

Please keep in mind that this rulebook is extremely abbreviated

2.1 In-Game vs. Out-of-Game

When you create a character, keep in mind that you will have to role-play the character effectively. Remember that this is a fantasy setting and act accordingly. (i.e. do not discuss cars, movies, computers, phones, etc...). Try to decide on a personality and general morality (or alignment, for you role players) for your character, and stick to it. If you want your character to be a law-abiding hero type, don't go murder another player because he made you mad out of game.

Remember: This is only a game. These are real people, not the monsters they are role-playing. Stay in character. Have fun! If you are angry, then do not engage in combat. If you have had too much alcohol to drink you may not engage in combat. Staff members have final say in all rulings. Lying to or purposely deceiving staff members will not be tolerated.

One of the most important words at KC Kanar is "Hold." Whenever a hold is called, all players are to immediately stop moving. Holds may be called for a variety of reasons. Its most important function is the safety of the players. If you ever become injured, or for any reason need to stop a combat, call out, "HOLD!" Everyone around you should immediately stop what they are doing, drop to one knee and put your weapon/hand over your head. Play will not continue until the reason for the hold has been dealt with, or the injured players removed.

There are other reasons for holds to be called, as well. Sometimes spells affect large groups of people, so the affected area must be determined and the effects must be quickly explained. Sometimes a hold may be called when someone triggers a trap or otherwise encounters something that can be triggered by a player. The most important gesture you will see out at KC Kanar will be people walking around with one hand (or weapon) on top of their head.

This means that they are out of game. Someone with a hand on their head may be preparing to play an NPC, walking to their tent for some water, having a quick out of game discussion, or a variety of other activities. When you see someone with their hand above their head, do your best to ignore them. Assume they are not there. In the world of the game, someone holding up their hand in this manner *does not exist* – treat them as such. Similar to this practice is the wearing of a fluorescent green headband. This (and a hand over the head) means that the wearer is invisible.

2.2.2 Choosing a Class:

Staff must pre-approve any class not listed. Choose the class that best describes your character's way of life. The following classes are available:

- Bard
- Battle Mage
- Cleric
- Druid
- Knight-Priest
- Mage
- Paladin
- Ranger
- Rogue
- Warrior
- Witch-Hunter

Remember when choosing a class, **your class is not your character**. A warrior does not have to be a simple front line fighter, but may be a nobleman adept at defending himself. A paladin does not have to always lead the charge into battle (unless the deity demands it), but may be a monk who reveres virtue over might. A witch-hunter does not have to be a crazed mage hater, but may simply be an extremely defensive minded fighter. The class descriptions are but guidelines. You decide who and what your character will be.

2.2.2.1 Bard

Bards are primarily storytellers and entertainers. Their magic skills are fairly incidental to their function as keepers of oral and written history, singers of songs, and entertainers. They also carry news from place to place – important in an age without mass communication. For these reasons, a bard gains magical skills more slowly than a mage. Bards start the game with one free resist charm.

2.2.2.2 Battle Mages

Battle mages specialize in their knowledge of magical warfare. A battle mage has spent years studying how to most efficiently channel his energies into extremely violent, explosive discharges of force. All damage-inflicting spells of battle mages inflict 150% normal damage (i.e. a spell would inflict six points of damage instead of four; always round up in the case of five). The battle spells require only 3 words per spell level. All non-combat spells take up two spell slots per spell. Battle spells are marked within the Mage Spell List. Unlike other mages, battle mages can cast in metal armor.

2.2.2.3 Cleric

Clerics are individuals who have devoted their lives to the service of their god or goddess. They invoke the power of their deity through prayers. A cleric must choose a deity to worship when they start the game. (The deities are listed later in the book under the Divine chapter.) Prayers, for all practical intents and purposes of the game, work like spells. Clerics must keep a prayer book that shows what prayers and abilities their deity has permitted them to have access to. Clerics will seek to bring others to their faith, and, at higher levels, seek to have a shrine (or a nightclub) built in their deity's name. Clerics are restricted to blunt weapons unless otherwise dictated by their mythos. (See the staff/clerical lore for more information.) Clerics gain other abilities as per their mythos as defined in the Divine chapter.

3rd level – Turn Undead. See Turn Undead description in Divine chapter.

2.2.2.4 Druid

Druids draw their magic from the land. All of their spells affect earth and nature. They follow no deity but nature instead. If rangers are the protective arms of the woodlands, druids are the heart and soul. The life of a druid is an extension of the will of the forest and the beings that dwell within it. They learn to weave their powers not from scholars or libraries, but from the will of the forest. Druids prefer to use blunt-weapons and knives. All druids will receive wilderness survival free upon entering the game.

2nd level – Animal Form I. Druid can assume animal form. See Nature Followers Chapter.

3rd level – Nature Step. Can pass through wilderness without leaving a trail; as per the Pass Without Trace spell.

2.2.2.5 Knight-Priest

The knight-priest is the perfect combination between a warrior and a cleric. The knight-priest is a fully ordained knight and a fully ordained priest. The knighthood may come from a religious order or a non-secular source. The knight-priest must follow two knightly codes from the Divine chapter. If none of the codes below fit your character, think of your own to be approved by the staff. Knight-priests gain a 150% bonus on battle spells, but have to use two spell slots for non-battle oriented spells. Knight-Priests gain other abilities as per their mythos as defined in the Divine Chapter.

3rd level – Turn Undead. Once per day per 3 levels. See Turn Undead description in Divine chapter.

2.2.2.6 Mages

Mages take their powers from the 'planes' and themselves. 'Planes' are different levels of reality with different characteristics and laws of nature. A mage is highly disciplined, devoting their lives to studying magic. Mages cannot cast in metal armor.

3rd level – Free Lore.

2.2.2.7 Paladin

A paladin is a holy warrior who embodies the virtues of their deity. A paladin gains some access to some cleric abilities. They gain benefits from faith in their deity, and from following the tenets of their deity, much as a cleric does. A paladin must choose four codes of honor from the list in the Divine chapter or staff approved tenets. If they knowingly break any of these codes of honor, they can lose all their powers, and may be shamed or even cursed by their deity. A paladin can form or support a clerical order once he reaches 10th level. They may have other divine powers bestowed upon them determined by religious order. Paladins have a restricted casting ability that limits them to casting 6th level clerical spells and below.

1st level – Lay on Hands. Can heal two hp plus two per two levels, once per day.

2.2.2.8 Ranger

If druids are the living spirit of the forest, then rangers are its defenders. They have spent years living and adapting to life in the woodlands, and have gained a respect for it. In some cases, they may feel a fanatical need for its protection. Due to their advanced knowledge of the woodlands, rangers are extremely stealthy within, and are also well versed in the mystical energies found therein. Players must choose a hated race upon character creation. When they encounter their hated race, a ranger must either kill or force it to leave the area. Rangers receive bonuses against their hated race. All rangers will receive wilderness survival free upon entering the game.

1st level – Hated Race. +2 against race of character's choosing. See Nature Followers Chapter for further description.

3rd level – Nature Step. Can pass through wilderness without leaving a trail – as per the Pass Without Trace spell.

2.2.2.9 Rogue

The true rogue is someone who lives by his or her skills and wits. Rogues are individuals who do not necessarily thrive in society by means of trickery, cunning and charm. In most cases they are not known for their physical strength, but rather their considerable abilities. A rogue does not always have to be a thief; they may choose the life of a wilderness scout, a hunter, or even a warrior with “special skills”. Some rogues can even be found to be truly simple merchants.

2.2.2.10 Warrior

A warrior is a basic fighter, so this class can include warriors on the sea, land, and plains. Barbarians, pirates, and anyone else that wants to fight can be this class. He relies on weapons, strength, and skill, with little use of magic. A warrior is capable of mastering any weapon, though many prefer to pick one weapon and stick with it. This is the simplest fighting class. All warriors get a free physical development to start with.

3rd level – Crushing Blow. The warrior can choose to do double damage on any one swing. Must call “Crushing Blow” prior to attack. If attack misses, use is wasted. This ability can be used once per day. Additional Crushing Blows may be purchased at 1 every 3 levels at a cost of +30. *You get your first free crushing blow at 3rd level, and you may buy one at 3rd level.*

2.2.2.11 Witch-Hunter

In many ways the witch-hunter is much like the warrior except that the Witch-Hunter has developed ways to counteract magic. Witch-Hunters have spell slots similar to that of the magic casting classes, but instead of casting spells they resist them. Witch-Hunter cannot use any form of magical item unless witch-hunter specific (See Magic System Section for more details). Witch-Hunters cannot be raised from the dead once they reach 11th level. Before that point, if they are raised, they lose half of their exp. points. They keep their abilities; they just lose the exp. A witch-hunter will always damage a magical creature.

2.2.4 Choosing a Race

Our fantasy world has several races and cultures. Each race has its advantages and disadvantages. A half-breed gets their predominant racial features from their mother, and will wear the wristband of their mother's race. Obviously, if their mother was human, they do not need to wear a wristband. Half-breeds are also under the racial restrictions of their mother. Some races have maximum obtainable abilities; these restrictions are noted in the race description. Some races will not be allowed to use certain classes. See staff for more information on what may be available to your race. You're encouraged to make your race part of your costume: pointy ears for elves, green face paint for orcs and trolls, beards for dwarves, etc. The available races are:

- Draconian
- Dwarf
- Elf
- Gnome
- Half-Elf
- . Half-Ogre
- . Half-Orc
- . Half-Troll
- Halfling
- Human
- . Minotaur
- Orc

2.2.4.1 Draconians

Draconians vary in height and width, however they all have scales. This combined

with the obviousness that they descend from Dragons makes them very difficult to get used to. Not much is known about them, except they for some strange reason, make excellent Witch Hunters.

2.2.4.2 Dwarf

Dwarves are short and stocky, with full beards, and live mainly underground. Dwarven magic tends to be based around the hearth and forge, and view the spell casting of other races with great mistrust. Dwarves have an affinity for the working of stone and metal. Dwarves are can live up to 300 years (500 for deep earth dwelling races).

2.2.4.3 Elves

Elves have a strong affinity for both nature and magic. They look similar to humans, but are more slender and graceful, and have long, pointed ears. Elves age much slower than other races, and some have been rumored to live for more than 800 years. Due to their extremely long lives, elves tend to have a far different outlook on life than humans. Their lives are generally much more leisurely and less stressful.

2.2.4.4 Gnome

Gnomes are a very small race, usually growing only to be about 3 ½ feet tall. They have large noses, and generally wear carefully trimmed beards. They are very inquisitive, and have an incredible knack for technology. They get great pleasure from devising the most complex contraptions imaginable. Gnomes generally live to be a little over 300 years old.

2.2.4.5 Halflings

Halflings are small and clever, sometimes with a tendency towards mischief. Due to this, they often carry the stereotype of being unreliable or untrustworthy. Halflings generally only grow to be 4 feet tall, with hairy feet in which they take great pride. They make excellent rogues, and enjoy nothing more than a good meal and a pipe full of tobacco. They tend to live happily to the age 150.

2.2.4.6 Human

Humans can be any class. With their comparatively short life spans and high intelligence, they are capable of learning and doing almost anything. They are the most common type of character because they breed extremely fast compared to other races.

2.2.4.7 Minotaurs

Minotaurs have been in existence on this world for centuries. However, in this part of the world they have been unknown, until now. Coming from the northeast portion of the continent, the Minotaurs are excellent land and sea traders. Their major home city is called Tier Minous, and it contains the largest port known...on this continent anyway.

2.2.4.8 Orc/Half-Orc

Orcs are warlike creatures with gray-green skin, boar-like teeth, upturned noses, and greasy black hair. Imagine this crossed with a human, and you end up with what could pass for a big, mean, VERY ugly human. Orcs believe that in order to survive they must crush their enemies. Generally, enemies equal everyone other than themselves. Due to this hateful nature, orcs themselves are despised by nearly every other sentient race in the realm. This generally means that half-orcs also have very sour tempers, as even they may hate their orcish heritage. The maximum age of orcs is unknown...very few actually die of natural causes. Half-orcs have a slightly shorter lifespan than humans, generally lasting to be about 75 years old.

2.2.4.9 Half-Elf

Half-elves are the most common type of half-breed. Elves have an eternal fascination with the fiery temperament of humans, and humans, likewise, are attracted to the grace and artistry of elves. Because of the inherent magic of the elves and the religious temperament of the human race, half-elves have some inherent magical abilities.

2.2.4.10 Half-Ogre

These creatures are big, stupid, and ugly...just don't tell one that to his face. Half ogres are 7-8 feet tall and extremely muscular, making them excellent fighters. If you are a half-ogre, be prepared to role-play extreme stupidity. Many half-ogres have survived to the age of 60, through sheer dumb luck.

2.2.4.11 Half-Troll

This is a race of stupid, violent, territorial creatures. They are 7-8 ft tall, with slimy green skin and long arms. They are very strong and can heal quickly. Half-trolls regenerate one point for body and one point for a limb per hour, unless the damage was caused by fire. Fire damage heals at the normal rate. Due to their incredible metabolic rate (which never drops) they literally burn out after about 35 years of life.

2.2.5 Hit Points

In combat, you are assigned a number of hit points for each limb and the chest area. Every time that you are struck in that area, subtract the amount called out from the hit points assigned for that area. When you reach zero, that limb is useless and cannot be used again until healed. If you are struck your maximum number in the chest/back, you fall unconscious. You are considered dead when you reach negative 8 or negative twice your chest hit points, whichever is farther from zero. If three limbs are lost, you are unconscious.

Death also occurs if you are dropped to unconsciousness and left without treatment for more than five minutes (exception – see damage control skill). Hit points can also be increased through purchase of the physical development skill, or temporarily through magical means. Body equals the number of hit points you have on your torso, and Limb is the number of hit points you have on each arm and leg.

3.0 WEAPONS & ARMOR

Combat is a major part of KC Kanar, and because of this we must all take care to prepare our weapons with safety in mind. This is a contact sport/game and you will get hit. The goal is to make safe contact with the weapon – not hurt someone with it. All weapons must be registered and approved by the staff before being allowed in the game. All weapons are subject to rejection for any safety or construction discrepancies at the discretion of the staff.

3.2 Armor

Armor protects only the area it covers. Each type of armor gives different amounts of protection. The number in the chart below refers to the amount of damage the armor can take before you begin to take hit point damage. Armor also gives the player wearing it immunity to weapon strikes below a certain amount of damage. If someone is wearing Banded/Scale armor, they do not take hits of anything under two points. While, if someone is wearing Chain mail any attack below four points is not counted. And if they are wearing plate armor, then they do not count anything below six points of damage. The damage regulations are only good on the areas that are protected by the armor.

Armor is NOT fixed by healing spells, but must be repaired by an armorsmith. Some armor has the ability to shed damage. This means that if the damage inflicted is equal to or less than the shed allowed then the damage is ignored. If the damage is more than the shed allow ALL of the damage inflicted is taken by the armor.

4.0 COMBAT

When fighting at KC Kanar remember that you are there to have fun, not to seriously injure another person. Your weapons are covered with padding to prevent injury to your opponent. Combat at KC Kanar is done in real life. If you are in combat at KC Kanar you will be struck, and may even get bruised depending on the level of combat that you engage in.

At some point in time every one is confronted with the problem of death, whether it is as a PC or NPC. When you are reduced to zero body points you are to fall to the ground. If at any point there is enough action around you while you are on the ground, and you are afraid that you will be stepped on, stand up with your hand or weapon on your head and move out of the way. If you are a NPC that dies, wait in the area long enough that a PC could search your body. If you are a PC and reduced to zero body points, the five minute death rule generally applies. An easy way to remember the five minute death rule is to count to 300 slowly, if at the end of that time period you are not healed or given first aid your character has deceased, and the only way to bring you back to life is through reincarnation or resurrection.

Magic weapons are assigned damage and the damage plus "magic" must be called out when striking at the target. If the damage is not magic based, you do have the option of doing less damage by choice.

You may not physically strike at the head in combat (this includes touch-based spells). If you strike at the head and make contact, combat is halted. If the stricken party is unable to continue combat, the striker and struck collapse and are unable to continue in combat until the stricken party feels well enough to continue. Parties involved are considered out of play during this time. Multiple occurrences of head shots can lead to private training sessions, penalties in experience, and in extreme instances being asked to leave the site, or suspension for all or part of an event. PCs and NPC who have been knocked out in this fashion are considered untouchable.

4.1.1 Sashes

The levels of combat are as follows:

4.1.1.1 Pink Sash

This is a noncombatant; people who wish to concentrate on role-playing and not on combat should be this sash.

4.1.1.2 White Sash

This is the minimum level of combat. You are struck lightly with a weapon, which means you also must strike others lightly. If you feel that you are being hit too hard, mention it. If it continues, fall to the ground, after combat find a staff member and lodge a complaint. If you are attacking a white sash be careful not to hurt them - hit them lightly.

4.1.1.3 Green sash

Green sash means you strike with a weapon at a comfortable strength, **not** your hardest. No hand to hand combat is allowed. You cannot shield bash or check at green sash level. Two staff members are required to approve this level.

4.1.3 Spells in combat

In combat, spells may be cast upon you. The caster will chant the spell and call out its effects. **THE INCANTATIONS MUST BE CLEARLY AUDIBLE!!!** If it is an attack spell, they must call out its damage also. If a spell hits you, act accordingly. For example, if a druid casts "Entangle" on you, role-play that roots start shooting out of the ground and wrap themselves around your feet. If "Slow" is cast on you, move slower. If "Bolt" is cast it automatically hits. Casters, trust your target once you have told them (they may have something protecting them, or are able to withstand much damage) what has been cast on them.

6.1 Gaining Magical Ability

All casters have the ability to expand their magical repertoire through a variety of ways. Arcane, natural, and divine casters gain more capacity for magical energy within themselves as they gain experience. This capacity is referred to in game terms as spell slots. In addition to these spell slots, all casters have the ability to detect magical energy at will.

6.1.1 Spell slots

Spell slots are the capacity within each caster that is required to cast spells. Each level of spell slot coincides with that level of spell. If you are an innate spell caster, you gain spell slots automatically every time that you level. Different classes gain spell slots at different rates, as can be observed on the following tables.

6.1.3 Spell Preparation

Each morning, all casters must spend one hour in preparation for their casting abilities. Arcane casters must memorize the spells they plan to cast throughout the day, thus filling their minds (spell slots) with magical energy. Divine casters must pray to their patron deity each morning using their prayer book and holy symbol. Deities have many followers, and so have little patience for those who would thanklessly abuse the powers granted to them. This prayer allows the caster to channel the power of his deity at will, and so can spontaneously cast any spell in his list, provided he has the available spell slot. Nature casters must commune with nature, as nature is fickle and will not give its energy freely to any random soul.

6.1.4 Casting Spells (Strictly enforced)

The most basic requirement for each spell to be cast is the incantation. Each spell requires an incantation of at least five words per level of the spell. Battle mage and knight-priest classes, having perfected the art of casting during combat, require only three words per level of the spell. Many spells also require the use of spell balls in order to properly target the spell.

8.1 The Gods

8.1.1 Lucian – The Guardian

As he is most commonly known, is one of the oldest gods in the pantheon. He was born third of the Great Gods. Raised and taught by Loehr to oppose Vestivas, Lucian ordered his followers to seek out and destroy the followers of Vestivas. The followers of Lucian will pay any cost, save the violation of their holy oaths, to give battle to the followers of Vestivas. The followers of Lucian receive a +2 damage bonus when

knowingly fighting followers of Vestivas. The followers of the Guardian will give aid to anyone, other than a known follower of Vestivas, that requests it. They will seek to protect those that are weaker than themselves. Deity Granted Prayers:

3rd level – Strength of Purpose – This prayer grants +3/+3 (for 15 minutes or until the end of combat) when fighting in the defense of others. This can be cast in conjunction with Magical Vestment and Storm Armor.

8.1.2 Ashundai

As the god of High Elves, Ashundai teaches the importance of peace and learning. The improvement of the mind is the main focus of these learned elves. The followers of Ashundai, however, should not be mistaken for frail scholars. Like the rest of their kind, they believe that without a strong body to sustain it, the mind cannot flourish. The elves believe that Ashundai is responsible for bringing magic to the world. They may be right. Their abilities tend to give strength to the argument. The followers of Ashundai are able to convert one mage spell at 1st, 3rd, 5th, 7th, and 9th level to a clerical prayer. These prayers cannot be taught, even to other followers of Ashundai.

8.1.3 Granis

Granis is the embodiment of the harvest. The followers of Granis are devoted to the growth of all living things. The only creatures that a follower of Granis will kill are undead. The followers of Granis are able to turn undead as though they are two levels higher. Deity Granted Prayers:

3rd level – Serenity – This prayer enables them to calm one angered creature, including player characters below 6th level, making them wish to rest and communicate rather than fight. This feeling of well being lasts for 30 minutes, or until the target is attacked. This prayer may be used once per day.

8.1.4 Sylvius the Lecherous

The followers of Sylvius seek the endless party. Always willing to have a drink, believing that if more people would join the party, the world would be a much better place. Sylvius followers would rather convince someone to join their party than fight them, but they will not hesitate to defend their honor or lives if there is a call to do so.

Deity Granted Powers:

3rd – Blessings of Sylvius – This causes the target to be unaffected by disease for the next 4 hours.

8.1.5 Selune

Selune is the goddess of tricksters. Her followers delight in practical jokes and mischief. They also fear their goddess greatly, because much of the time, the victims of her jokes are her followers. However, being the butt of a Selune practical joke is rarely fatal, though often painful in some way. Followers of Selune will go far out of their way in an attempt to play the ultimate prank, or to one up another follower of Selune. This often causes them to abandon secular causes, and gives them a reputation for being flighty and unreliable. Deity Granted Prayers:

3rd level- Gain the 2nd level prayer Jokey's Box. This creates a box that will explode upon being opened, dealing 1/4 pt dmg to opener and causing their face to be covered with soot. Explosion can set off flammable materials. The soot remains until a dispel magic, remove curse, or a clean cantrip is cast on the target, or victim plays a joke back on the creator of the box.

Anca – War, tactics, and vengeance. Anca, the vengeful and just, but justice is seen in the eyes of the beholder. Whereas steel revels in the battle lust of war, Anca revels in the politics and tactics of the war. In war all is fair, and Anca take this to the extremes. The use of any weapon and tactic to win is allowed. Victory is all. But in the end, the winner does gain a burden. That burden is the managing of the conquered. The loser is to be ruled and the rule is law. The Law cares not whether you are rich or poor, only that the word of the law is followed. Followers of Anca also see that at times the eyes of man can betray law and with that law must take Vengeance. The Breaker of the law must be punished. Deity Granted Prayers:

3rd – Tactical Plan – when cast the caster gazes into a bowl of water. From there, he is visited with visions of enemies and their doings. This vision can be as simple or complicated as the god desires. In some cases, the vision might show ways to defeat an enemy, in others, the vision might reveal dangers you never knew were there.

8.1.6 The Blasphemer

The Blasphemer is one of the least popular of all the Deities, at least among the followers of other gods. His main goal seems to be to bring out all the unpleasant truths that his brothers and sisters do not wish their followers to know. His followers have often been responsible for the fall of previously powerful temples, simply by speaking out about the true history of the sect. However, it is also not uncommon for the followers of the Blasphemer to die in various horrid ways when confronting the zealous followers of other faiths. Deity Granted Prayers:

3rd – Forensic Truth – This prayer grants the caster forensics level 3 for 15 minutes. The caster may then use this skill to examine any appropriate items and evidence, and determine what has recently occurred in the area, or in a given crime scene.

8.1.7 Loehr

Loehr is the oldest of the great gods. First born of Dia and Dios, he is said to have killed his parents after the birth of the nine great gods, so that no others would be born to disturb The Great Balance. Loehr prizes The Balance above all things, knowing that without The Balance neither good nor evil, law nor chaos have meaning. The followers of Loehr will strive to maintain The Balance, moving between the alignments as necessary to keep it safe. It may be necessary to uphold the cause of greatest good on one day, while performing the blackest of evil deeds on the next day. Deity Granted Prayers:

3rd level – Judge Balance – The caster may judge the balance of the land, telling them how they need to behave to correct the balance. This may only be cast once per event and must be done in the presence of a staff member.

8.1.8 Gregor McGregor

The youngest god of the World, Gregor McGregor was born of greed and a lust for power. When Templeton Sharpe and Fagan Wang killed The Hidden Goddess, she was reborn in the body of one of Josephine's children. She hoped to regain her former glory, but was weak in the mortal body of an infant. Gregor had been transformed into a vampire, and had been partially cleansed by the skills of clerics. But healing comes from the inside also. Gregor pretended to be human again until he saw his chance to achieve even more power. Gregor drank The Hidden Goddess's soul and replaced it with a mortal soul. By taking The Hidden Goddess's soul, Gregor became a God. Though still young, Gregor has found followers among the necromancers and rogues. For him, Power is all. Deity Granted Prayers:

3rd – Poisoned Blade – Once cast, the blade is poisoned. The target is stunned and must answer all questions truthfully. Last for one minute

8.1.10 Steel (Azrak)

Chaotic Neutral - Glory in combat and life of eternal chaos and war. Glory in combat is all, right, wrong, no difference. The creed of Azrak cares not for the sterility of law and good, not for the utter madness of evil. Instead Steel demands that his followers live by their will. Every Temple of Steel is also a forge, where any may come to have honest steel worked by master smiths. Steel's followers build Cairns where mighty followers have fallen. The Cairns are holy places, revered by the living, but not at the cost of the living. The dead now are reborn in the Heavens and live in the earth and the air, battling one another for eternity. Priestly followers of Steel 8th level and below cannot cast while in the midst of battle. The only exception to that rule are their prayers granted by their deity. Steel was not born of the Gods, but was born of the faith of man. Once born, as long as blood is spilled and wars rage on, Steel shall exist. Within the Church of Steel, the hierarchy is as such:

Knight priest
Paladin
Cleric
Follower.

Deity Granted Prayers:

3rd level – Purify Ore – This spell purifies enough material to create one weapon of pure Steel. The forging of a weapon only requires half the time if this spell is used.

8.1.11 Demon Prince

The Demon Prince, while always evil, has held different positions in the pantheon on several worlds. Before ascending to major godhood in the Worlds, The Demon Prince had conquered and destroyed the original world of the Caledonians. He had turned the world into a playground for demons. When he came to the Worlds, he chose to gain power through seduction rather than destruction. He seeks humanoid followers and priests. He awards his followers great power, but he also demands a powerful tribute.

Deity Granted Prayers:

3rd level – Gain the ability to command/rebuke demons as though they were undead.

Cleric and Knight Priest		Paladins	
3rd Level	Spine Beasts	5th Level	Spine Beasts
5th Level	Spitters	7th Level	Spitters
7th Level	Thorn Demons	10th Level	Thorn Demons
10th Level	Hellbeasts	13th Level	Hellbeasts
13th Level	Demon Warrior	17th Level	Demon Warrior
17th Level	Demon Mage	20th Level	Demon Mage
20th Level			Demon Priest

8.1.12 Arienia

Goddess of the Drow. Only female drow may be clerics of Arienia, though males may be paladins and knight-priests. Arienia brooks no failure in her followers. Every follower of Arienia must lead a raid on the enemies of the Drow race at least once every three months. Any follower of Arienia that fails in their duty to their goddess becomes a

driders, a drow/spider centaur. Once transformed, the driders cannot redeem themselves.
Deity Granted Prayers:

3rd – Silent Feet – The target can move silently through thick underbrush without disturbing the leaves or making noise. 15 minutes/level

8.1.13 The Deceiver

A neutral evil god. The Deceiver's main idea is, “it is all about me”. The Deceiver is one of the old Gods, whose power is great. The Deceiver has few direct followers, but is powered by every lie, deceit and evil act that happens in the world. Those that do follow the Deceiver generally strike a deal with him to serve him. The Deceiver can grant almost any power to his followers, but always remember there is a cost. The Deceiver is also known for abandoning his followers at moments when they most need his powers.

Deity Granted Prayers:

3rd – Hidden Lie – This allows the caster to be able to lie convincingly to someone with the Know Lie ability. This prayer lasts 15 minutes/level of caster.

8.1.14 Vestivas

The destroyer and the remaker. In the beginning the Gods created the worlds using the destructive power of Vestivas, but in the end destruction cannot be controlled even by the Gods. Vestivas was bound in a 4th dimension, but still reaches into the world through his followers. Vestivas seeks to free himself from his bounds and undo the world and all time. Then chaos shall be complete and the other gods will be punished. Vestivas grants his followers chaos and power. Those that fail in his missions are punished with eternal torment. Followers of Vestivas have no prayer books, but usually carry small pieces of paper with their spells instead. At end of day, the spells not used, burst into flame and are destroyed (this not include enchantments). Deity Granted Prayers:

3rd – The follower of Vestivas chooses a 1st or 2nd level damage dealing prayer to function at double strength. The caster gains the double effect every time he casts that spell.

Spinner – God of the Spideran, Born of Man and spider, this God is also one of the new gods. For Spinner, death is but a gateway to life. His children the Spideran never know old age, but never gain new powers. They are made more powerful, by the death of enemies at their hands. Spinner is also known for long plots that he weaves. Spinner and his followers delve deeper into the caves searching and expanding their kingdom into the darkness. Tenants:

Your death for my life is a fair trade

The weak perish, the strong survive, the cunning Rule

Why fight, when I can have someone else do the work for me.

Spideran will not attack another follower, unless follower is near death, the weak feed the strong

Deity Granted Prayers:

3rd – Improved Web – This web will not burn, and can only be broken by five physical developments or more.

8.2 Undead Turning/Command and Rebuke

Clerics and knight-priests are able to turn or command, depending on the god's alignment, undead beginning at level one. Paladins gain this ability at level three. Casters are able to turn or command every undead that they can effect within five feet per level (for paladins, consider the caster two levels lower than his actual level.). Clerics are allowed $5 + 1/2$ levels turns or rebukes per day and Knight-Priests and Paladins are allowed $5 + 1/3$ levels turns or rebukes per day. The undead that casters can effect at each level are as follows:

Clerics and Knight-Priests		Paladins	
Level 1	Skeleton	Level 3	Skeleton
Level 3	Zombies	Level 5	Zombies

8.5 Druids

8.5.1 Animal Form

Animal Form I: Small animals. Examples: snake, cat, bird, small fish, lizard.

- All forms at this level strike for one point of damage, and retain the same base body points as the character. The form has no PDs, and can lift a maximum of 10 lbs.

8.6 Rangers

8.6.1 Hated Race

1st level: First Hated Race. Character gains a +2 damage bonus against the race, as well as a free level one of the Racial or Monster Lore pertaining to their chosen creature.