bloodlust of sorts when confronted by the strong and luring odor of blood. This bloodlust is not nearly as bad as it is with a full vampire, but it is disturbing nonetheless. At any time the vampyre is within 10' of a large amount of blood (at least a pint spilled, from any animal or demihuman) he must roll a successful Wisdom check or suffer from minor racking pains causing him a -1 or -5% on all rolls. If this happens during the daytime the Wisdom check is made with a -4 penalty and the penalty on actions is increased to -2 or -10%. These pains will persist for 1d6 turns after which they will finally calm down and cease to bother the vampyre any longer. If the vampyre wishes to calm these racking pains before they expire over time he must drink at least a pint of fresh blood from a living animal or humanoid. When this happens the racking pains stop instantly. This can be very detrimental to a vampyre that is involved in melee combat for at least a pint of blood is spilled in the first combat round of most combats.

Ability Adjustments: +1 CHA, -1 WIS

Height and Weight: As a human.

Age: Use the age table for dwarves in the Players Handbook. Vampyres live longer than normal humans due to their nature.

Allowed Classes: Fighter, all specialist mages, all elemental mage, Wild Mage, Psionicist, Thief, Assassin, Bard.

Thief Adjustments: As a human.

Available Classes

Existing classes that are allowed

Gladiator (See Dark Sun, Gladiator's Handbook)

Psionicist

Fighter

Ranger

Paladin

Specialist Wizard

Elementalist Wizard

Wild Mage

Thief

Bard

Specialty Priest

Druid

Existing classes that are barred

Generalist Mage

Generalist Cleric

Class modifications

Gladiator: Gladiators do not automatically have proficiency in all weapons anymore. They gain 3 free proficiencies in any weapon, only one of which may be used for a missile weapon.

Psionicist: Psionicist's will be using Bloodlust's Psionic Rules. They are so rare in this campaign that very few character would ever fit the requirements of being a psionicist. The requirements are a WIS-18, INT-15, and CON-12.

Fighter: None

Ranger: None

Paladin: DM's may allow certain powers to be traded in exchange for the powers the paladins god would normally grant a specialty priest. This must be a fair and unbalancing trade, and is 100% at the Dm's descretion.

Specialist Wizard: None

Elementalist: None

Wild Mage: Wild mages MUST be of a Chaotic alignment. At any time the character has an alignment change away from Chaotic, he immedietely becomes a specialist wizard of the school his last spell was cast from (or the last spell that was "attempted" at least), and then loses all Wild mage surge effects from then on. At any time the character gains back his chaotic alignment, then he may train for 1 month per level he is, plus 5,000 gp per level he is, to become a wild mage again. This training time may only be done during "down time", as no adventuring would be allowed during such training.

Thief: None

Bard: None

Specialty Priest: None

Druid: None

New Classes

The Assassin

(Rogue Subclass)

EXP: as a rogue.

Skills: OL, HS, MS, CW

Points: 30 initial, 15 each level thereafter (Only half may be used on any one skill at a time).

Free NWP's: Herbalism and Toxicology.

Available Weapons: Dagger, Dart, Short Sword, Short Bow, Sling, Garrote.

Special Skills

Backstab: as a thief of the same level.

Dagger Specialization: Assassins may spend two weapon proficiencies to specialize in a dagger. This specialization may not be raised higher due to being multi or dual classed as a warrior/assassin.

Death Blow: skill is 10% +3% per level.

Death blow may be used on opponents, but must be stated before the attack has been made. This type of attack takes up the assassin's full round of attacks just setting it up. The attack must succeed by 5 or more than what was needed to hit, and then the assassin rolls percentile dice. If the result was equal or below his skill, then the victim must roll a saving throw vs. death or die by the end of the round, as a vital organ was destroyed. This skill may be used in or out of combat.

Combat: The assassin must spend 1d4 rounds setting this attack up, which he may not make any attacks, but may defend normally, and may use his attacks to make dodges and parries. Any time the assassin makes an attack during this time, he must start the "readying" process over again. On the round that was rolled, the assassin gets to attack on his initiative with a -8

penalty. If the attack hits by 5 or more than what was needed, then the assassin rolls his percentile chance for the Death Blow. If this succeeds, then the victim rolls the saving throw vs. death.

As a Backstab: The assassin may attempt a Death Blow while doing a backstab. This may be done in the normal amount of time a backstab normally takes, and must be done from complete surprise, just as a backstab. The attack is made with a -4 penalty (normally -8 but a backstab yields a +4 bonus normally) and if the attack hits by 5 or more than what was needed the assassin gets to roll percentile for the Death Blow, and if this is successful then the victim must roll the saving throw vs. death. Now, if the attack hits (whether it was by 5 or more than what was needed) but the Death Blow percentile failed, then the victim only takes half the assassin's backstab damage. thus, for an assassin to do full backstab damage he'd have to opt not to use a Death Blow.

If backstabbing, the assassin causes an automatic Death Blow effect to characters and creatures of lesser hit dice or levels than the assassin. Such creatures do not get the benefit of having the assassin roll percentile dice for a Death Blow effect. Upon getting hit these unfortunates must immediately save vs. death or be slain.

Knight of Peruvia ***(Warrior Subclass)***

Ability Requirements: Strength 9, Wisdom 10, Charisma 15

Prime Requisite: Strength, Charisma

Races Allowed: Human, Elf, Half-Elf

Knights of Peruvia are an honorable breed. Bred from small children in the ways of war, wisdom, and etiquette, these warriors excel in what they do, protect the city of Thann and the Kingdom of Peruvia. These men and women are few in number, for all children taught in the way of the Knights are not accepted. Those that were born for this purpose who were not accepted are given a home to live in within the nobles ward within Thann and a job to earn a little coin with. But those who are accepted, are so because of their fierce loyalty to the kingdom of Peruvia and the honorable King Thannos, who the city was named after. All Knights live within the nobles ward and are given the honorary title of "Master". Thus a knight named Thrak Bonehammer would be referred to as Master Bonehammer by the peasants. Those of noble birth will refer to the Knight by whatever name is appropriate for the situation. One Knight calling another Knight "Master" would definitely not be appropriate, but to call one "Sir" would be respectful. "Sir" and "Master" are both acceptable names for non-nobles to call a Knight.

Peruvian Knights, as they are sometimes called, are specifically trained in two special things. One is on how to present ones self appropriately and show respect where respect is due. Thus, all Knights gain a free proficiency in Etiquette. Also Knights are trained to do battle in the dark and when blindfolded, thus all Knights gain a free proficiency in Blind Fighting. The oldest Knight in the order happens to be blind, and is a superior warrior over any other Knight. His name is Graham Thisstlebarge, named after the famous warship of ancient times. Graham is a 19'th level Knight of Peruvia, who is 78 years old. No other Knight can boast the things that Graham can, such as the slaying of Dracinius the great blue wyrm which threatened all of Peruvia more than two decades ago.

Peruvian Knights are branded upon their shoulder the day of their acceptance. This brand is of a sun crossed by two swords, a sign which symbolizes the Kingdom of Peruvia. Some Knights, those who are pure and true, have gained honorary titles that far surpass those of ordinary nobles, and even fewer have gained a seat next to the King in his war room. Graham Thisstlebarge is one of these few Knights.

Being a Knight who is so true and honorable may seem to be an advantage, but rest assured, the price out on these men and women's heads are high, and many villains would pay dearly to boast owning the head of one such Knight. The kingdom of Peruvia has many enemies, most of which are just as powerful, if not moreso than Peruvia itself.

Special Abilities

All Knights, as stated above, gain the Etiquette and Blind fighting non-weapon proficiencies for free.

All Knights are either Mounted or Ground based Knights. This must be chosen upon character creation.

Mounted Knights gain a +1 bonus to attack and damage rolls when using any lance, and they are automatically considered to be proficient in one specific type of lance (chosen by the player). In addition, mounted Knights gain the Horsemanship Proficiency for free.

Grounded Knights gain a free proficiency in one specific melee weapon of their choice, and in addition to this they gain a +1 to attack and damage rolls with this weapon. In addition to this, all grounded Knights gain a free proficiency in Endurance to signify all the marching they are subjected to.

Lastly, Knights are allowed to master their chosen weapon as a fighter (see Combat and Tactics). Mounted Knights must choose this mastery in the type of lance they started off being proficient with. Grounded Knights must choose their melee weapon to become masters in. Knights are not required to master these weapons, but most do for obvious reasons.

Special Hindrances

No Knight may ever use a missile weapon in combat. To do so is dishonorable and brings even further dishonor against all Knights.

No knight may ever choose any proficiencies related to “thieving”. Examples would be Looting, Tightrope Walking, Disguise, Forgery, or any other “thief” proficiency the DM seems inappropriate. To do so would be to lose status as a Peruvian Knight.

Knights will not attack a man from behind generally. To do so would be dishonorable. If already in the heat of combat, then this is acceptable, but to “surprise” someone from behind, such as when a thief backstabs, is not acceptable.

Knights will not attack a man who is held (such as with a Hold spell) or bound. Such victims must be freed and have a weapon in hand before a Knight will slay them. This does not mean that a knight won’t attack with non-lethal damage though, for an unarmed criminal is still a criminal, and must be subdued and brought to justice.

Knights may only be Lawful Good, Neutral Good, Chaotic Good, or Lawful Neutral. All Knights are bound by the same rules regardless of alignment.

Knights suffer a -1 penalty to saving throws to resist any form of Enchantment/Charm spell or effect. This is due to the fact that Knights, over honorable, are also more gullible by nature than the common adventurer, and let their honor cloud their judgements.

Experience

Knights of Peruvia gain experience as a Ranger/Paladin. They do NOT gain the ability to cast spell like these two classes though.

Peruvian Knights Code of Honor

All Knights must adhere strictly to their code. There are minor and major violations. Minor violations are things that can be “overlooked” as long as they are not constant, but major violations are things that are not so easily overlooked and many times will result in the dismissal of the Knight in question. Knights who lose status are known as the Fallen of Peruvia. The Fallen keep all the things from this class, both benefits and penalties, though they are rogue now and are not bound by the code of the Knights anymore. These men and women may be allowed to keep all their special benefits and penalties (though they may now break some of the rules in the “penalties” section), but they will still need to pay the experience of a Ranger/Paladin. Such Fallen Knights are banished from the kingdom, and given a certain amount of time to elude the king's lands. Failure to do so will result in the Fallen’s execution if he/she is caught. The main thing these Fallen lose is their ability to call on their fellow Knights for aid, and they no longer have the high status of “Peruvian Knight”.

The Code

All Knights must uphold justice to the fullest of their ability while serving the kingdom of Peruvia.

All Knights must destroy evil wherever it may be found.

Under no circumstances will a Knight slay an unarmed man.

Under no circumstances will others be allowed to slay an unarmed man.

The enemies of the King and the kingdom of Peruvia are your enemies.

Treat your enemies accordingly.

The common folk are to be protected from your enemies. For without these men and women, we would have no kingdom and we would surely die.

When in doubt use your best judgement. If your judgement is not enough, then do what is least harmful to yourself and others.

Knights who worship any gods must worship those dedicated to Peace, Wisdom, or Rulership. Other gods are not permitted within the Order.

Evil gods are to be shunned, and their worshippers, especially their priests, are to be cast out of the kingdom, never to return, else they be slain outright.

-- King Thann

Minor Violations

Minor theft (less than 1 gp)

Lying to an Official

Disturbing the peace, unless needed while on duty

Major violations

Murder

Major theft (1 gp or more)

Treason

Obstruction of justice

Of course there are more things to this list that can be added. This is just a small list to give you the idea. The DM will create more violation codes as necessary.

Combat

Weapon Specialization Fighters and Knights

Single classed fighters are the ONLY characters who can gain grand mastery in their weapon. In addition, they may gain up to, but not exceed, two normal specializations (+1 to hit, +2 damage) in other weapons, with the rest being normal proficiencies. If a fighter chooses a martial arts form (such as Style D), this takes up one of their specializations. Therefore, if a fighter took two martial arts, they could not have any specializations other than their mastery weapon. Only two martial arts may be taken by fighters maximum.

Non-Fighter Warriors (paladin, ranger, etc...), and Fighter or Knight multiclassed

Warriors or warrior multiclassed may gain up to mastery, but may not exceed this. In addition, they may gain one specialization in another weapon. They may gain one martial arts form, but only at the cost of their specialization.

Non-Fighter warrior multiclassed

Non-Fighter multiclassed may gain up to one specialization or one martial arts form, but not both.

Non-Warriors

Non-Warriors may not specialize, nor may they take any martial arts forms. They can, at the cost of two weapon proficiency slots, gain Expertise in one weapon, but not more than one. Expertise does not grant any extra attack or damage bonuses, but does allow a Non-Warrior to gain the amount of attacks as if they were a specialized warrior.

Triple Multiclassed

Triple multiclassed characters may never gain anything higher than mere proficiency in any weapon. They may gain up to Expertise in a single weapon, but no more after that.

Mastery in Bows

Now, instead of becoming a master in a bow and only gaining +1 to hit and then +2 to hit, now for specialization and mastery you gain the normal +1 to hit and +2 damage (then +3 +3 at mastery). I do this because a master in a bow is a better aim, and with the better aim and accuracy they are able to make the hits count more, thus causing the extra damage.

Extra Notes

After any fighter, warrior, or fighter/warrior multiclassed have gained their maximum of mastery and specializations they are allowed to use the Expertise rules for their extra weapons, but this still costs the normal 2 weapon proficiency slots.

Any warrior classes may become proficient in the use of a shield or armor. Since I do not go to the extreme of calculating every bit of encumbrance of a character, I have changed the rules for armor proficiency. Any character proficient in armor gains a 2 point bonus to their armor class when wearing a non magical version of their armor. If the armor has a magical “plus” then the bonus is only 1 point. The same goes with shield proficiency. I use the rules from C&T for shields, but if the shield has a magical “plus”, then just reduce the bonus for proficiency by 1 point, to a minimum of 1.

With critical hits, I will be using the tables in Combat and Tactics, and the severity will be determined by the size of the attackers weapon to the size of the defender. This will be used in addition to my size and damage chart. So, trying to melee a great wyrm dragon is a big no no guys! I will be using knockdown dice from now on, so things should get a little worse for combat now. If you get a critical, or score double damage, triple damage, etc somehow, you ONLY double the dice rolls, and NOT any other special attack or damage bonuses such as strength or magical plusses. But, when you roll a die like a d8, you do not double the roll itself. Instead you roll double the amount of dice (or triple if you’re lucky). So when I say double damage, and normally you roll d8+4, you roll 2d8 and then add the +4.

Initiative will be used in Phases from the Combat and Tactics book. To figure out what phase you attack in take the weapons base speed and lower it for each magical “plus” and for each point you have in Reaction Adjustment under Dexterity. So, for a +2 long sword wielded by a character with a 16 Dexterity, the speed factor would be a 2 (Base 5, +2 magical, +1 reaction adjustment) which would put the attacker in the Fast phase.

Movement for a creature is dependent on both size and movement rate. To figure movement rate take the base rate for the character’s race (e.g. 12 for a human) and raise it for each point of “to hit” from Strength and “reaction adjustment” from Dexterity. Any movement rate of 18 or higher moves the characters base movement phase up by one step and any movement rate of 6 or below drops their movement phase by one step. The general size movement base is as follows.

Tiny: Very Fast

Small: Very Fast

Medium: Fast

Large: Fast

Huge: Average

Gargantuan: Average

Note: A creatures natural weapons are used at their base movement speed, but any held weapons go at the weapons speed factor.

Called shots are allowed in this campaign but the limitations on using them are severe. Called shots can be made with a –4 penalty to the attack roll. This first –4 penalty can be used alone for targetting an arm, leg, tail, etc. To target the head you must apply an additional –4 penalty. In addition to this there are several other called shots that can be made. For each additional called shot type you must add an additional –4 penalty to the attack roll (e.g. Called, critical shot to the head has a penalty of –12... –4 to make a called shot, –4 extra for the head shot and –4 for the critical.). All called shots may be used together, but bring a stiff “to hit” penalty when done this way. Different called shot types are listed below. Players are encouraged to come up with their own called shot types, with the approval of the DM of course...

Critical Hit: When hit the victim suffers a critical hit effect just as if the character had scored a normal critical hit. All saving throws still apply. If this were a called location as well such as to the head the do not roll for location when rolling for the critical effect, but instead use the targeted area.

Maximum Damage: This causes a weapon to do it’s maximum damage in dice. For example, a long sword would do 8 points of damage. This effect may be applied with the *Critical Hit* effect to cause a devastating blow.

Knockout: If hit, the victim must roll a percentage equal to 5% multiplied by the victim's damage in dice. Thus, if he were hit for 1d4+3 and the die roll was a 2, this would cause the victim to roll above 10% or be knocked out. This can be used with the **Maximum Damage** called shot to cause the max damage dice to be used when determining knockout. A knocked out character stays unconscious for a total of one round per point of die damage suffered during the knockout blow (e.g. the example above would show that a character would be out for two rounds).

Spellcasters

Spell casting time are being used now as well, but they may be allowed to be boosted up in speed at the rate of 1 spell point per segment that it gets sped up. If the spell uses something slower than segments, then it's speed up at the rate of either 5 spell points per round or 10 spell points per turn. So, if the mage or priest tries to cast a spell in combat which would normally take a round, they can spend 5 extra points, in addition to the spell's normal cost to reduce it by one round and make it go in a single segment. A spell that would take one turn can be reduced to one round with 10 points, and then a segment with 5 more. An example would be the Identify spell, which takes 8 hours to cast, or 48 turns. This would cost 480 spell points to get this down to a casting time of one round, or 485 to get it down to one segment. This would be impossible for anything other than a god to do!

Mages and priests will be allowed to specialize in one spell per spell level. In the case of wizards only a spell that belongs to their specialty school may be specialized in. They may do this either at the cost of two non weapon proficiency slots or at the cost of 3 character points. The first specialization **MUST** be taken by the use of proficiencies. This is done so the mage has to spend "more of his time" to learn how to specialize. Once he realized how this is done, this is why he can spend only character points after that, because he understands it more. Oh, another thing. Instead of using fumble tables anymore, I am just gonna start using the attack of opportunity now. So, if you fumble, then the creature attacking you gets one attack of opportunity, which does not count against his normal amount of attacks. Another thing I'll be using is "reach". If you charge a creature which has a weapon two sizes or more larger than you, or if the creature uses natural attacks, and it's two or more sizes larger than you, then it gets a free attack on you because it has the advantage of reach.

Wizards may only copy spells from another spellbook that belongs to a wizard of the same specialization as them. It doesn't matter what spell they are copying or whether or not it belongs to their specialization or not, but a spellbook from a wizard of another specialization may not be read, not even with a Read Magic spell. This restriction is in place because different wizards of different specializations have different ways of writing their spells out whatever spell it might be. A character may spend one non-weapon proficiency slot in order to read the spells from another specialization spellbook, and he may do this as many times as the character has non-weapon proficiencies to spend doing this. The only restriction to this is that a wizard may never learn how to read from a spellbook that belonged to a wizard of their opposition school. This limitation just can not be overcome.

Miscellaneous Rules

The Endurance non-weapon proficiency allows you to stay conscious after you hit negative hit points as long as you are able to make a proficiency check successfully with a negative modifier equal to the amount of negative hit points you have. A character may attempt this only once per battle (unless they get healed above 1 hit point during the battle and then go down to negatives again), and if they are successful, then they remain conscious and may still fight. Those who fail simply fall unconscious and bleed 1 hit point per round until their wounds are tended to successfully by the use of the Healing or Herbalism proficiency, or by a character making a wisdom check at -4. Some characters may bleed more than 1 point per round if they have taken a severe critical hit.

Saving throws always fail on a roll of 1-3. If the roll was a 1-3 and was missed by 5 or more what was needed then the effect is a critical failure. Critical saves may also be made if you roll an 18-20 and make the roll by 5 or more than what was needed. Critical failures result in taking an effect from the spell critical hit chart in spells and Magic. Critical saves give even less damage to the spell effect (if it's a damaging spell) by half. If a fireball hits a character than normally he takes half damage if he saves, but if he critically saves, then he takes half of that, for a total of quarter damage! If it is a non-damaging spell, then any resident effects left over from a successful save are reduced by half. This is a call left to the DM in many cases.

Damage Comparison Chart (from left to right)

	Gargantuan	Huge	Large	Man Sized	Small	Tiny
Gargantuan	---	---	x2	x3	x4	x5
Huge	---	---	---	x2	x3	x4
Large	1/2	---	---	---	x2	x3
Man Sized	1/3	1/2	---	---	---	x2
Small	1/4	1/3	1/2	---	---	---
Tiny	1/5	1/4	1/3	1/2	---	---

This chart shows that creatures do more damage to those smaller than themselves and less damage to those larger than themselves. This chart is used according to the attackers weapon size, or in the case of natural weapons it is the size of the attacker itself that you use. Creatures always do the same amount of damage to other creatures of one size category higher and one size category lower, and raise/lower damage according to size after that.

Arms and Equipment

Many of these items cost the same as in the Players Handbook and Combat and Tactics. Some items have been removed because they do not exist in Peruvia, a “dark ages” type setting. Metal is quite a bit more rare in this world, and this means that items made of metal are more expensive. I have listed the new prices for metal items, armor and weapons, but other items that are normally not wooden have stayed the same for the most part. Any items that are normally not metal but the PC wishes to purchase a metal version of it (e.g. Shields, Holy Symbols, etc.) should multiply the cost of the item by 5-20. This will be a DM call depending on the item and its frequency in the campaign.

Clothing

Belt	3 sp
Boots	--
Riding	3 gp
Soft	1 gp
Breeches	2 gp
Cap, hat	1 sp
Cloak	--
Good cloth	8 sp
Fine fur	50 gp
Girdle	3 gp
Gloves	1 gp
Gown, common	12 sp
Hose	2 gp
Knife sheath	3 cp
Mittens	3 sp
Pin	6 gp
Plain brooch	10 gp
Robe	--
Common	9 sp
Embroidered	20 gp
Sandals	5 cp
Sash	2 sp
Shoes	1 gp
Silk jacket	80 gp
Surcoat	6 sp
Sword scabbard	4 gp
Tabard	6 sp

Toga, coarse	8 cp
Tunic	8 sp
Vest	6 sp

Daily Food and Lodging

Ale (per gallon)	2 sp
Banquet (per person)	10 gp
Bread	5 cp
Cheese	4 sp
City rooms (per month)	--
Common	20 gp
Poor	6 sp
Common wine (pitcher)	2 sp
Egg or fresh vegetables	1 cp
Grain/Stable for horse	5 sp/day
Honey	5 sp
Inn (per day/week)	--
Common	5 sp/3 gp
Poor	5 cp/2 sp
Meat for one meal	1 sp
Meals (per day)	--
Good	5 sp
Common	3 sp
Poor	1 sp
Separate latrine for rooms (per month)	2 gp
Small beer (per gallon)	5 cp
Soup	5 cp

Household Provisioning

Barrel of pickled fish	3 gp
Butter (per lb.)	2 sp
Coarse sugar (per lb.)	1 gp
Dry rations (per week)	10 gp
Eggs (per 100)	8 sp
(per two dozen)	2 sp
Figs (per lb.)	3 sp
Firewood (per day)	1 cp
Herbs (per lb.)	5 cp
Nuts (per lb.)	1 gp
Raisins (per lb.)	2 sp
Rice (per lb.)	2 sp
Salt (per lb.)	1 sp
Salted herring (per 100)	1 gp
Spice (per lb.)	--
Exotic	15 gp
Rare	2 gp
Uncommon (cinnamon)	1 gp
Tun, cider (250 gal.)	8 gp
Tun, fine wine (250 gal.)	20 gp

Services

Bath	3 cp
Clerk (per letter)	2 sp
Doctor, leech, or bleeding	3 gp
Guide, in city (per day)	2 sp
Torchbearer (per night)	1 sp
Laundry (by load)	1 cp
Messenger, in city	1 sp
Minstrel	3 gp
Mourner (per funeral)	2 sp
Teamster w/wagon	1 sp/mile

Transport

Barge	500 gp
Canoe	--
Small	30 gp
War	50 gp
Caravel	10,000 gp
Carriage	--
Common	150 gp
Coach, ornamented	7,000 gp
Chariot	--
Riding	200 gp
War	500 gp
Coaster	5,000 gp
Curragh	500 gp
Drakkar	25,000 gp
Dromond	15,000 gp
Knarr	3,000 gp
Longship	10,000 gp
Oar	--
Common	2 gp
Raft or small keelboat	100 gp
Sail	20 gp
Sedan chair	100 gp

Wagon or cart wheel 5 gp

Animals

Boar	10 gp
Bull	20 gp
Calf	5 gp
Cat	1 sp
Chicken	2 cp
Cow	10 gp
Dog	--
Guard	25 gp
Hunting	17 gp
War	20 gp
Donkey, mule, or ass	8 gp
Falcon (trained)	1,000 gp
Goat	1 gp
Goose	5 cp
Guinea hen	2 cp
Horse	--
Draft	200 gp
Heavy war	400 gp
Light war	150 gp
Medium war	225 gp
Riding	75 gp
Hunting cat (jaguar, etc.)	5,000 gp
Ox	15 gp
Partridge	5 cp
Peacock	5 sp
Pig	3 gp
Pigeon	1 cp
Pigeon, homing	100 gp
Pony	30 gp
Ram	4 gp
Sheep	2 gp
Songbird	10 sp
Swan	5 sp

Tack and Harness

Barding	--	--
Chain	10,000 gp	70 lbs.
Half brigadine	2,000 gp	
Half padded	100 gp	25 lbs.
Half scale	2,500 gp	50 lbs.
Leather or padded	150 gp	60 lbs.
Bit and bridle	4 gp	3 lbs.
Cart harness	2 gp	10 lbs.
Halter	5 cp	*
Horseshoes & shoeing	5 gp	10 lbs.
Saddle	--	--
Pack	5 gp	15 lbs.
Riding	10 gp	35 lbs.
Saddle bags	--	--
Large	4 gp	8 lbs.
Small	3 gp	5 lbs.
Saddle blanket	3 sp	4 lbs.
Yoke	--	--
Horse	5 gp	15 lbs.

Ox	3 gp	20 lbs.
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* These items weigh little individually. Ten of these items weigh one pound.

Miscellaneous Equipment

Backpack	2 gp	2 lbs.
Barrel, small	2 gp	30 lbs.
Basket	--	--
Large	3 sp	1 lbs.
Small	5 cp	*
Bell	1 gp	--
Belt pouch	--	--
Large	1 gp	1 lbs.
Small	7 sp	½ lbs.
Block and tackle	5 gp	5 lbs.
Bolt case	1 gp	1 lbs.
Bucket	5 sp	3 lbs.
Chain (per ft.)	--	--
Heavy	12 gp	3 lbs.
Light	6 gp	1 lbs.
Chest	--	--
Large	2 gp	25 lbs.
Small	1 gp	10 lbs.
Cloth (per 10 sq. yds.)	--	--
Common	7 gp	10 lbs.
Fine	50 gp	10 lbs.
Rich	100 gp	10 lbs.
Candle	1 cp	*
Canvas (per sq. yard)	4 sp	1 lbs.
Chalk	1 cp	*
Crampons	4 gp	2 lbs.
Fishhook	3 sp	**
Fishing net, 10 ft. sq.	4 gp	5 lbs.
Flint and steel	1 gp	*
Glass bottle	10 gp	*
Grappling hook	8 gp	4 lbs.
Holy item	25 gp	*
Hourglass	25 gp	1 lbs.
Iron pot	3 gp	2 lbs.
Ladder, 10 ft.	5 cp	20 lbs.
Lantern	--	--
Beacon	150 gp	50 lbs.
Bullseye	12 gp	3 lbs.
Hooded	7 gp	2 lbs.
Lock	--	--
Good	500 gp	1 lbs.
Poor	60 gp	1 lbs.
Map or scroll case	8 sp	½ lbs.
Merchant's scale	10 gp	1 lbs.
Musical instrument	5-1000 gp	½-3 lbs.
Oil (per flask)	--	--
Greek fire	10 gp	2 lbs.
Lamp	6 cp	1 lbs.
Paper (per sheet)	2 gp	**
Papyrus (per sheet)	8 sp	**
Parchment (per sheet)	1 gp	**
Perfume (per vial)	5 gp	*
Piton	3 cp	½ lbs.

Quiver	8 sp	1 lbs.
Rope (per 50 ft.)	--	--
Hemp	1 gp	20 lbs.
Silk	10 gp	8 lbs.
Sack	--	--
Large	2 sp	½ lbs.
Small	5 cp	*
Sealing/candle wax (lb.)	1 gp	1 lbs.
Sewing needle	5 sp*	*
Signal whistle	8 sp	*
Signet ring or seal	5 gp	*
Soap (per lb.)	5 sp	1 lbs.
Tent	--	--
Large	25 gp	20 lbs.
Pavilion	100 gp	50 lbs.
Small	5 gp	10 lbs.
Thieves' picks	100 gp	1 lbs.
Torch	1 cp	1 lbs.
Whetstone	2 cp	1 lbs.
Wineskin	8 sp	1 lbs.
Winter blanket	5 sp	3 lbs.
Writing ink (per vial)	8 gp	*

* These items weigh little individually. Ten of these items weigh one pound.

** These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

Armor

Brigandine	1,200 gp	35 lbs.
Chain mail	3,750 gp	40 lbs.
Helmet	--	--
Basinet	15 gp	5 lbs.
Hide	15 gp	30 lbs.
Leather	5 gp	15 lbs.
Padded	4 gp	10 lbs.
Ring mail	2,000 gp	30 lbs.
Scale mail	2,400 gp	40 lbs.
Shield	--	--
Body	10 gp	15 lbs.
Buckler	1 gp	3 lbs.
Medium	7 gp	10 lbs.
Small	3 gp	5 lbs.
Studded leather	20 gp	25 lbs.

Weapons

Adze	3 gp
Axe	5 gp
Battle	50 gp
Hand/Throwing	30 gp
Stone	5 sp
Two-handed	75 gp
Belaying Pin	1 sp
Blowgun	1 gp
Barbed Dart	5 sp
Needle	1 sp

Bolas	5 sp	Maul (Wooden)	4 gp
Boomerang	5 sp	Net	5 gp
Bow		Pick	20 gp
Arrow, flight	15 sp/12	Pike	25 gp
Arrow, sheaf	15 sp/6	Pilum	5 gp
Arrow, stone	3 cp/12	Quarterstaff	—
Composite short bow	75 gp	Sap	5 sp
Long	75 gp	Scourge	2 gp
Short	30 gp	Scythe	15 gp
Cestus	5 gp	Sickle	30 sp
Caltrop	10 gp/12	Sledge Hammer	40 gp
Club		Sling	5 cp
Great	2 gp	Bullet	5 sp
War	1 gp	Stone	—
Dagger	20 gp	Spear	8 gp
Bone	1 sp	One-Handed	—
Stone	2 sp	Two-Handed	—
Dart	2 gp	Long	25 gp
Flail		Stone	2 sp
Grain	1 gp	Staff sling	2 sp
Fork	4 gp	Stinkpot	1 sp
Hatchet	10 gp	Stone	—
Harpoon	30 gp	Sword	
Bone	1 gp	Broadsword	400 gp
Javelin	25 sp	Drusus	250 gp
Stone	5 cp	Gladius	100 gp
Knife	25 sp	Khopesh	225 gp
Bone	3 cp	Long sword	900 gp
Stone	5 cp	Sabre	300 gp
Throwing	25 gp	Sapara	50 gp
Lance		Short	300 gp
Light	6 gp	Spatha	500 gp
Medium	10 gp	Sword-Axe	400 gp
Lasso	5 sp	Trident	150 gp
Mace, footman's	80 gp	Warhammer	20 gp
Mace, horseman's	50 gp	War Club	2 gp
Mace-Axe	60 gp	Whip	1 sp
Machete	80 gp		

Gods of Peruvia

(Note: The gods will be updated and fleshed out more in the next version of this guide.)

Many otherworld gods exist in peruvia, such as those worshipped primarily by specific races, such as Hruggek of the bugbears, Moradin of the dwarves and Sekolah of the sahuagin. All of the gods listed in Monster Mythology hold their own place in the religions of Peruvia. In addition to those, many gods from other worlds exist here as well. Below is a listing of the otherworldly gods that may be found in Peruvia.

- Garagos, god of war, plunder and destruction, CN
- Isis, goddess of love, marriage and good magic, NG
- Loviatar, goddess of pain, suffering and torture, LE
- Mask, god of thieves and shadows, NE
- Myrkul, god of death, decay and corruption, NE
- Nephthys, goddess of wealth and guardian of the dead, CG
- Osiris, god of death, justice and harvest, LG
- Ra, god of the sun and kings, LN
- Set, god of evil, murder and destruction, LE
- Tempus, god of war, battles and warriors, CN

- Tymora, goddess of good fortune, skill and adventuring, CG
- Tyr, god of law and justice, LG

New Gods for Peruvia

- Carakos the Healer, greater god of healing, gifts and good magic, NG
- The Four Winds, intermediate gods of the four compass points, N
- Khan the Mutilator, greater god of war, disease and needless death, CE
- Mothan Misery, intermediate goddess of misery, depression and worthlessness, NE
- Praxxus the Protector, greater goddess of protection, divination and survival, N
- Xytan Steelfist, lesser god of glorious battle, hunting and barbarians, CG

Known Places of Peruvia

The North

- **Glacier Peak:** Far to the north lies a small trading post run by the Ice Tribe, a tribe of barbarians who reside in the Glacier Peaks. These nomadic people are hunters of the various creatures and monsters that live among the icy shores just north of the Glacier Peaks. Various hides and trophies can be purchased at their trading post of the many creatures that they have slain, and the payments they accept are usually fair and easy to come by:. What they require more than coin is furs and weapons, and they will trade their hard earned gains for such items without so much as a second thought. The tribe totals approximately twenty-five warriors at any given time, and approximately teh same amount of women and half that amount of children. This assumes a good and eventless winter has not befallen them with hunger and death. Most tribesmen are related in some way, and to them it is normal to marry in the family. None have personal belongings other than his weapons, clothes, women and children. Anything else is public property according to the barbarian king. The Ice Tribe is led by King Thorngar Frostbite, a generally intelligent man, if not for his quick temper and brash actions. The tribe shaman is one known only as The Whisperer, as when any spells are cast from this man they are all whispered during casting. It is hard to hold any conversation with The Whisperer becuase it's just simply too hard to hear him. But the barbarians seem to like the man for the most part, even if he is a little strange to them. The Whisperer is rumored to be able to heal by touch without even casting a single spell.
- **The Firestorm Mountains:** In north western Peruvia there lies a mountain range known as the Firestorm Mountains. These mountains, although covered in snow are mostly active volcanoes. At least twelve such volcanoes are known to exist, most of which are active. At least once per year an eruption occurs devastating everything in it's path. Obviously no known humanoid settlements are permanently built there for fear of being caught in the blast of one of these eruptions. There is confirmation that a tribe of fire giants lives among these mountains somewhere, though they seem to move around fairly often, never staying settled in one place for too long. Most people believe these giants try to stay near active volcanoes that are near eruption. Such a way of life would be smart as the giants would be safe from most intruders seeing that they are immune to the fires that the volcanoes spill out, and most intruders aren't. Encounters in these mountains can range anywhere from wandering fire giants, fire salamanders and fire elementals. Most of these stay within the active volcanoes becuase the snow outside is too cold for them, but many will venture out while the lava is cooling on the mountainsides. Some sages believe that some form of pathway, or conduit, exists within at least one of the active volcanoes. No one knows for sure where this would lead, but most speculate that it would be into the elemental plane of fire. A creature of great power is rumored to live in these mountains somewhere, herding the fire together for it's own evil ends. No one knows for sure what this creature is, but some say it is composed entirely out of ice and it carries a great barbed spear that shoots cold out of it's tip.
- **The Remorhaz Plains:** Between the Firestorm Mountains and the Glacier Peak sits a very large plain of pure ice known as the Remorhaz Plains. The place was named after the seemingly numerous amounts of remorhaz that wander through here in their search for food. Nothing much in the way of life lives in this area as the wandering remorhaz seem to eat whatever they can find. Other encounters here will vary between the remorhaz, snow tigers and winter wolves.
- **Snowflake Forest:** The snowflake forest sits on the north-eastern border of Peruvia. This forest, seemingly covered in ice and snow, was actually created out of these very cold materials. The elves that live here, the rare snow elves, built this entire forest out of pure snow and ice. The forest is approximately one hundred miles in all directions and the temperature usually ranges between -40f to 20f in the winter to summer respectively. Not much is known about these snow elves except their apparent love for living in such a cold environment. Any truthful information about these mysterious snow elves could catch a fair price if offered to the right person. Encounters in this forest range from snow elves, snow tigers and different sorts of ice elementals and pseudoelementals, which the elves are rumored to be able to summon. Most sages believe that the snow elves just have a knack for ice magic and are either water or ice elementalists.

The South

- **Thann, Capital of Peruvia:** In south-western Peruvia, upon the shores of the great Sea of Enochia (or the Enochian Sea) lies the famed city and capital of Peruvia, Thann. Of all the cities that cover Peruvia, Thann is the most beautiful and is certainly the largest, covering more than four miles in all directions, in a large circle that would be the great cities walls. Thousands of people call this city home, and many thousands more visit it while going about their businesses such as trading, fishing and farming to name a few.
- **Potsmoor:** Potsmoor is a small village built of stilts resting in in the swamps of Thann Forest. The people of this village are mostly human, but a few forest gnomes and halflings may be found here as well. There are only about 150 villagers living in Potsmoor generally, and no known leader claims to rule over them. The people of Potsmoor are known for their fine work in paintings and pottery, which they get their supplies straight from the swamp they inhabit. They are a dirty people and very rude to outsiders for the most part, but they are a good natured and helpful folk in times of trouble. One notable person here would be a small forest gnome that goes by the name of Belthasar Blackroot. Belthasar is a well known illusionist and he can be found in the city of Thann on occasion showing off his tricks to the children in the streets. Belthasar is a very intelligent man and it's rumored that he is good friends with a minotaur that roams the forest somewhere. No one has found any proof of this, and though Bethasar does not agree with the rumor, he does not deny it either, preferring to just walk away smiling instead.
- **The Great Barrier:** Covering most of the southern region just at the border between Peruvia and Lirrian stands an emense wall dating many decades back. This wall stood as a reminder to the Lirrians that Peruvia would not tolerate their attempts at war and so a wall was put up to try and prevent any further attacks. For to bypass this wall one would have to climb its 25' height or go farther to the east to the Peruvian Sea and attack from boat. Neither was much of an option. Back in the time it was built, powerful magic held this stone wall together, but since then this barrier has all but crumbled in many places, it's magic depleted from all the assaults on its walls. The warlike Lirrians have been gathering their armies up yet again to storm Peruvia, but King Thannos is ready for their attacks as always and does not worry a great deal at their pitiful attempts to take his land and his city.
- **Dread Keep:** Dread keep, resting in south-eastern Peruvia, stands as a monument to all that is evil. Not much is known about this evil place except that ghosts wander it's streets and all things undead call this place home. It is rumored that a dragon of great power resides here, a great dread wyrm, which the name of this place was supposedly named after. No one has ever seen this beast, but for those foolish enough to wander the streets of this damned place, great caution is advised, for no man known has ever claimed to have walked it's dark streets and lived, and those who do are commonly called liars.
- **Tallfella Village:** This village obviously is home to some tallfellow halflings. Just a small community with no more than two hundred residents, Tallfella Village is home to the most fun loving and mischievous beings in all of Peruvia. It is common for these halflings to trade their goods and handmade crafts with the merchants of Thann. In return for their "scouting" abilities that they sometimes provide the king with, he stations an outpost near this village to keep a watch out for invading Lirrians. Should the Lirrians invade through this area the kings men will fight while the halflings escape farther north. Master Tallman claims leadership of the halflings of this village and none so far have given any protest to counter this. Although these halflings have a leader of sorts, they still do pretty much what they want to. Mater Tallman is just there primarily for his fighting knowledge and to help keep the peace and calm the chaos in the times that the Lirrians may attack.
- **Gnarlwood:** This forest, called Gnarlwood, seems to gets it's dark and evil appearance from the fairly close proximity to Dread Keep. This forest was rumored to have been a beautiful place many centuries ago, but since the arrival of Dread Keep it has been nothing but dark and foreboding. Many adventurers come here for the ancient elven treasures that are rumored to be hidden here, but none have found much more than carvings and evil spirits. Undead roam this evil place in the forms of the elves that use to call this place home. Thus far, none have been able to drive this evil away. Encounters here are said to take the form of various undead, spiders of all sorts, and the occasional will-o-wisp in the swampier areas.

The East

- **Moradin's Beard:** This chain of mountains is said to be made of the shavings of the beard of Moradin, dwarven god of creation and smithing. In a great battle with Hruggek, bugbear god of violence and combat, Moradin barely dodged the evil gods sword and his beard was cut off, landing in Peruvia and forming these great mountains. An enraged Moradin defeated the evil god and cast him out of this world. As Moradin stood there looking at his great beard fallen to the ground, his many wounds bled forth the hill and mountain dwarves that now call this place home. It is rumored that every ten years an avatar of Moradin comes to these mountains to observe his children and help them in their various tasks.
- **Mount Sivastine:** Deep in the center of Moradin's Beard rests a gigantic mountain known as Mount Sivastine. The name of this mountain comes from the king of the dwarves who named both the mountain and the metal that is mined here. Both hill and mountain dwarves live in this mountain mining and smithing their hard earned metals. Both subraces live peacefully (for dwarves at least) together, for such is the will of Moradin, patron god to this community of

dwarves. Led by King Sivastine, a three hundred and fifty year old hill dwarf and high priest of Moradin, this community of some eight hundred hill and mountain dwarves seem to be thriving with their work.

Sivastine: Sivastine is a combination of both adamantine and mithril, stronger than both and more durable as well. Any armor made of this metal has a bonus of +3 to its normal AC, but it weighs twice as much. Weapons made of this metal gain a +2 attack and damage bonus. Such weapons weigh twice as much and therefore require proficiency (Sivastine wielding, 1 WP slot) to wield successfully in combat. Weapons made of this metal are able to hit creatures that normally require a +2 weapon or less to hit it, but the metal is considered non-magical for any purpose. Items made of sivastine are easier to enchant than normal steel and iron weapons, and each “plus” or special power reduces its weight by 10%. This precious metal is very rare, even for the dwarves, and for a non dwarf to own any of it is considered almost non-existent.

- **Ashenia:** Ashenia, located north-east of Sylvanwood, is a fairly large town of over 2,000 people. Of all the towns in Peruvia Ashenia must be the most wealthy (Next to Thann) due to their works in weaponsmithing and armoring. All sorts of weapons and armor can be found here from the shoddiest leather to the shiniest chain mail. Of course only the nobles and certain well off adventurers can generally afford the metal armors. Adventurers are abundant here, and all sorts of contracts may be found here from the easiest of mercenary work for caravans to the slaying of troublesome undead and dragons. All an adventurer needs to do is bide his time and a contract for some form of work will eventually come up that will suit his needs and desires. Ashenia has a very well off police force and it is led by Sir Morigar Dragonsbane, a paladin of Tyr. Sir Morigar is the high justice of Ashenia and is also the captain of the guard. It is with his knowledge of war and his bonded mount Corabok, a young silver wyrm, that he is able to keep most battles from spilling out onto the streets of Ashenia. In times of war it is Sir Morigar that rallies the troops and readies the siege weapons. He is a compassionate man and seems to be very happy with his wife Selene, two sons and one daughter. The ruler of Ashenia is a woman called Ketara Sambia, a strange sort of wizard who has a small elemental like familiar. No one in all of Peruvia has seen a wizard like her, for she does not specialize in any one school and when she needs a spell she sends her familiar off somewhere to retrieve it for her, or so she says. All anyone knows is that they’ve never seen her with any sort of spellbook and most think that she doesn’t require one, though most haven’t an idea how she manages this. Many people fear Ketara because of her unknown nature, but she is generally a friendly woman to those who give her a chance. Besides, she worships the goddess of magic, Isis, so she couldn’t be all that bad. Ketara has claimed that she hails from another world where her sort of magic is commonplace, but most people think she’s just covering something up with this story, yet no one has any proof one way or the other. In any case Ketara seems to be a fairly friendly person and a fair ruler for Ashenia so no one is complaining too much, except maybe those few men who think that rulership is no place for a woman.

The West

- **Kraken Bay Ruins:** The ruined city that lies here on the edge of Kraken Bay was home to a peaceful community not more than a decade ago. Destroyed by an attack from sahuagin, shark men, and krakens, this city was destroyed within hours, all of its inhabitants pulled down into the depths of the sea. Attacks from sahuagin and shark men are somewhat common on the northern shores of Peruvia, but a land attack that involved a kraken, let alone many of them (some say more than ten) is a very strange occurrence indeed, and most sages believe that the sahuagin must have had a powerful shaman to control these beasts with the help of their dark god Sekolah. Rumors have been abound that most of the inhabitants of Kraken City were not killed, but instead they were pulled beneath the waves and used for some dark purpose of the sahuagin god.
- **The Time Pool:** In the center of a small forest that is not named sits a small pool of water surrounded by a golden fence. This water is said to be able to enable the drinker to see into the past of another person and learn secrets of that person. Many people have come from this place and spoke of it as true, yet some others have returned nothing more than babbling idiots. No one knows the true nature of the pool really, but those who have gained information from it have said that it exacted a hefty toll. None have ever told what this toll is be it their choosing not to tell or some magical force that stops them from speaking the truth of this mysterious place. Many thieves have tried to steal the golden fence that surrounds this pool, but all those who have tried have been struck deaf, dumb and blind, and their hands have been removed leaving nothing but stumps. Such must be the way of the being or god who created this magical place.

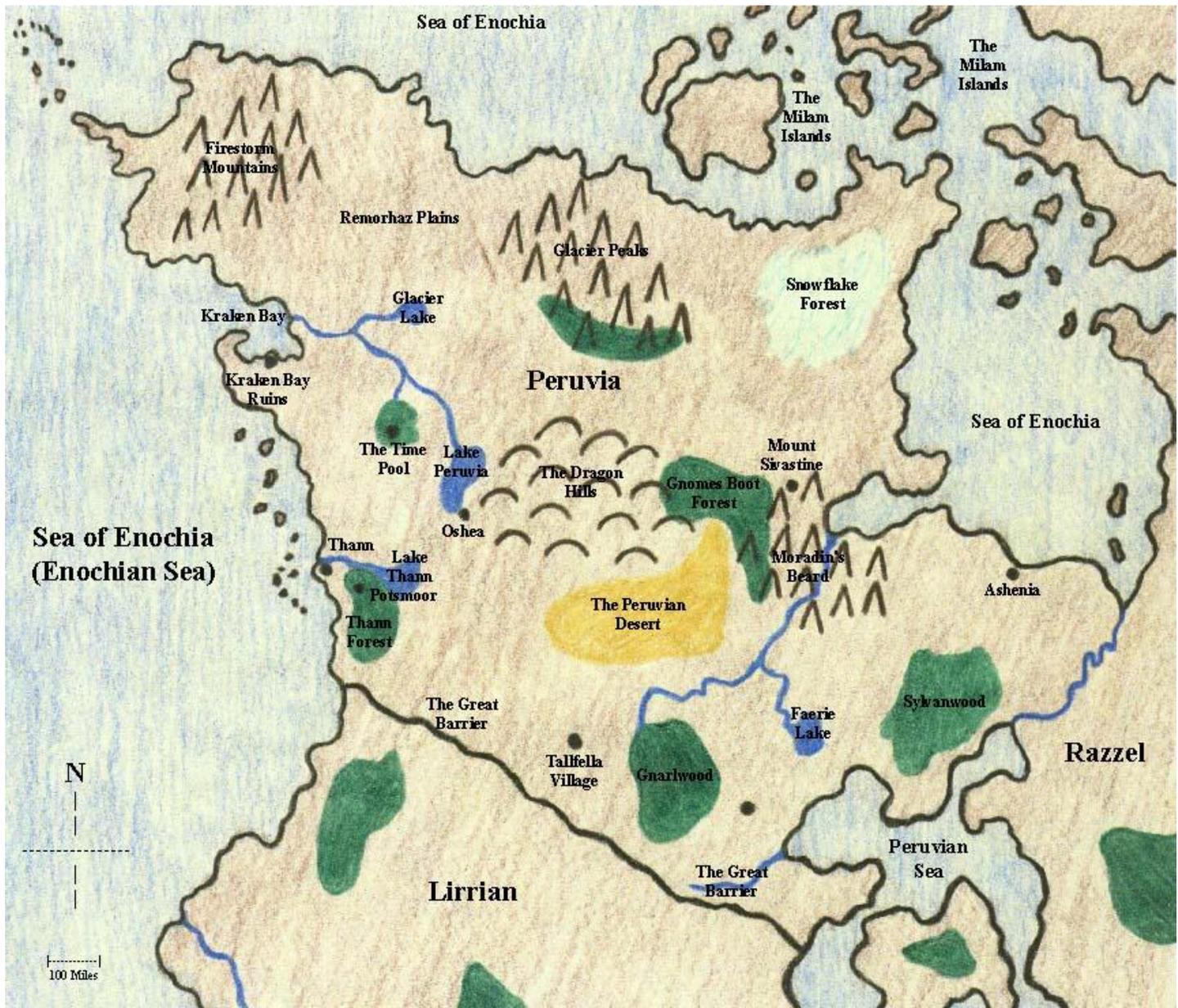
The Center

- **The Dragon Hills:** This large stretch of rolling hills is said to be the home of all sorts of beasts, specifically dragons. All sorts of dragons are said to live here ranging from the goodly gold dragons to the vile and villainous red dragons. Just because this place is called the Dragon Hills does not mean that dragons can be found at every turn. Dragons are very rare in this world, and even as rare as they are, evil dragons outnumber good and neutral dragons by at least five to one, but probably more. On occasion an evil dragon will fly to a city within Peruvia and sack its homes and crops, and on rare instances these dragons will take up residence in the area of a city, and demand sacrifices and worship to it. When such a thing happens, woe to the cities and villages that refuse the dragon. Among dragons, many goblinoid creatures may be found here, as well as hill and mountain giants. Most of these are either under the employ of a specific dragon or threatened by force of annihilation to serve it. As for the good and neutral dragons, these prefer to

remain in hiding for the most part, not because they don't care what the evil dragons are doing, but because they fear for their very existence, and if many evil dragons discovered their lairs, death would befall the good or neutral dragon shortly. Only in time of dire need will a good dragon surface, and the neutral dragons prefer to stay out of the swabbles of good and evil, so they remain hidden most always.

- **Oshea:** Oshea is a small farming town on the south-eastern shores of Lake Peruvia. Primarily a fishing burg, the people of Oshea are a great resource for fish and fishing supplies throughout the kingdom. The town is ruled by a man known as Horoth the Whalecatcher, named from the times when he'd catch whales from the Enochian Sea many years ago. Now Horoth is content to relax and fish in this small town of only 400 citizens. Items for sale in Oshea can range anywhere from fishing equipment to whale catching equipment. Many caravans rush in and out of Oshea on routes to various places throughout Peruvia just to deliver these items which are in high demand by those places that are near a large body of water. It's not that other people in other towns can't make their own fishing equipment, it's just that Oshea's people excel in making their equipment stronger and more durable than most others. Rumors are abound by the townsfolk of Oshea that a dangerous sea monster inhabits Lake Peruvia, and many have claimed to see it's 200+' length, yet no one seems to be able to give any further details about it's appearance for they always see it either at night or as a giant shadow. There is a man of note here that goes by the name of Master Zen. Zen is not from Peruvia but instead comes from a far off oriental land. He hasn't stated which land he hails from, but many think it he is from Ming. Zen is a monk and his philosophy seems to be Peace and Goodness. He is a fisherman and one of the best at it, and he is always there to help solve problems in the least aggressive way.
- **Peruvian Desert:** The Peruvian desert lies in the very center of Peruvia in the center of the Dragon Hills, Moradin's Beard, and Tallfella Village. Not much is known of this desert except that blue dragons can occasionally be seen flying through here, and scorpion men are fairly numerous. Rumors of hidden temples to the evil god Set are rumored to be hidden underneath the sands of this desert. On occasion the scorpion men sometimes raid nearby villages, and the village of Tallfella has been attacked by them a few times in the past. Any information on the whereabouts of the hidden temples of the Peruvian Desert would catch a nice reward from the right people.
- **Gnomes Boot Forest:** Gnomes Boot Forest is the home to several forest gnomes. These little tinkers supply a great many children with toys and puzzles, and are therefore a great ally to King Thannos, for they bring a great deal of trade into Thann and the surrounding area, including Tallfella Village. Not only do these gnomes bring good trade throughout Thann but they are also good allies to have in times of battle, for they are superb illusionists and rangers at heart. One would be hard pressed against a small army of gnome illusionists and rangers.

Map of Peruvia



The City of Thann

The great city of Thann, resting upon the shores of north-western Peruvia, stands as a tall monument to our great King Thannos IV. The city was constructed long ago under the supervision of the first king, King Thannos I, and has since been ruled by the many great sons that were born from that same bloodline. The city walls, more than four miles across in all directions appears to be a great circle when viewed from high up in the sky. When viewed from the ground, these walls rise 18' high and are an amazing 48" thick. For the limited resources that one has in this day and age for building a city, this is quite impressive. The city is mainly built from sandstone and brick, as the elves do not like their trees cut down from nearby forests to make wooden buildings. This suits the King and his people just fine, for after all, stone is stronger than wood, even if it does take much longer to make things from it. To the west lies the great Sea of Enochia, famed for the giant fish that may be caught there by local fishermen. A giant port rests on the west side of the city for ships that will dock there. Many food items are sold throughout the city that were gained by sailing this sea, though the majority of foods and drink are gained through trade with local villages and cities to the east and south. There are many trade routes to these various area's and thus far trade has not had much trouble in the form of bandits and beasts, though on occasion a merchant caravan will be attacked. Adventurers are often hired by these merchants to help make sure their cargo is delivered safely, though usually such travels are eventless.

The People

The people of Thann are the type of folk one would generally call "happy". Rarely do fights spill out onto the streets, and when they do the local guards are quick to put an end to it. Business is good, and with over fifteen local inns, it is a great

place for adventurers to kick back and relax before their next adventure. There's almost always room for an extra body in Thann. Trade flourishes in this fair city from simple food items and alcohol to wondrous things such as gems and exotic animals. One can find just about anything (other than magic) for sale or trade here if a body just looks hard enough or knows the right people.

A local thieves guild also resides in Thann, though they have eluded even the King's most skilled guards. The thieves guild here works much like any other thieves guild, stealing, looting, robbing, and even the occasional backstabbing. One thing that stands out more than in most other thieves guilds though is the abundance of professional killers. Not only does this guild have regular cutpurses, but they also have professional assassins. It is very troublesome when these assassins are sent out against various government officials of Thann. Thus far the King has not been an obvious target, and he hopes to keep it that way, for at least half the assassination attempts of the last year have been successful. That is not a good ratio in the King's eyes. And assassins that are captured quickly pop a pill that kills them quickly and painlessly. When this occurs their bodies are kept for unknown reasons (most likely for the King's wizard to speak with the soul of the dead assassin) but some of these bodies disappear. The King and his trusted men believe that the ones that are stolen are those that have knowledge that the thieves guild does not want to get out. Obviously the thieves guild has at least one form of spellcaster under their employ. Any information on these matters should be taken up directly with one of the Knights of Peruvia within the city, who will then have it relayed to the King himself for further input. And help on these matters that yield good information comes with high rewards directly from the King himself.

There is a wizards guild within Thann as well, which is ruled by the thirteen highest ranking specialists. There is one leader for each special school of magic being abjuration, conjuration/summoning, divination, enchantment/charm, illusion, invocation/evocation, necromancy, alteration, wild magic, elemental earth, elemental air, elemental fire, and elemental water. These wizards are the highest form of specialist one can find in all of Peruvia. Not all are good, and not all are evil, but a balance of both. None of these wizards will participate in any sort of war involving the politics of Thann or Peruvia. These wizards must strive to be the best, for when a greater wizard (higher level) is found in Peruvia, he is petitioned to join in the ranks of the Great Thirteen. One that joins replaces the specialist who held that station, who will undoubtedly be angry with the replacement. Such wizards who are replaced are not made to leave the guild, but are merely given lesser status from within. Each wizard may have any number of apprentices, but most have between four and ten at any given time. Once these apprentices have gained a name for themselves (Level 1) then they are allowed to leave and go about their own business until such a time comes they may be called upon by their specific mentor to conduct certain business for the Great Thirteen. Such is the price one must pay for the honor to be taught the ways of magic by Peruvia's greatest wizards.

Slavery is allowed within the walls of Thann, but even so it is still kept at a minimum, as most people of this city know the values of hard work and performing their own labor. Generally slavery is only used as a punishment for crimes committed against a person, and is used as payment to that person. Slavery is legal for the most part throughout Peruvia, and in many cases there are more slaves to a village or city than there are regular residents. King Thannos hopes this does not become the case in Thann. So far the people have not relied heavily on slaves.

Not much is known about the personal affairs of our great King, except that he rules Thann just and fair. His Knights, his most loyal servants, would give their very lives in order to protect their great King, and many to this day have. To this day over twenty Knights of Peruvia are known to be under the employ of the King, and at least ten more are rumored to exist as well. The King's guard consists of a Knight to lead and at least twenty men under his supervision, which means that there are no less than four hundred guards to patrol the city, which at least fifty, and possibly many more are out patrolling at any given time during the day and night. Not all guards are dressed like normal guards, but many are "undercover". This seems to suit the King perfectly fine, even if it is a bit sneaky.

The Queen was a great woman who unfortunately was assassinated by a rival no more than two years ago. Not much is known about this assassination except that it did not originate from the thieves guild in Thann. Any information that will reveal the party or parties responsible for this outrage will be paid a handsome sum of one quarter of the King's total riches. Those revealing information will be placed under Heavy magical protections to reveal the truth. Unfortunately the Queen was assassinated by a weapon of magic that destroyed her life force, and she can not be raised by any means short of a Wish. The King has paid what one would call "a King's ransom" for many attempts at raising his beloved wife. So far, none have worked, and only a Wish has yet to be tried, though magic as powerful as that is rarely seen in one's lifetime.

The King was lucky enough to have his Queen bear him a son mere months before her murder. Thus, assuming this boy remains healthy, the King will at least have one heir to leave the throne to. This boy is watched constantly by the King's main advisor, who happens to be a powerful magician of some sort. No one truly knows what this man is capable of or what school of magic he studies, no one except maybe a select few in the Great Thirteen, and they sure aren't revealing any information.

The Places

There are various places throughout Thann that can cater to what a body desires, such as inns, taverns, merchant caravans, supply shops, weaponsmiths, armorers and blacksmiths. Here we will detail a few of the more well known areas within Thann.

The Sleepy Stallion: This inn is highly recommended by those who can afford such luxuries as a large 20x20' room complete with your own bathtub, room service and wench. The rooms at the Sleepy Stallion go for more than ten times

what a room at a common inn would charge, but to those who can afford such things, it is well worth it. With each room, a body gets a hot bath filled by his own personal serving wench who will scrub him down. Even serving men are available for the women residents! On a wall there's a bell which can be rung to summon the waiter, who will take an order and bring the meal right up to your room. And to top it off, three square meals are offered per day at no extra charge. These meals can be ordered into one room or may be eaten in the dining area downstairs. There are eight rooms total at this inn, most always full. To get a reservation one must set it up weeks in advance many times, though not always. The Sleeping Stallion has been owned and operated for more than thirty years by Grizzly Pete. At more than fifty summers old, Pete still has what it takes to hold his own, and he happens to hold the title of deputy under one of the Knights of Peruvia. He will leave his inn to be tended to, to his faithful son Ardeen while he is away playing good guy for the King. Such matters rarely last for more than a few days at a time and rarely happen more than once or twice a year. With such a glamorous inn as this, Pete seems like he'll have a good amount of coin in his pockets for some time to come.

The Halfway Pint: This tavern is one of the roughest taverns this side of Peruvia, with fights happening almost every night. Though not usually fights caused out of anger, but more out of fun and drunkenness, this place can still be a hazardous place to be when it fills up. This inn was named after a halfling who runs the place who everyone just calls "Half Pint". The place used to be called The Halfway Point, but Half Pint opted to remove the "O" from the name. This tavern caters to just about anyone who doesn't have a problem getting ale dumped on them and then getting punched for getting your face on their ale. Obviously, this means that most lowlives are the ones who hang out in this place, and a body had better be careful not to anger the wrong one, because many have friends.

The House of Bucca: The merchant house of Bucca runs some very prized shops in the merchant ward of Thann. Of the many things that can be found at their shops, jewelery, statuary and paintings are among their most numerous. If a body knows what he's looking for and exactly who to ask, occasionally it is rumored, that an item or two of magic has been found in the shops of the nomadic people. The House of Bucca is stationed in Thann, but sends many caravans to the east and south for trade, and sometimes they come back with some of the more precious and prized items a person with a good amount of coin would be looking for. It is rumored that Lord Bucca himself has in his possession a great magical brush that creates paintings of great value, but such rumors have never been proven.

The Iron Hammer: This weapon shop is run by the highly known Axen the True. Famous for his prized weapons, he is obviously under the employ of the King himself for purposes of arming his troops. A weapon made by this man has been said can cleave through sheer iron and can batter down castle walls. Obviously such claims are nothing more than stories to heighten the man's ego, but they sound good none the less. Axen is an honorable man who is 100% dedicated to the King. Weapons made by this man are often of exceptional quality, and these are just the types of weapons the King would like his troops to wield. Being a former adventurer, and still a very formidable warrior, Axen is a very accomplished man in the way of weaponry.

The Dragons Hide: Grumpy Olaf, an old and dusty hill dwarf runs this armory which the inside walls are supposedly lined with the scales of an ancient black wyrm from long ago. No means have ever been used to find out if this is true or not, but the majority of people just seem to accept it as it is told. The walls are not what is of interest here though, it is the special armors that this dwarf makes. Many armors this man makes are of dwarven quality (Giving a -1 bonus to the AC value) and he makes most of the armor that is used by the King's royal guards, highly prized chain mail. Any armor made with dwarven quality costs three times more than the normal version of its kind.

The Castle

King Thannos's castle rests directly in the center of the city, watching everything that the wilderness of Peruvia has to offer. High atop his tower the King may witness all that goes on within his fair city. At the top of the tower, shining with the bright light of magic, the symbol of Peruvia shines, a giant sun crossed by two swords. The castle's defenses are high, and no man yet has been able to claim that he has accessed its great walls. Such a man entering the castle forcefully would ultimately meet his doom at the hands of Graham Thistlebarger, the King's most honored Knight. Graham is a blind man, but do not let that fool you, for he has slain many men in his time, before and after his accident. Graham is seventy-eight years of age and is still as frighteningly dangerous as he was when he was only in his thirties, if not even more so.

The Laws of Thann

Here is a small listing of laws that must be abided within the entire kingdom of Peruvia. By no means is this a complete listing, but just a listing to give a general idea of the types of laws and their punishments.

Murder: Murder is punishable by death, and in many cases the murderer's family is also required to pay a fee to the victim's family. The fee is determined by the convicting judge. In some cases the victim's family would rather have a life-long slave working for them, and in this case the death sentence is waived, but the murderer's family may still be required to pay some sort of fine.

Major Theft: Major theft is when someone steals something of value worth 100 gold pieces or more. The punishment of such a crime is that the thief must pay back either the item(s) he stole or a coin value of what was stolen. On top of that the thief will pay an extra 10% of the item's original value before it was stolen. On top of that, if the judge so wishes, the thief will have one of his hands removed at the wrist. If the victim of the crime so wishes, he may petition the judge to merely allow the thief to be placed under slavery to the victim for one week for each gold piece of value that was stolen. Obviously this can be a lifetime of slavery for those thieves who get caught stealing highly valuable things.

Minor Theft: Minor theft is anything stolen that is below 100 gold pieces in value. The punishment for such theft is to return the stolen item or pay back what the item was worth, plus 10% is added on top of this. After the third time of being caught for minor theft, the thief will suffer the punishments for a major theft each time another minor theft is committed. If the thief were to commit a major theft after this, he would be subjected to execution if the judge so desires.

Battery: Battery is a crime that must not go unpunished, and therefore whoever the batterer was will have to serve 1-4 years of slavery to the victim. If there was any permanent scarring, then the time is lengthened to 2-8 years. And finally, if there was permanent damage (loss of limb, organ, or major bodily function) then the batterer is subjected to a lifetime of slavery to the victim.

Bordering Kingdoms

Lirrian

Lirrian. This name strikes fear into the hearts of many brave soldiers in Peruvia. Lirrian rests just south of Peruvia and is a kingdom of pure evil. The Lirrians are a kingdom of violent men and women ruled by their ruthless leader, Lord-God Margrin. Lord-God Margrin is a demigod of sorts, not fully a god, but not fully mortal either. Some speculate that to kill this being one would have to use divine power of some sort. Lord-God Margrin is a battlemaster of the highest type, fully trained in the art of war and deceit, and when his armies march against Peruvia the Knights are always waiting. Thus far Lirrian has not broken Peruvia's defenses fully, and it doesn't look like they will anytime soon, but then again the Lord-God has surprised King Thannos on more than one occasion in the past. No one truly knows what the Lord-God wants in Peruvia, but we all know whatever it is, it must be something important, for the Lord-God attacks only Peruvia but leaves Razzel alone. Whatever it is the Lord-God searches for must be hidden somewhere within the city of Thann for that is the location all his armies march toward, and attacks from the Enochian Sea are not uncommon from Lirrian into Thann either. Here is a letter that was discovered more than a decade ago when the Lirrians were to invade Peruvia:

General,

You are to march north-east to the Peruvian Sea where several ships will be waiting for you. Take the ships into Peruvia and destroy all guard posts that stand to hold you back from them. Once you have all your men onto the shore you are to unload the zombies from the Annihilator and seek out the wyrm at Dread Keep. Give him zombies as a measure of good faith, and in return he should give you the amulet that you will need to march against Thann. Once this has been completed you will then march to the southern edge of the Peruvian Desert where your contact will meet you. You will then get your last orders before you make your attack against Thann.

In Death, Lord-God Margrin

This letter was found after Thann had suffered a harsh blow delivered from the army of Lirrian unfortunately. Peruvian intelligence later found that the Annihilator that the letter mentioned was a great ship that could carry hundreds of men. Five ships total were filled with Lirrians for this attack. Thann suffered badly from this attack, but as always the city was able to fight off the attacking armies of Lirrian. As for the amulet the letter mentioned, further intelligence discovered that it was most likely the famed Amulet of N'Krok, a powerful artifact rumored to render entire armies undetectable. This seems to hold a good amount of truth, for the attacking army of Lirrian was not seen nor detected until they were already bashing down the walls of the city of Thann. Rumor has it that this artifact was lost during that great battle. As for the letter itself, a Peruvian Knight discovered it on the body of the infamous General Kranoth soon after the battle had been won. With power like this at the Lord-God's disposal one would wonder how the evil being could be stopped.

The entire kingdom of Lirrian is said to contain only the most evil and despicable people in the world. People of goodness never choose to live there, and those that do are usually killed quickly when they are found out. The Lord-God wants it this way, for the more good folk in his kingdom means that there is more potential for rivals, which the Lord-God is quick to snuff out when he finds them.

Lirrian is known for its evil necromancers and death priests. The warriors of Lirrian are often what would be known as anti-paladins, and then there's the death druid, a small and evil sect of the Lord-God's finest stock. These men and women are basically the opposite of true druids, as they torch and destroy all that lives be it plant, animal or mineral. Death druids are not truly druids, but they are death priests that are in the favor of the Lord-God. About a dozen or so of these death druids are known to exist, though none of their names have ever been revealed. Some sages speculate that the Lord-God somehow erases their names from their minds and souls somehow. They are only known by number (Death 1, Death 2, etc.). Sages also wonder where these priests gain their spells from, for they worship the Lord-God as their one and true deity, yet he is not powerful enough to grant spells as he is not a true demigod yet, or so people believe. Some wonder if it's just the sheer power that emanated from the

Lord-God that allows them their spell access seeing that they are so close to him, and if it were from another plane of existence then they would not be granted their spells. No one is for sure, but there have been death priests of the Lord-God that have been witnessed casting spells such as Harm and Destruction, so they are not impeded in any way apparently with their spell casting.

Castle Darkspire: This is where the Lord-God Margrin lives along with his most trusted death druids. It is here that he rules his kingdom and his city, the Lirrian Capital of J'Tar. The Black Militia, Margrin's evil police force, march the streets of J'Tar constantly looking for new recruits and possible enemies. The Black Militia are said to have no laws other than what they themselves come up with at that time. With a police force such as this it is obvious why the townsfolk would remain indoors most of the time. Thankfully the Black Militia don't patrol much during the daytime and are more lenient to residents in the daytime. At night there is a curfew set for 10:00pm. Anyone roaming the streets at this time are under the full mercy of the Black Militia. Most of the people roaming during the night are killed or dragged to the Castle Darkspire to participate in the Lord-God's necromantic experiments. Visitors to the city are most unwelcome, but they are tolerated for the most part unless they hail from Peruvia. Peruvian visitors had better not announce where they are from and better be prepared to give the militia guards a good story to back up their claims of not being from Peruvia. Those who the Black Militia believe are from Peruvia are knocked out cold and brought to Castle Darkspire for immediate interrogation. None who have been taken in for interrogation have ever been seen alive again.