

World of Xoth

for Low fantasy Gaming



World of Xoth for Low fantasy Gaming

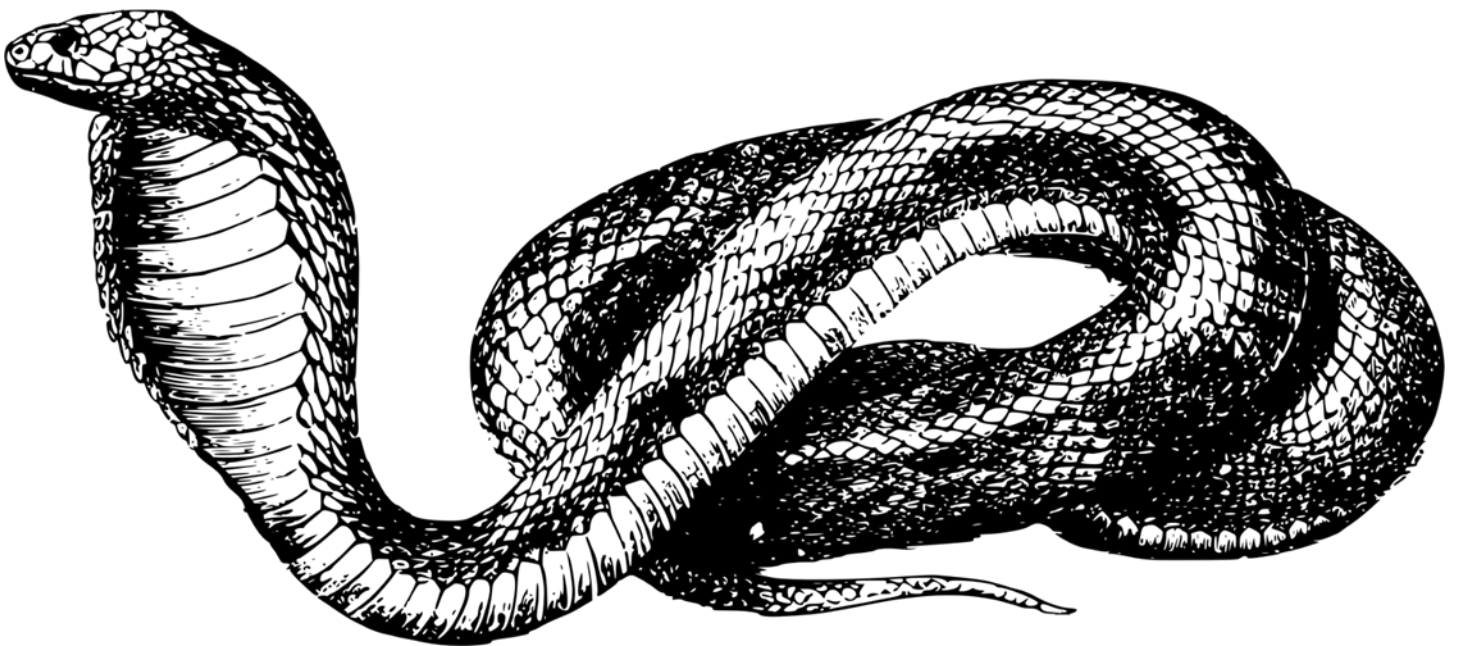
Author: Zack H.

Design and Layout: Zack H.

Art: Ross Andru & Mike Esposito, Carlos Castilho, Daniel Comerci, Gustave Doré, Dean Spencer.

Additional Art: Additional art is in the public domain.

Disclaimer: This free PDF is a fan-made document and is not intended for sale.

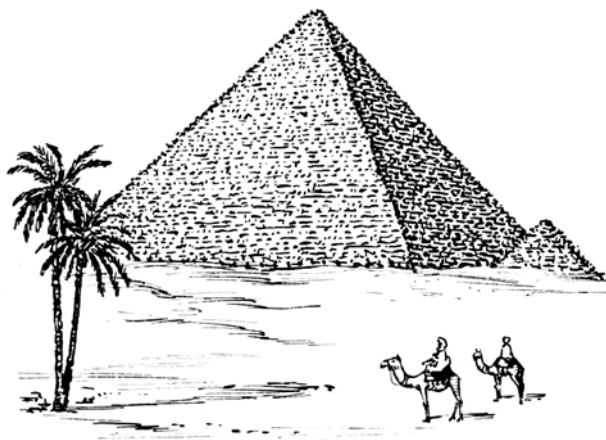


Low Fantasy Gaming Deluxe is copyright © 2019 Stephen J. Grodzicki and Pickpocket Press.

The World of Xoth is copyright © 2008-2022, Morten Braten and Xoth.Net Publishing. It is used in this work with permission.

Table of Contents

How to Use This Document	4
Introduction	5
Chapter 1: Cultures of Xoth	6
Chapter 2: Races of Xoth	9
Chapter 3: Classes of Xoth	10
Chapter 4: Swords of Xoth	22
Chapter 5: Sorcery of Xoth	26
Chapter 6: Cults of Xoth	31
Appendix A: Talents of Xoth	36
Appendix B: Cultural Archetypes	39
Appendix C: Animal Stat Blocks	41



How to Use This Document

World of Xoth for Low Fantasy Gaming adapts material from Xoth Publishing's "World of Xoth" products for use with Pickpocket Press's Low Fantasy Gaming roleplaying game system. This document is informed by both the PF and 5e versions of *Player's Guide to the World of Xoth*, as well as the original 3.5 version of the World of Xoth rules appearing in *The Spider-God's Bride and Other Tales of Sword and Sorcery*.

Material inappropriate or irrelevant to the Low Fantasy Gaming system and/or design philosophy has either been altered or left out of this guide entirely. Some original material has also been added, including a selection of new Unique Features.

Chapter headings from *Player's Guide to the World of Xoth* are re-used in this guide for easy cross-referencing. Where page references to Xoth Publishing works are given, the following shorthand is used:

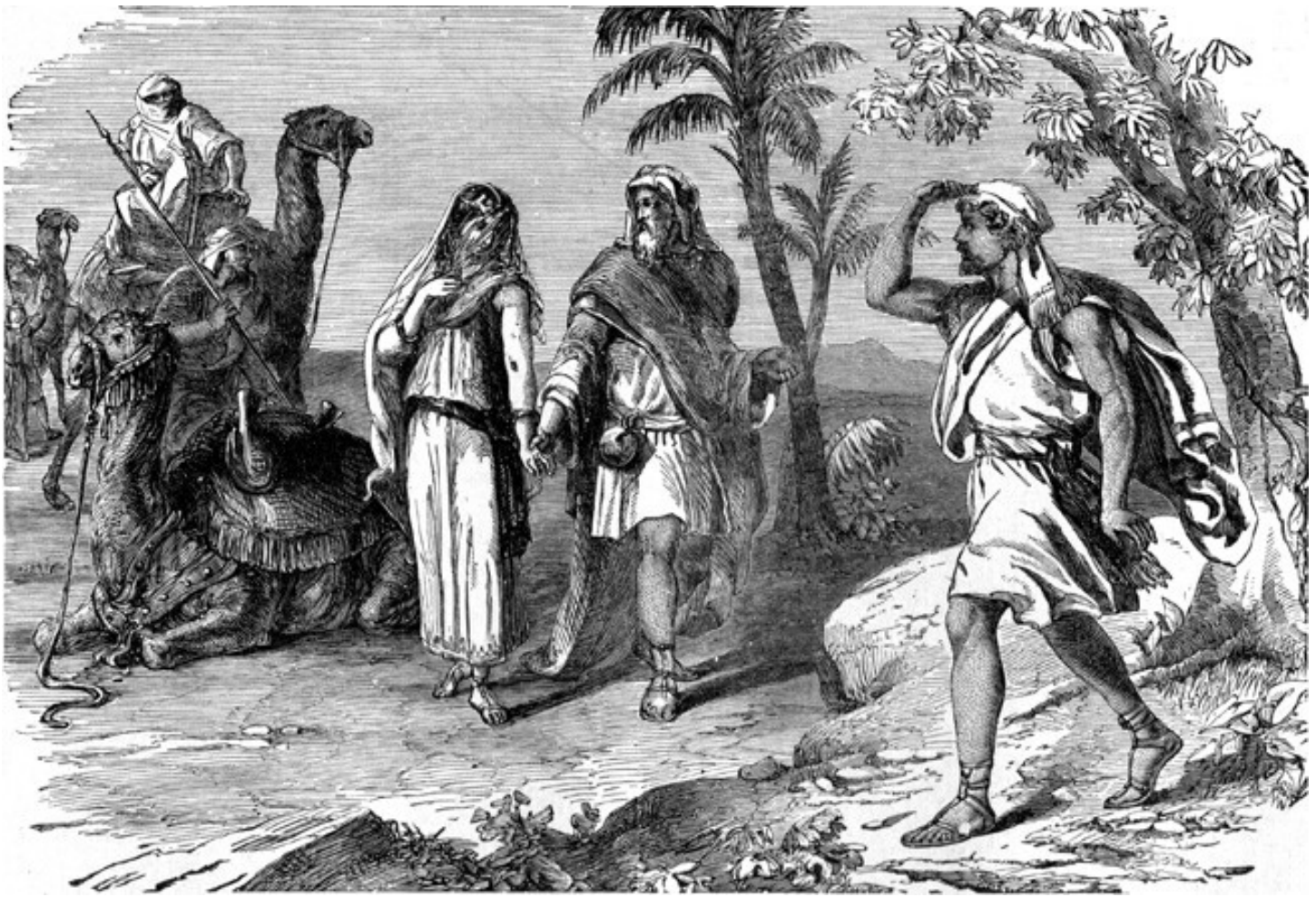
Player's Guide to the World of Xoth (5e) – PG-5E

Player's Guide to the World of Xoth (PF) – PG-PF

The Spider-God's Bride and Other Tales of Sword and Sorcery – SGB

IMPORTANT: This document is not a standalone guide to the World of Xoth campaign setting. *World of Xoth for Low Fantasy Gaming* is a rules reference intended to supplement information appearing in *Player's Guide to the World of Xoth*. This guide assumes that the reader is familiar with *Player's Guide to the World of Xoth* (available as a free PDF download at <http://www.xoth.net/publishing>).





Introduction

The following adjustments to the standard LFG rules are recommended for sword & sorcery adventures set in the World of Xoth.

Frightful Presence (PG-5E pp. 5-6; PG-PF pp. 5-6; SGB pg. 5)

When a monster (or unusual animal) performs a dramatic action of some kind (GM's call, but examples might include charging, snarling, attacking, etc.), creatures within 30 feet that are aware of the monster may make a Will check (modified at the GM's discretion). Creatures that fail this check are stricken with fear, suffering a -2 penalty on attack rolls, attribute checks, and Luck saves for 2d6 rounds. This ability only affects creatures with fewer HD than the monster.

If multiple monsters of the same type appear in the same combat, opponents only have to make a single Will check to resist the *Frightful Presence* effect. An opponent that succeeds on the Will check is immune to the *Frightful Presence* of monsters of the same type for 24 hours. *Frightful Presence* complements, but does not replace, terror-inducing abilities possessed by monsters such as the *T-Rex*.

Deadly Criticals (PG-5E pg. 6; PG-PF pg. 6)

When an attacker scores a critical hit, they deal critical damage as normal, but may also roll 1d20 to test for a Deadly Critical. If the result of this roll falls within the critical range for the attack, the target is instantly reduced to 0 hit points. If the target wishes to use a shield or weapon to soften a critical hit (see Blocking Critical Hits below), they must do so before the attacker tests for a Deadly Critical.

Optional: The GM may wish to rule that Boss Monsters, gigantic creatures, and so on, are immune to Deadly Criticals.

Blocking Critical Hits (PG-5E pg. 6; PG-PF pg. 6)

If a character suffers a critical hit, they may turn it into a normal hit instead by sacrificing a medium-sized or larger melee weapon (GM's call as to what counts as such). The weapon must be held or wielded by the character and is destroyed in the process. If a shield is used to soften a critical hit, the shield is destroyed.

Cultures of Xoth

Savage (PG-5E pg. 10; PG-PF pg. 21)

Savages have the following cultural traits:

- **Attribute Adjustment:** You increase your Str score by +1
- **Sturdy:** You increase your starting AC by 1 point.
- **Inured:** You gain advantage when resisting the adverse effects of hot or cold environments (choose one, based on the origin of the savage).
- **Feral:** Once per adventure, you may turn a failed Perc check or *Luck* (Perc) save into a success.
- **Superstitious:** You suffer disadvantage on attack rolls against *Undead*, *Demons*, and *Aberrations*.

When the opportunity arises, the GM might require a Will check to resist the following:

- Demonstrating open contempt or disdain for civilized ways.
- Acting quickly and on instinct instead of analyzing and discussing.
- Refusing to use technology (including armor, weapons, and other items crafted by civilized cultures) and instead relying on your natural strength and prowess.
- Insisting on facing a dangerous monster or hated foe in single combat.



Nomadic (PG-5E pg. 11; PG-PF pg. 21)

Nomads have the following cultural traits:

- **Attribute Adjustment:** You increase your Dex score by +1.
- **Proud:** You gain advantage on *Luck* (Will) saves and defensive Will checks (such as when resisting a monster's *Frightful Presence*).
- **Unpredictable:** You begin an adventure with one extra use of your class abilities. *Exception for Magic-users:* Once per adventure during a short rest, you may recover an expended spell use even if you have already recovered a use from the same spell level within the last 24 hours.
- **Versatile:** Each day, you may gain a new skill for the next 24 hours (the skill need not be on your class list).
- **Bowlegged:** Your movement rate on foot is 20 ft.

When the opportunity arises, the GM might require a Will check to resist the following:

- Demonstrating prideful or defiant behaviour.
- Ignoring laws that deal with the concept of private property.
- Refusing to stay in the same place for long periods of time, especially in a city (such as sleeping in a tent outside the city walls instead of being "trapped" inside a noisy tavern).
- Offering food and shelter to strangers who ask for it, even if their goals oppose your own.



Civilized (PG-5E pg. 12; PG-PF pg. 22)

Civilized people have the following cultural traits:

- **Attribute Adjustment:** You increase two different attribute scores by +1.
- **Educated:** You gain an extra skill at 1st level (the skill need not be on your class list).
- **Talented:** You gain +1 die to your *Reroll Pool*.
- **Frail:** You suffer disadvantage when resisting poison and disease.

When the opportunity arises, the GM might require a Will check to resist the following:

- Obeying the local authorities, no matter how strange or unjust their laws and customs might be.
- Exercising self-restraint or following proper etiquette.
- Spending money to impress your peers or superiors.
- Being overly concerned with wealth, reputation, status, and honours.



Enlightened (PG-5E pg. 13; PG-PF pg. 22)

Enlightened people have the following cultural traits:

- **Attribute Advantage:** You increase your Int score by +1.
- **Uncanny:** When you roll a natural 1 on an attack roll or a natural 20 on an attribute check or *Luck* save, you may reroll the die but must use the new result.
- **Longevity:** Enlightened people who reach 2nd level before the age of 35 reach middle age at 100 years, are elderly at 200 years, and have a maximum age of 300 + 3d100 years.
- **Cyclopean:** You gain advantage on checks to notice unusual stonework, including traps and hidden doors located in stone walls or floors.
- **Conceited:** Too confident in your own abilities, you often underestimate your enemies. You suffer disadvantage on initiative rolls.

When the opportunity arises, the GM might require a Will check to resist the following:

- Ignoring the plight of others, including your allies, in pursuit of personal development.
- Suffering physical hardships in order to gain new knowledge and insights.
- Spending money on occult and esoteric research.
- Touching and triggering arcane traps due to intellectual curiosity – and even summoning or freeing demons and other alien beings to study or learn from them.



Decadent (PG-5E pg. 14; PG-PF pg. 22)

Decadent people have the following cultural traits:

- **Attribute Advantage:** You increase your Cha score by +1
- **Insidious:** You gain advantage on checks related to stealth and deception. In addition, if you possess the *Backstab* ability, you gain a +2 bonus to your *Backstab* damage.
- **Arcane Adept:** Once per adventure, you may impose disadvantage on the save (s) made to resist the effects of a single spell that you cast (including cult secrets and spells cast from scrolls, etc.).
- **Jaded:** You gain advantage when resisting poison.
- **Corrupt:** You suffer disadvantage on *Luck* (Will) saves and defensive Will checks (such as when resisting a monster's *Frightful Presence*).

When the opportunity arises, the GM might require a Will check to resist the following:

- Lying or cheating, especially for personal profit or benefit.
- Spending money on alcohol and drugs.
- Avoiding labour and making others do your work (such as servants, slaves, or even your companions).
- Engaging in perverse, cruel, or depraved behaviour for your own entertainment.



Designer's Notes

At the GM's option, players may select a Cultural Archetype corresponding to their character's race (see Appendix B on pg. 39) instead of a standard Culture. Cultural Archetypes are variants that replace some of the features of standard Cultures, and therefore may not be appropriate for every campaign.

Degenerate (PG-5E pg. 15; PG-PF pg. 22)

Degenerates have the following cultural traits:

- **Attribute Advantage:** You increase your Con score by +1.
- **Nocturnal:** Degenerates have better night vision than most humans but are just as blind in the absence of light (GM determines benefits).
- **Ferocious:** When you roll a critical hit with a melee weapon attack, you roll one of the weapon's damage dice and add it to the critical hit damage.
- **Relentless:** Once per adventure, when reduced to zero hit points, you do not fall unconscious as normal. Instead, you continue to act (as if *Staggered*) but fall unconscious when you suffer damage again, or at the end of your next turn (whichever occurs first). While acting in this way, you are still considered to be at zero hit points for the purpose of magical healing, etc.
- **Unwholesome:** Degenerates always have a physical deformity or mental illness, caused by inbreeding, that sets them apart from other humans. This unwholesomeness can never be fully concealed. You, and anyone you associate with, suffer disadvantage on Cha checks (except intimidation and when interacting with other degenerates), and the initial attitude of persons from other cultures will always start at Hostile.

When the opportunity arises, the GM might require a Will check to resist the following:

- Showing a complete lack of humanity.
- Being singularly concerned with your own survival and nothing else.
- Using violence or intimidation as a first resort.
- Destroying the remains of high civilizations (including treasure and relics).



Races of Xoth (PG-5E pp. 17-27; PG-PF pp. 9-19)

The World of Xoth is a “humanocentric” setting; elves, dwarves, halflings, and so on do not exist. Survivors of older, pre-human races might exist in small numbers but are primarily intended as non-player characters and villains.

Languages: There is no “common” language in the World of Xoth. PCs begin play speaking their race’s native language plus a bonus language or two from a neighbouring people. Per standard LFG rules, PCs also gain a number of bonus languages equal to their Int modifier.

Additional languages can be gained over the course of play or between adventures as determined by the GM (i.e.: via the Languages *Downtime* activity as detailed in *LFG Companion*).

The GM determines whether or not PCs can select the Elder Kuthan, Ptahaanan, and Yalothan languages, either at character creation or in play as described above.

Azimban

Language: Azimban, plus Shoma as a bonus language.

Bhangari

Language: Bhangari, plus Taikangian as a bonus language.

Djaka

Djaka gain advantage when making stealth-related checks and increase their starting AC by 1 point. Their small stature prohibits them from wielding large weapons such as great axes, polearms, and longbows. They require two hands to use longswords or similar moderately sized weapons (they do not gain the usual +1 damage bonus for doing so, if applicable). Smaller arms such as shortswords and shortbows may be used as normal.

Language: Djaka, plus a smattering of Zadjite as a bonus language.

Ghazorite

Language: Susrahnite, plus Nabastissean and Zadjite as bonus languages.

Ikuna

Language: Ikuna, plus Azimban as a bonus language.

Jairanian

Language: Jairanian, plus Khazistani as a bonus language.

Khazistani

Language: Khazistani, plus Yar-Ammonite as a bonus language.

Khazrajite

Language: Khazistani, plus Yar-Ammonite as a bonus language. Khazrajites and Khazistanis speak almost identical dialects.

Khoran

Language: Khorans don’t speak a proper language of their own, but a dialect of Susrahnite, with a few words from various languages thrown in for good measure. Roll randomly for bonus language.

Lamuran

Language: Lamuran, plus Susrahnite as a bonus language.

Mazanian

Language: Mazanian, plus Shoma as a bonus language.

Nabastissean

Language: Nabastissean, plus Taraamite as a bonus language.

Shoma

Language: Shoma, plus Azimban as a bonus language.

Susrahnite

Language: Susrahnite, plus Taraamite as a bonus language.

Taikangian

Language: Taikangian, plus Bhangari as a bonus language.

Taraamite

Language: Taraamite, plus Susrahnite as a bonus language.

Tharag Thulan

Language: Tharag Thulan, plus Lamuran as a bonus language.

Yar-Ammonite

Language: Yar-Ammonite, plus Khazistani as a bonus language.

Zadjite

Language: Zadjite, plus Old Jairanian as a bonus language.

Zorabi

Language: Susrahnite, plus Lamuran as a bonus language.

Classes of Xoth

Artificer

The artificer class does not exist in the World of Xoth. While the PF and 5e versions of World of Xoth make allowances for artificer-like classes, many of the LFG artificer's abilities mimic restricted spells and magical effects (see *Sorcery of Xoth* on pg. 26), rendering the artificer inappropriate.

Bard

The bard class does not exist in the World of Xoth. For alternatives, see the courtier and conqueror class included in this guide.

Cultist

The standard *LFG Deluxe* cultist class does not exist in the World of Xoth. For an alternative, see the cultist class included in this guide.

Psion

The psion class does not exist in the World of Xoth. There may be some prehuman races or unique monsters that have innate psionic abilities similar to psions, but the psion class is not available for humans.

Designer's Notes

Versions of World of Xoth for other game systems restrict certain spellcasting classes for thematic purposes. LFG's magic-user class is conceptually versatile enough to represent a variety of spellcasting archetypes without restriction or alteration. Magic-users might be dread wizards, tribal shamans, demon-worshipping witches, and so on, depending on spell, culture, and Unique Feature selection.



Conqueror (New Class) (PG-5E pp. 30-31)

You are a conqueror, a cunning champion that thrives wherever there is conflict. You might be a member of the Taramite warrior caste, a ruthless Jairanian tyrant, or a brilliant strategist from the mysterious and war-torn lands of the east.

The conqueror is a mighty warrior, but his true strength lies in his skill as a tactician and leader. Whether bolstering his allies with battle-cries, coordinating combat formations, or exploiting the weaknesses of his enemies, the conqueror is a formidable presence on the field of battle.

Key Attributes: Charisma and Intelligence

Hit Points: 1d5+5 (plus Con bonus if any) per level up to 9th level, then 3 hp/level.

Armour and Shields: Light, Medium armour and shields.

Weapons: Any.

Skills: Leadership, Athletics, plus 4 of: Animal Lore, Apothecary, Arcane Lore, Deception, Detection, Divine Lore, Gather Information, General Lore, Insight, Persuasion, Sailing, Stealth, Traps & Locks, Wilderness Lore.

CONQUEROR ATTACK BONUS						
Level	1	2	3	4	5	6
Bonus	1	2	3	4	5	6
Level	7	8	9	10	11	12
Bonus	7	8	9	10	11	12



Battle Tactics (1st level)

With ruthless determination and a knowledge of strategy, conquerors control the battlefield and crush all before them. At 1st level, the conqueror knows a number of tactics equal to his Cha modifier. Each level thereafter the conqueror learns one additional tactic, and if desired, may substitute one known tactic for another.

You begin an adventure with one use of this ability per level. You may regain expended uses by taking short or long rests. Each time you use this ability, choose one of your known tactics to apply. If a tactic requires a Cha check, you may use your *Reroll Pool*.

- *Battle Cry:* Before an ally rolls for damage with a weapon attack, the conqueror may make a Cha check. If successful, the ally's attack causes critical hit damage. Both the ally and their target must be within 60 ft of the conqueror. This ability may not be used more than once per round.
- *Battlefield Awareness:* You gain a bonus to initiative checks equal to your Int modifier. Once known, this talent is always active, and does not require expending a battle tactics use.

- *Bloodbath*: Once per round, when an ally within 60 ft reduces a foe to zero hit points with a weapon attack, the conqueror may immediately allow the ally to make one free melee or thrown attack.
- *Courage*: Subject to GM discretion, the conqueror may turn a failed save or check made to resist fear into a success.
- *Find Weakness*: As part of your action, you designate a single foe within sight. You add your Int bonus to attack rolls and opposed checks (including Minor Exploit attempts) that you make against this foe. These benefits last for the duration of the combat or until the foe is defeated – but end early if you use this tactic again to designate a new foe.
- *Hold the Line*: Once per round, when an ally within 5 ft is hit by a weapon attack, you may make a Cha check. On a success, the ally gains a bonus to AC equal to twice your Cha modifier against the attack, potentially turning it into a miss.
- *Outflank*: As part of an attack action against a foe that you flank, you grant yourself and one ally that flanks with you advantage on attack rolls against the foe until the start of your next turn (or until you no longer flank the foe with the ally).
- *Rallying Cry*: At the start of a combat round, you allow an ally within 60 ft to reroll their initiative check and choose the best result.
- *Reckless Brutality*: After hitting a foe with a melee attack, you roll damage with advantage. However, all attacks made against you are rolled with a +2 bonus until the start of your next turn.
- *Rule of Fear*: As part of your action, you cause up to 1d4 foes within 60 ft of you to make a *Luck* (Will) save. On a failure, each foe suffers a -2 penalty to AC against the first attack roll that targets it before the start of its next turn. This is a fear effect. Gigantic or particularly fearsome creatures may be immune (GM's call).
- *To Hear the Lamentations*: When you reduce a foe to 0 hit points with a weapon attack, all damage you suffer is halved until the start of your next turn.

Authority (1st level)

Conquerors carry themselves with a confident air of command that bolsters morale and inspires action. You have advantage on all checks related to Leadership.

Combat Style (2nd level)

By 2nd level, your experiences in the heat of battle have honed your combat prowess. You gain one of the Fighter's fighting styles chosen from the following list: Protector, Single Weapon Style, Two-Hander, Rearguard (see *LFG Deluxe* pp. 31-32). You gain the benefits of your style at all times.

Unique Feature (3rd, 6th, 9th, and 12th level)

See *LFG Deluxe* pages 15, 43.

New Skill (4th and 8th level)

At 4th and 8th level, you gain one new skill (the skill need not be on your class list).

Veteran of Battle (5th level)

By 5th level, you have become a seasoned expert in both hand-to-hand combat and battlefield tactics. Your weapon attacks cause critical hits on a natural 1d20 roll of 19-20.

Additionally, once per round you may spend a *Reroll* die to permit an ally within 120 ft who can see or hear you to reroll a failed weapon attack. You may use this ability to reroll your own failed weapon attack, provided you can see or hear an ally within 120 ft.

Second Attack (7th level)

At 7th level, you may spend a *Reroll* die to make a second attack that turn (if two-weapon fighting, you do not gain a second extra attack).

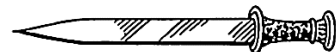
Fortress (10th level)

At 10th level, the conqueror may build or seize a fortress and raise a horde of battle-hardened warriors who swear fealty to him. As Warlord, you control the fortress, command your warriors, and set the objectives of your horde.

Gear Pack: Backpack, coin pouch, bedroll, rations (1 week), waterskin, 1d6 torches, tinderbox, waterproof map/scroll case, war horn (or similar), banner, spear or four javelins.

Designer's Notes

The conqueror is a "warlord" class, similar in some respects to the LFG bard. Like the conqueror class presented in the 5e version of *Player's Guide to the World of Xoth*, this LFG version of the conqueror is the conqueror is MAD (multi-attribute dependent) and may not be appropriate for every table or campaign.



Courtier (New Class) (PG-5E pp. 32-33)

You are a courtier, a charismatic weaver of intrigue, skilled in the arts of deceit and diplomacy. You might be a decadent Yar-Ammonite noble, a shadowy Taramite spymaster, a sullen Susrahnite temptress, or a scheming Taikangian eunuch.

Applying a mix of social skills, powers of suggestion, and knowledge of secret lore, you are a cunning opponent and valuable ally. Courtiers are found in the cities and courts of most nations, particularly in Zadj, Yar-Ammon, Khazistan, Susrah, and Taram.

Key Attribute: Charisma

Hit Points: 1d4+4 (plus Con bonus if any) per level up to 9th level, then 2 hp/level

Armour and Shields: Light armour.

Weapons: One-handed weapons, sling.

Skills: Choose any 7: Animal Lore, Apothecary, Arcane Lore, Athletics, Deception, Detection, Divine Lore, Gather Information, General Lore, Insight, Leadership, Persuasion, Sailing, Sleight of Hand, Stealth, Traps & Locks.



COURTIER ATTACK BONUS						
Level	1	2	3	4	5	6
Bonus	0	1	2	2	3	4
Level	7	8	9	10	11	12
Bonus	5	5	6	7	8	8



Cunning Ways (1st level)

Courtiers employ soft words and subtle techniques to advance their goals, aid their allies, and ensnare their enemies. At 1st level, the courtier knows a number of talents equal to her Cha modifier. Each level thereafter the courtier learns one additional talent, and if desired, may substitute one known talent for another.

You begin an adventure with one use of this ability per level. You may regain expended uses by taking short or long rests. Each time you use this ability, choose one of your known talents to apply. You may use this ability as part of your normal action. If a talent requires a Cha check, you may use your *Reroll Pool*.

- *Alchemical Secrets:* Subject to GM discretion, you may turn a failed check related to alchemy, including knowledge of ingredients and mixtures, and crafting concoctions, into a success.
- *Astrological Omens:* After spending 1 hour reading the stars (or a chart, etc.), you spend a point of *Luck* to roll 1d20 and record the result. At any time during the adventure, you may replace the d20 result of an

attack roll, attribute check, or *Luck* save that you make with your recorded result (as-is with no modifiers). You may choose to use this ability after seeing the result of the roll but may only have one recorded result at a time.

- *Barbed Tongue*: You subtract your Cha modifier from one roll made by a humanoid creature within 60 ft that can see or hear you. Creatures immune to charm effects are immune to this ability. You may choose to use this ability after seeing the result of the roll (subject to GM discretion).
- *Bearer of the Scorpion Chalice*: The courtier gains advantage when resisting poison for the next 1d6 x 10 minutes. You may trigger this ability in response to suffering a poison effect.
- *Clever Aid*: You grant an ally within 120 ft who can see or hear you a bonus equal to your Cha modifier on one roll. You may choose to use this ability after seeing the result of the roll. You may use this ability on your own rolls provided you can see or hear an ally within 120 ft.
- *Delicate Flower*: When an ally wishes to intercept an enemy that moves within 30 ft of you, you may make a Cha check. On a success, the ally automatically succeeds on the Dex check (even if attempting to intercept before their first turn in a new combat). The ally must be able to see and hear you.
- *Distracting Combatant*: If you are unarmoured (and not grabbed or overly encumbered) add your Cha bonus to your AC. Once known, this art is always active, and does not require expending a cunning ways use.
- *Forbidden Lore*: Subject to GM discretion, you may turn a failed check made to recall knowledge related to esoteric, secret, or illicit subjects, into a success.
- *Keen Mind*: For the next 1d6 x 10 minutes, you gain advantage when resisting charm, fear, and confusion effects, as well as when detecting magic and recognizing illusions. You may trigger this ability in response to suffering such an effect.
- *Treacherous Strike*: Once per turn, when making a melee attack against a target that you have surprised, you gain the Rogue's *Backstab* ability, gaining a +4 to hit and inflicting an additional 1d8 damage.
- *Veiled Wickedness*: A humanoid target within 5 ft of the courtier must make a *Luck* (Perc) save. On a

failure, the target suffers a penalty to AC equal to your Cha bonus until the start of its next turn.

Silver-Tongued (1st level)

Courtiers are charismatic manipulators, skilled in the art of soliciting rumours, gossip, and other information. You have advantage when taking actions related to the Persuasion or Deception skill (choose one) and Gather Information.

Cultured (2nd level)

By 2nd level, you have cultivated a vast body of knowledge owing to your fine pursuits, scholarly studies, and experiences at the courts of Xoth. You may make a Cha check to understand or communicate in a language you do not formally know (speaking in short sentences and comprehending the gist of what is said or written). Additionally, you have advantage when recalling lore relating to history, culture (including local legends and customs) and etiquette.

Unique Feature (3rd, 6th, 9th, and 12th level)

See *LFG Deluxe* pages 15, 43.

New Skill (4th and 8th level)

At 4th and 8th level, you gain one new skill (the skill need not be on your class list).

Master Manipulator (5th level)

By 5th level, you have developed practiced techniques to overpower and entrap those who oppose you, whether influencing affairs from the shadows, or confronting your foes face to face. You gain the following benefits:

- Your weapon attacks cause critical hits on a natural 1d20 roll of 19-20.
- Provided an ally is within 120 ft and can see or hear you, they may reroll any natural 20s on an attribute check or *Luck* save (no *Reroll* die cost). You may use this ability to reroll your own natural 20 checks and saves, provided you can see or hear an ally within 120 ft.
- *Web of Intrigue*: Subject to GM discretion, once per adventure you may spend a *Reroll* die to bring your diplomatic skill or social status to bear in order to secure extensive knowledge about a specific person, place, thing, and so on (the GM determines how long this takes). Alternatively, this ability may be used to secure a specific favour from one or more persons.

Powerful Presence (7th level)

At 7th level, once per round, you may spend a *Reroll* die to permit an ally within 120 ft who can see or hear you to reroll a failed attribute check or *Luck* save.

Network of Spies (10th level)

At 10th level, you establish a network of contacts and informants with yourself at the center. Your network spans multiple cities and covers a broad spectrum of society. The members tend to be an eclectic bunch with skills and talents in most fields. As principal, you set the network's overall objectives and direct its activities (as much as that is possible).

Gear Pack: Backpack, coin pouch, bedroll, rations (1 week), waterskin, 1d6 torches, tinderbox, fine clothing, a few pages of parchment, quill & ink, jewellery (50gp), *Ghoulshen* poison (1 dose).

Designer's Notes

Unique Features such as Awakened Host (*LFG Deluxe* pg. 43), Spell Casting (*LFG Deluxe* pg. 47), and Seductive Charms (*LFG Companion* pg. 66) may allow the courtier class to further emulate the Magician and Seducer archetypes presented in the 5e version of *Player's Guide to the World of Xoth*.



Cultist (New Class) (PG-5E pp. 34-35)

You are a cultist, a member of a religious organization devoted to the worship of a powerful entity, such as a god or demon. You might be a wise priest of Ahyada, a feather-cloaked shaman of Jul-Juggah, a voluptuous priestess of Belet-Lil, or a scarred worshipper of the Living Flame.

Many are the cults of Xoth – and strange are their rituals. Cultists perform acts of sacrifice in exchange for sorcerous power. Yet these forces are unwieldy and hard to master; if the rites are lacking, or the blood left unspilled, payment in vital force may be cruelly exacted from the cultist himself.

Key Attribute: Willpower

Hit Points: 1d4+4 (plus Con bonus if any) per level up to 9th level, then 2 hp/level

Armour and Shields: Light, Medium armour.

Weapons: One-handed weapons, sling.

Skills: Arcane Lore, Divine Lore, plus 4 of the following: Apothecary, Athletics, Deception, Detection, Gather Information, General Lore, Insight, Persuasion, Sailing, Stealth, Wilderness Lore.

COURTIER ATTACK BONUS						
Level	1	2	3	4	5	6
Bonus	0	1	2	2	3	4
Level	7	8	9	10	11	12
Bonus	5	5	6	7	8	8



Cult Membership (1st level)

At 1st level, you must have passed your cult's initiation rite (see *Cults of Xoth* on pg. 31). At the end of the initiation rite, a sufficiently powerful cult leader has the option of casting a *Chains of Fate* spell upon you to ensure your loyalty to the cult (GM determines exact details, including conditions for removal or dispelling).

Once initiated, you enjoy your cult's hospitality and benefit from its influence. You receive free food and shelter in cult temples, eliminating the need to pay lifestyle costs as long as your cult has a local temple in the area. In addition, as long as it is apparent that you belong to the cult, you gain a +2 on checks related to Gather Information, Leadership, and Persuasion in areas where your cult holds power (GM's call).

If you leave the cult, you lose all cult benefits and cult secrets. If you try to join another cult, you are declared anathema and no member of your old cult will rest before you are dead.

Cult Secrets (1st level)

Each cult practices its own unique form of sacrificial magic based on secret teachings and hidden knowledge. At 1st level, the cultist knows a number of secrets equal to his Will modifier. Each level thereafter the cultist learns one additional secret, and if desired, may substitute one known secret for another. You begin an adventure with one use of this ability per level. Each time you use this ability, choose one of your known secrets to apply. You may regain expended uses by taking short or long rests.

Invoking a cult secret follows the same rules as spell casting, except as noted below:

- i. If the cultist has Life Force, they may spend it to automatically invoke the cult secret.
- ii. If the cultist does not spend Life Force, a Will check is required. The cultist's *Reroll Pool* is available for this check.
- iii. If successful, the cult secret works as intended. If failed, the cultist's action is wasted, and they suffer an *Enervation* effect (see pg. 19).
- iv. Cult secrets add to a character's *Dark & Dangerous Magic* tally, but do not trigger DDM checks. *Enervation* resets the cultist's DDM tally to 1.

All cultists may choose to learn the following secrets:

- *Altar-Fire*: You spend an action to bring into being a pillar of green or purple flame that burns without consuming the surface it emits from, at a range of 30 ft. The fire is stationary and illuminates a 20 ft radius centered on a point of your choice within range. While in the radius of the fire's light, you and your allies gain a +1 on AC and *Luck* saves, while foes suffer a -1 penalty to both (you designate who at no action cost). The altar-fire cannot be extinguished by normal means (but can be negated by a *Sever Arcanum* spell) and lasts for 2d6 rounds.
- *Blood Healing*: The cultist may spend an action to heal a touched target 1d4 hp per cultist level, plus the cultist's Will modifier. If the target has zero hp, the wounds mend slowly over 1d3 minutes (the target does not regain hit points or consciousness until the 1d3 minutes passes). When you use this ability, you suffer damage equal to half the hit points healed unless you expend Life Force (see *Sacrifices & Life Force*, pg. 18). You cannot use this ability on yourself.
- *Curse of the Bending Blade*: You spend an action to cause 1d4 targets within 60 ft of you to make a *Luck*

save. On a failure, every attack roll that the targets miss is treated as a fumble until the end of their next turn.

- *Detect Heartbeat*: The cultist may spend an action to detect sentient living creatures (including their direction) within 120 ft for 2d6 rounds. Creatures without a beating heart or blood cannot be detected.
- *Lift Curse*: As *Purge the Accursed*. This ability may not be used more times than half the cultist's level (round up) per adventure.
- *Spell-Like Secret*: Each time you choose this ability, gain a secret that mimics one of the following spell effects: *Hand of Revelations*, *Sever Arcanum*.
- *Steal Life*: As *Grasp of the Vampire* (see pg. 27), except the cultist adds his Will mod to the damage dice instead of Int.
- *Triumphant Sacrifice*: As part of a weapon attack that reduces a foe to zero hit points, you may grant an ally within 60 ft advantage on their very next attack roll, attribute check, or *Luck* save, so long as it is made within the next 1d6 x 10 minutes. Multiple uses of this ability on the same ally do not stack. The foe slain must be a living creature with 1 HD or more that possesses blood and a beating heart.

A cultist gains additional secrets specific to their cult (see *Cults of Xoth*, pg. 31).

Occult Initiate (2nd level)

By 2nd level, you have studied your cult's forbidden books and secret scrolls extensively, becoming an expert in the occult. You gain advantage on all checks relating to Divine Lore, including cults, gods, and rituals.

Unique Feature (3rd, 6th, 9th, and 12th level)

See *LFG Deluxe* pages 15, 43.

New Skill (4th and 8th level)

At 4th and 8th level, you gain one new skill (the skill need not be on your class list).

Cult Priest (5th level)

By 5th level, you have risen in the ranks of your cult to become a fully ordained priest. You gain the following benefits:

- Your weapon attacks cause critical hits on a natural 1d20 roll of 19-20.
- You receive a monthly stipend of 25gp per cultist level from the cult's coffers. You must travel to a

temple to collect this stipend. In addition, when you receive accommodation in your cult's temples, you may bring a number of guests equal to half your cultist level (round up). These guests receive food and shelter for free, eliminating all lifestyle expenses.

- At the beginning of an adventure, you gain the services of 1d4+1 underlings drawn from your cult's acolytes and temple guards (as cultists and guardsmen [*LFG Deluxe* pp. 202-203], even chance of either). These underlings are treated as loyal Hirelings.

Idolatry (7th level)

At 7th level, you can draw power from an idol that represents an entity worshipped by your cult. The idol takes up a 15 ft cube and is usually made of stone. If the idol can be moved (GM's call) it must be attuned to for at least 24 hours and receive at least one sacrifice (see below) to function in a new location. If the idol is destroyed, you may replace it during *Downtime*. You may only have one idol at a time.

The idol stores power by way of sacrifices, either of valuables (which disappear mysteriously) or via Blood Rituals (see *Sacrifices & Life Force*).

Sacrifices are converted into spell levels, at the rate of 1 spell level for every 500gp of valuables, or spell levels equal to the HD of the sacrificed creature. The idol can store a maximum number of spell levels equal to your cultist level.

When you are within 60 ft of the idol, you can cast the following spells (normal spellcasting rules apply, including DDM check) by drawing on the stored spell levels:

- *Behold the Secret Truth* (4th level)
- *Beseech the Ancient Ones* (5th level)
- *Conclave of Wind and Sky* (6th level)
- *Infuse Animus* (animates the idol itself, lasts 2d6 minutes) (6th level)
- *Lifefeech* (5th level)
- *Runic Rite of Wonderment* (3rd level)

Cult Hierarchy (10th level)

At 10th level, you become the High Priest of a small or medium-sized cult, or in the case of world-spanning cults, the Chief Priest of your cult's temple in a large city. You control your temple, its property, treasures, and staff (including temple guards and new initiates). Your position allows you to command the lesser priests of the city as you desire and direct the activities of worshippers.

Gear Pack: Backpack, coin pouch, bedroll, rations (1 week), waterskin, 1d6 torches, cult icon (amulet, idol, etc.), tome or

scrolls of secret cult lore, dreaming-powder (1 use), dagger (normal, curved, or stabbing).

Sacrifices & Life Force

In order to gain Life Force, the cultist must perform a *Sacrifice*. A cultist either has Life Force or not. Victims of a *Sacrifice* must be living creatures that possess blood and a beating heart.

A cultist may generally perform three types of *Sacrifices*:

i) *Blood Offering*: In combat, a cultist gains Life Force when slaying a creature with HD equal to or greater than the cultist's level. The GM may allow the cultist to gain Life Force when similarly felling multiple creatures with less HD than the cultist's level during the same combat.

ii) *Self-Sacrifice*: A cultist may perform a brief, 1-minute-long ritual (including as part of a short rest) in order to willingly suffer 1 point of Con loss in exchange for Life Force. This Con loss cannot be recovered until the next *Downtime* period. The cultist can spend an action to perform this ritual hastily (such as during combat), but in this case the cultist instead suffers 1d3 points of Con loss.

iii) *Blood Ritual*: The cultist may gain Life Force by carrying out a ritual of sacrifice taking at least 10 minutes to perform and requiring at least one victim of 1 HD or more (multiple victims of less than 1 HD may also fulfill this requirement).



Enervation

The esoteric rites taught in the cults of Xoth utilize a form of sorcery that involves the transmission and manipulation of the subtle forces that animate the living.

Through sacrifice, a cultist harnesses the potent life force that empowers their occult abilities. If life force is not provided when invoking a secret, the cultist may suffer *Enervation* – an intense weakening brought on by a backlash of sorcerous energy that saps the cultist of their own vital essence.

To determine the nature of *Enervation*, roll 1d100 on the table below. Some effects require a *Grand Sacrifice* to remove (see pg. 21). Such enervation is unaffected by mortal magic short of a *Forbidden Wish* spell.

1d100	ENERVATION
01-02	<i>Eldritch Intrusion</i> : Roll on the <i>Dark & Dangerous Magic</i> table. Ignore beneficial results.
03-04	<i>Weakened Mastery</i> : You have disadvantage on Will checks to invoke cult secrets. A Grand Sacrifice ends the enervation.
05-06	<i>Stolen Vitality</i> : Your life energy is severely drained, causing 2d4 Con loss.
07-08	<i>Maddening Agony</i> : You are subject to waves of unnatural, excruciating pain. You gain a moderate madness.
09-10	<i>All-Consuming Numbness</i> : You fall prone, losing all feeling in your body (helpless until your next turn).
11-12	<i>Draining of the Flesh</i> : You lose all feeling and function in a random limb, which shrivels to skin-and-bones. A Grand Sacrifice ends the enervation.
13-14	<i>Eldritch Intrusion</i> : Roll on the <i>Dark & Dangerous Magic</i> table. Ignore beneficial results.
15-16	<i>Failing Flesh</i> : You are overcome with weakness, causing 1d4 Str loss.
17-18	<i>Forgotten Mastery</i> : You unlearn a random cult secret. A Grand Sacrifice ends the enervation.
19-20	<i>Drained Essence</i> : You lose 1 level until the end of the adventure.
21-22	<i>Black Out</i> : You fall unconscious for 2d6 minutes.
23-24	<i>True Sacrifice</i> : You may only gain Life Force via Self-Sacrifice. A Grand Sacrifice ends the enervation.
25-26	<i>Eldritch Intrusion</i> : Roll on the <i>Dark & Dangerous Magic</i> table. Ignore beneficial results.

27-28	<i>Shaken Spirit</i> : Your control over your occult powers falters, causing 1d4 Will loss.
29-30	<i>Wicked Lethargy</i> : You are consumed with overpowering fatigue, affecting you as <i>Incantation of Exhaustion</i> .
31-32	<i>Double Sacrifice</i> : You may only gain Life Force after performing two Sacrifices instead of one. A Grand Sacrifice ends the enervation.
33-34	<i>Unquenchable Exhaustion</i> : You gain no benefit from short rests for the next 24 hours.
35-36	<i>Head Rush</i> : Blood is drained from your brain, causing a massive nosebleed and 1d4 Int loss.
37-38	<i>Eldritch Intrusion</i> : Roll on the <i>Dark & Dangerous Magic</i> table. Ignore beneficial results.
39-40	<i>To Sate the Thirst</i> : You cannot invoke secrets until you perform three separate Sacrifices.
41-42	<i>A Pound of Flesh</i> : You spontaneously suffer a bodily injury (roll 1d8 on the <i>Injuries & Setbacks</i> table).
43-44	<i>Usurped Mastery</i> : You are unable to invoke cult secrets. A Grand Sacrifice ends the enervation.
45-46	<i>Bloodied Lungs</i> : You cough up blood for 2d6 rounds and suffer disadvantage on your next cult secret test.
47-48	<i>Collapse</i> : You suffer a heart attack and are immediately reduced to zero hit points (if you survive, you suffer System Shock per the <i>Injuries & Setbacks</i> table).
49-50	<i>Debt of Blood</i> : A portion of your lifeblood is drained, causing 1d4 Con loss.
51-52	<i>Devitalized</i> : You suffer disadvantage on Con checks and <i>Luck</i> (Con) saves (excluding <i>All Dead or Mostly Dead</i> checks). A Grand Sacrifice ends the enervation.
53-54	<i>Crippled</i> : You suffer severe weakness, causing 2d4 Str loss.
55-56	<i>Faulty Sacrifice</i> : After performing a Sacrifice, you must make a <i>Luck</i> check. On a failure, you do not gain Life Force. A Grand Sacrifice ends the enervation.
57-58	<i>Burning Torment</i> : Wicked pain courses through your body, severely damaging your equilibrium and causing 2d4 Dex loss.
59-60	<i>Shattered Senses</i> : An intense, disorienting sensation overwhelms you, causing 1d4 Perc loss.

61-62	<i>Enfeeblement:</i> Your faculties are lost, affecting you like <i>Feeblemind</i> (LFG Deluxe pg. 97, save as normal).
63-64	<i>Eldritch Intrusion:</i> Roll on the <i>Dark & Dangerous Magic</i> table. Ignore beneficial results.
65-66	<i>Oppose and Endure:</i> You momentarily resist the forces that seek to seize your life-essence. Make a Con check. On a success the intended secret occurs, on a failure roll again with disadvantage.
67-68	<i>Torturous Agony:</i> You suffer waves of incredible pain, collapsing on one knee and losing your next action. Make a <i>Luck</i> (Con) save at the end of your next turn. If successful you return to normal. If failed, lose your next action and repeat.
69-70	<i>Replenishment:</i> You cannot invoke cult secrets until you perform a Blood Ritual lasting a minimum of 1 hour.
71-72	<i>Withered:</i> Your skin loosens, lending your face a sickly aspect and causing 1d4 Cha loss.
73-74	<i>Strained Mastery:</i> You must succeed on two Will checks during a short rest in order to recover one use of cult secrets. A Grand Sacrifice ends the enervation.
75-76	<i>Boiling Blood:</i> Your insides suddenly grow unbearably hot. You immediately suffer 1d8 + level damage.
77-78	<i>Eldritch Intrusion:</i> Roll on the <i>Dark & Dangerous Magic</i> table. Ignore beneficial results.
79-80	<i>Twin Pools of Blood:</i> Your eyes permanently turn a deep crimson.
81-82	<i>Life is Fleeting:</i> When you gain Life Force, you lose it after a period of 1d6 x 10 minutes. A Grand Sacrifice ends the enervation.
83-84	<i>Stolen Years:</i> You age 3d6 years. No mortal magic can restore the lost years.
85-86	<i>Biting Misery:</i> You are wracked with a persistent, distracting pain, causing 1d4 Dex loss.
87-88	<i>Severed Soul:</i> Your hit point maximum is halved. A Grand Sacrifice ends the enervation.
89-90	<i>Eldritch Intrusion:</i> Roll on the <i>Dark & Dangerous Magic</i> table. Ignore beneficial results.
91-92	<i>Faded Vigour:</i> You cannot recover hit points by any means for the next 24 hours.

93-94	<i>Sightless Eyes:</i> The cultist is rendered blind for 1d4 weeks. A Grand Sacrifice ends the enervation.
95-96	<i>Ravaged Throat:</i> The cultist loses the ability to speak and invoke secrets for 1d4 weeks. A Grand Sacrifice ends the enervation.
97-98	<i>Baleful Wasting:</i> You lose 1d2 Con each day (not recoverable by any means), until dead at zero Con. A Grand Sacrifice ends the enervation.
99	<i>Release the Soul:</i> The vital energies are torn from the body of the cultist, who immediately dies.
100	<i>Annihilation:</i> As <i>Insidious Slumber</i> , but centered on the cultist, who automatically perishes. Affected creatures are reduced to zero hit points.



Grand Sacrifice

In some instances, recovering from *Enervation* requires the cultist to perform a *Grand Sacrifice*, which is an especially elaborate Blood Ritual lasting 1d4 hours and requiring the vital force of one or more specific victims. Examples are provided below (roll 1d20).

1d20	VICTIM(S)
1	<i>Beastly</i> : One or more animals whose combined HD are greater than the cultist's level.
2	<i>High</i> : A human of noble birth (including high priests, tribal chiefs, and their families).
3	<i>Pure</i> : A human virgin (GM determines details).
4	<i>Monstrous</i> : A single monster or fearsome animal with HD greater than the cultist's level.
5	<i>Close</i> : A family member or trusted friend of the cultist.
6	<i>Rival</i> : A member of a cult other than the cultist's own.
7	<i>Innocent</i> : A human who has done no wrong the cultist is aware of.
8	<i>Feminine</i> : 1d4 human females.
9	<i>Masculine</i> : 1d4 human males.
10	<i>Sorcerous</i> : A creature capable of casting spells, invoking cult secrets, or similar.
11	<i>Wicked</i> : A human who has committed vile deeds, such as cold-blooded murder.
12	<i>First</i> : A first-born son or daughter (even chance).
13	<i>Carnal</i> : A human that the cultist has had sexual relations with.
14	<i>Familiar</i> : A human of the same race as the cultist.
15	<i>Vital</i> : A human with a Con score of 13 or higher.
16	<i>Mighty</i> : A human with a Str score of 13 or higher.
17	<i>Resilient</i> : A human with a Will score of 13 or higher.
18	<i>Spirited</i> : A human with a Cha score of 13 or higher.
19	<i>Allied</i> : A member of the same cult as the cultist.
20	<i>Mass</i> : 3d10 humans.

The Nature of the "Gods" (SGB pg. 35)

Here is the big secret: most of the "gods" are simply monstrous or alien creatures of flesh and blood, while others are little more than inventions of their respective cults; a ruse by priests to gain power and influence over worshippers.

Creatures worshipped as "gods" tend to live long, accumulating a great deal of knowledge over the course of many years, centuries, or even millennia. The "gods" cannot bestow spells and powers upon their followers but might be able to teach sorcery and other secrets to humans (as a human can teach magic to another human), assuming they care to share any knowledge with their followers at all. Some of the creatures worshipped as gods do not care or even know about their followers (perhaps due to having alien minds), which makes it very difficult for cults to benefit from their knowledge.

However, the "gods" benefit from having a human priesthood in the form of sacrifices, including of food, wealth, slaves, and willing servants. Blood sacrifices can also empower a "god's" magic or increase its powers.

The following types of creatures are often labelled "gods" and worshipped or placated by humans:

- "Demons," which can refer to any creature with innate supernatural or magical abilities. Examples include elementals, aberrant terrors, proper demons, and extradimensional entities.
- Creatures from other planets and stars, including from the void between the stars, and the black gulfs of space (also called extraterrestrials or aliens).
- Monstrous and prehistoric animals, such as giant serpents, lizards, spiders, and dinosaurs.
- Undead and spirits are sometimes worshipped as gods.





Swords of Xoth

Technology Levels (PG-5E pg. 41; PG-PF pg. 31)

Weapons: Swords in the World of Xoth tend to be curved; blades longer than shortswords are always bent (the swords crafted by the barbarian Tharag Thulans and the Lamurans are the notable exceptions to this rule). Rapiers are not crafted by any known cultures.

With the possible exception of distant Taikang (GM's call), crossbows are unknown in the World of Xoth.

Armor: The most common armours in the World of Xoth are boiled leather (light), chain shirts (medium), scale (medium), lamellar (heavy), and chain mail (heavy). Plate armour is rare and usually reserved for kings, commanders, and heroes.

Materials (PG-5E pg. 41; SGB pg. 40)

Iron weapons are crafted by most cultures. The exceptions are certain Zadjites, who craft steel weapons; the ancient Yar-Ammonites, who wield archaic weapons of bronze;

and the people of the jungle kingdoms, who fashion weapons primarily from wood, bone, or flint.

Primitive Weapons: A character wielding weapons made from primitive materials (stone axes, wooden spears, arrows with bone points, etc.) suffers disadvantage on attack rolls made against targets wearing metal armour or wielding iron or steel weapons. This penalty does not apply to weapons made entirely of wood, such as staves or clubs.

Copper Weapons: A character wielding weapons made from copper suffers a -2 penalty on attack rolls against a target that wields iron or steel.

Iron and Bronze Weapons: No adjustment.

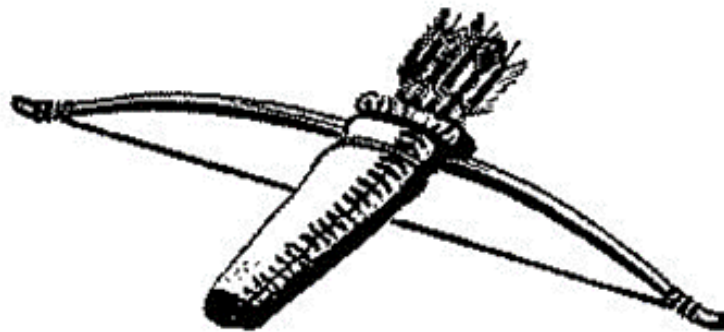
Steel Weapons: Superior steel weapons are crafted only by the master-smiths of Zadj (who belong to the cult of the Living Flame) or found in the ruins of ancient empires. Steel weapons are treated as magical for the purpose of bypassing immunity to non-magical weapons. These weapons are very expensive and highly sought after.

New Weapons (PG-5E pg. 42; PG-PF pp. 31-32; SGB pp. 40-41)

The following weapons are particular to the World of Xoth. Some are produced in certain regions only, and due to their excellent craftsmanship or unique properties, are often purchased or stolen by foreigners. Outside of their native regions, the asking price for such weapons might be considerably higher than the listed cost (GM's call).

NEW MELEE WEAPONS			
WEAPON	DAMAGE	COST	PROPERTIES
Curved Dagger	1d4	4gp	Easily concealed. +2 on initiative checks (not cumulative with another dagger or shortsword). On a natural 19 to hit roll, your foe must make a Con check each round or bleed heavily, losing 1d2 hit points at the start of their turn until they succeed on the check. Regional (Jairan, Khazistan).
Elephant Axe	1d12	50gp	Two-handed. Suffers disadvantage in cramped quarters or when attacking a foe within 5 ft. May make melee attacks up to 10 ft distant. Regional (Azimba).
Great Scimitar	2d6	75gp	Two-handed. Suffers disadvantage in cramped quarters. On a natural 19 to hit roll, the target must roll on the <i>Injuries & Setbacks</i> table (players may choose to make a <i>Luck</i> save to negate).
Ikuna Knife	1d6	6gp	May be thrown up to 10 ft. +2 on initiative checks (not cumulative with another dagger or shortsword). Regional (Ikuna Lands).
Khopesh	1d8	20gp	On a natural 19 to hit roll, you disarm your opponent's weapon or shield. Regional (Susrah, Yar-Ammon)
Long Staff	1d6	1gp	+1 damage if used two handed. May make melee attacks up to 10 ft distant. Suffers disadvantage when attacking a foe within 5 ft. On a natural 19 to hit roll, you trip or disarm your foe.
Stabbing Dagger	1d4+1	5gp	May be thrown up to 50 ft. Easily concealed.

NEW RANGED WEAPONS				
WEAPON	DAMAGE	COST	RANGE (FT)	PROPERTIES
Khazistani Shortbow	1d8	50gp	100	Two handed. More concealable and less bulky than the Long Bow. May be used while mounted. Regional (Khazistan).
Susrahnite Longbow	1d10	100gp	300	Two-handed. Suffers disadvantage if wielder possesses a Str of 10 or less. Regional (Susrah).



New Weapon Properties (PG-5E pg. 42)

Masterforged: As *LFG Companion* pg. 23. When a masterforged weapon is used to block a critical hit (see *Introduction*, pg. 5), roll 1d20. On a roll of 18-20, the masterforged weapon is not destroyed.

New Armours (PG-5E pg. 42; PG-PF pg. 32; SGB pp. 41-42)

Light Armours: Crocodile Hide, Fur.

Silk Armour: Treat as muffled light armour (*LFG Companion* pg. 35). 120gp.

New Armour Properties (PG-5E pg. 43)

Masterforged: As *LFG Companion* pg. 23. When a masterforged shield is used to block a critical hit (see *Introduction*, pg. 5), roll 1d20. On a roll of 18-20, the masterforged shield is not destroyed.



Alchemical and Herbal Items (PG-5E pg. 43; PG-PF pp. 32-33; SGB pp. 42-43)

Some denizens of the World of Xoth can create quasi-magical alchemical powders and herbal drugs. Crafting such items requires time, money, rare ingredients, and the proper equipment. The GM decides which alchemical and herbal items, if any, are available for sale. These items are treated as rare for cost purposes (*LFG Deluxe* pg. 54).

Powders

Powders can be thrown as missile weapons (range 20 ft). The dust spreads in a 10 ft radius cloud, affecting all creatures within the area.

Berserking-Powder: This blue-white powder causes violent madness. Creatures who fail a *Luck* (Con) save enter a rage (as the barbarian class ability) and attack the nearest creature for 1d4 rounds.

Blinding-Powder: This thick black dust causes temporary blindness. Creatures who fail a *Luck* (Con) save are blinded

for 2d6 rounds. At the end of each of its turns, the target can make a new save, ending the effect on a success.

Dreaming-Powder: This pale yellow powder causes hallucinations and strange visions. Creatures who fail a *Luck* (Will) save are affected as per *Malediction of Lunacy* for 1d6 rounds.

Fire-Powder: This deep red powder ignites upon contact with air and is therefore always kept in some kind of container of glass, ivory, or clay. The explosion causes 4d4 points of damage (*Luck* [Dex] save for half). Damage dice that roll 4 are rolled again and accumulate.

Smoke-Powder: A sooty, grey powder that obscures all sight beyond 5 ft (33% miss chance). The cloud dissipates in 2d4 rounds or until blown away by a strong wind.

Herbal Drugs

The following herbal drugs can be prepared from natural plants by skilled herbalists. Herbal drugs have beneficial effects but require *Luck* saves to avoid harmful side effects. At the GM's option, repeated use of any of these drugs may cause addiction.

Grey Desert Lotus: The powdered leaves of the Grey Lotus is a popular drug among the Khazraj nomads of the al-Khazi Desert. A creature that drinks a concoction of water mixed with powdered Grey Lotus leaves gains advantage on Str checks for 1d6 x 10 minutes, but must make a *Luck* (Will) save or become nervous and skittish (and suffer disadvantage on Perc checks) for twice as long as the benefits last.

Red Lotus of Ghoma (Ghoma-Weed): Known for its characteristic red leaves, this herb is calming for both the body and the mind. It is harvested by ascetic priests in the tropical realm of Ghoma. A creature that chews on the red leaves halves damage from bludgeoning attacks and has advantage when resisting fear effects for 1d6 x 10 minutes, but must make a *Luck* (Con) save or suffer 1d4 Dex loss.

Silver Lotus: The Silver Lotus is found only in the dark depths of certain caves on the Silver Lotus Isles in the Eastern Ocean, where it is guarded by hostile pygmies. This potent herb induces sleep, grants pleasurable dreams (but sometimes strange visions and nightmares), and for magic-users, it boosts and restores magical power (GM determines details). A creature that inhales the smoke produced by burning the dried and crushed silver leaves must make a *Luck* (Cha) save or fall unconscious for 1d6 hours. The fragile leaves of this lotus are destroyed by direct exposure to sunlight.

Other Alchemical and Herbal Items

Barafa-Grape: Found only in the deep jungles of the south, the bright yellow berries of the barafa-tree can be used to coat blades and arrow-tips. A creature struck by such weapons must make a *Luck* (Will) save or be slowed per *Incantation of Exhaustion* and move at half their normal movement rate for 2d6 rounds. A creature affected by barafa-grape poison may repeat the save at the end of its turn. On a success, the effect ends.

Green Fire-Resin: This sticky resin is prepared from several plants and mixed with secret alchemical ingredients first discovered by the priests of Yar-Ammon. Any torch soaked with the resin burns three times longer than a normal torch but gives off a weird green light. One dose is enough to treat 10 torches.

Khanquah-Fungi: Picked from the sheer cliff walls of the Zorab mountains, this fungus is the bane of sorcerers when dried and mixed with blood to produce a thin, clear soup. Spellcasters (including cultists) who imbibe this concoction must make a *Luck* (Int) save or be unable to concentrate properly for 2d8+8 hours, which effectively prevents them from casting spells or similar. This herbal brew is often force-fed to captured sorcerers, or served to master wizards by ambitious apprentices.

Purple Leaves of Uthjar: The utility of this rare plant is well-known far outside its native realm (even though it has never been successfully cultivated elsewhere). Chewing the leaves grants advantage when resisting mind-affecting magic and effects for 1d6 x 10 minutes.



Sorcery of Xoth (PG-5E pp. 44-45; PG-PF pp. 34-35)

Restricting Spell Lists

Some spells from *LFG Deluxe* are not appropriate for a sword and sorcery setting like World of Xoth. The spells listed below are removed from play.



Artillery Spells: *Blast of Frozen Ruin, Channel Lightning, Gift of the Fiery Furnace, Rain of Stone, Stormlord's Vengeance, Thunderous Invocation.*

Convenience Spells: *Bending the Stone, One With the Deep.*

Healing Spells: *Starmaiden's Miracle.*

Instant Teleportation: *Dimension Door.*

Powerful Low-Level Divinations: *Pierce the Veil, Speaker of All Tongues.*

Shapeshifting: *Sudden Transmogrification.*

“Superhero” Spells: *A Wisp Unseen, Betwixt Time and Space, Murderer's Cloak, Ineffable Force, Righteous Ascension, Wings of the Starless Abyss.*

Alternative Names for Spells

Bloody Blades of Graxus → Blade Barrier

Fell Cavorting of Menethorii → Irresistible Dance

Cloud of Choking Torment → Wind From the Tomb

Infernal Calling of Baal → Infernal Calling of Yadar

Shennog's Blessing → Wicked Laughter

Solace of Argona → Embrace of Belet-Lil

Unchecked Growth of Soliri → Plant Growth

Wave of Obedience → Adoration

Wodon's Eye → All-Seeing Eye

Altered Spells

The following spells are altered per the descriptions below.

Abjure the Unnatural: Renamed *Circle of Xoth*. Magic-users, cultists, and any creatures capable of casting spells are considered “supernatural” for the purposes of this spell.

Call Forth Simulacra I: Renamed *Summon Animal I*. Roll from the table below. Summoned animals must always be appropriate to the current environment (for example, a tiger cannot be summoned in an arctic climate) and cannot be summoned inside a wholly man-made structure. Stats for summoned animals in *italics* can be found in *Appendix C: Animal Stat Blocks* (others appear in *LFG Deluxe*).

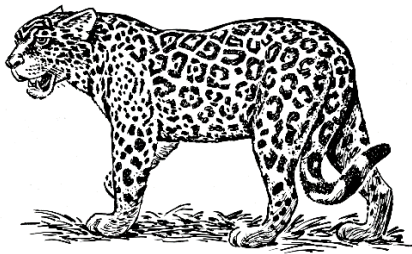
1d8	ANIMAL SUMMONED
1	3d4 Giant Rats
2	3d4 Snakes
3	3d4 Man-Eating Monkeys
4	3d4 Bats
5	3d4 Falcons
6	3d4 Jackals
7	2d4 Moray Eels
8	2d4 Giant Cockroaches

Call Forth Simulacra II: Renamed Summon Animal II. As Summon Animal I, but summons deadlier animals.

1d8	ANIMAL SUMMONED
1	3d4 Wolves
2	2d4 Giant Snapping Turtles
3	2d4 Giant Centipedes
4	2d4 Hyenas
5	2d4 Giant Ants (Worker)
6	2d4 Giant Spiders
7	2d4 Dire Rats
8	2d4 Leopards

Call Forth Simulacra III: Renamed Summon Animal III. As Summon Animal I, but summons deadlier animals.

1d8	ANIMAL SUMMONED
1	2d4 Giant Bats
2	2d4 Boars
3	2d4 Giant Ants (Soldiers)
4	2d4 Monstrous Scorpions
5	2d4 Giant Tree Spiders
6	2d4 Crocodiles
7	2d4 Dire Wolves
8	2d4 Ripper Fish



Call Forth Simulacra IV: Renamed Summon Animal IV. As Summon Animal I, but summons deadlier animals.

1d8	ANIMAL SUMMONED
1	2d4 Bears
2	2d4 Tigers
3	2d4 Fire Beetles
4	2d4 Giant Lizards
5	2d4 Giant Serpents
6	2d4 Rhinos
7	2d4 Monstrous Crabs
8	2d4 Giant Dragonflies

Cradle of Formlessness: While in mist form, the caster may float no more than 5 ft above the ground.

Fusing of Flesh: Renamed *Grasp of the Vampire*. As the reversal function only, with the caster recovering hit points equal to the damage dealt (up to the target's current hit points; caster cannot exceed their normal hit point maximum). Only affects physical, living targets.

Nostrum of the Dying: Renamed *Drink the Soul*. Identical to *Grasp of the Vampire* but deals damage equal to 4d8 + four times the caster's Int modifier.

Purge the Accursed: This spell does not cure disease, but otherwise functions as normal.

Summon Primordial Guardian: This spell does not function unless a certain amount of elemental material is present in the area when casting. To summon an air elemental, there must be at least a strong wind force in the area. To summon an earth elemental, there must be natural soil, sand, or dust (not rocks, worked stone, or metal) in the area. To summon a fire elemental, the spell must be cast upon a fire larger than that of a torch (such as a brazier or bonfire). To summon a water elemental, the spell must be cast upon a pool, river, or lake.

Ward of Lost Souls: Renamed *Sign of Xoth*. Magic-users, cultists, and any creatures capable of casting spells or possessing spell-like abilities are considered "supernatural" for the purposes of this spell.

New Spells (PG-5E pp. 46-48; PG-PF pp. 36-39; SGB pp. 29-34)

Black Fist of Ptahaana

3rd Level
Range: 60 ft
Duration: Special

This spell, originally invented for the sacrificial blood-rites of sunken Ptahaana, uses weak telekinetic force to slowly rip the victim's heart out of his chest.

You extend a hand towards a humanoid target, causing it to become paralyzed. A *Luck* (Will) save resists. As long as you concentrate, the paralyzed target suffers 1d4 points of damage at the start of its turn for 2d6 rounds, and may repeat the *Luck* (Will) save at the end of its turn to end the effect.

If the victim is slain by this ability, their still-beating heart is transported to your outstretched hand. If your concentration ends (by casting a spell, or suffering damage and failing a Con check), the effect immediately ends.

Black Sign of Ptahaana

4th Level
Range: 60 ft
Duration: Instant

You point your finger at a target and invoke the dreaded Black Sign. The target immediately loses 1d4 HD (possibly affecting hit points, attack bonus, etc.) and suffers the same value as a penalty to attribute checks and *Luck* saves. In addition, a creature capable of casting spells loses 1 spell use (determine spell level randomly). A *Luck* (Will) save resists.

The effect lasts 3d6 hours. Multiple uses of this ability on the same target do not stack. Casting this spell increases the cultist's DDM tally by 2 instead of 1. *Purge the Accursed* restores the lost HD.

Curse of Double Death

5th Level
Range: Touch
Duration: Permanent until dispelled

When cast, this spell creates a permanent necromantic bond between you and a living target. A visible arcane mark is left on the target's body where you touch it. A *Luck* (Will) save resists. If cast in combat, the caster must succeed on a melee attack roll with advantage to touch the target.

When you die, whether from old age, disease, violence, or otherwise, the target immediately dies also, apparently of the same cause. The reverse is not true; if the target dies, you are unaffected.

This spell may only affect one target at a time (if you cast it on a new target, the spell no longer affects the previous target). The mark (and the link between yourself and the target) can be removed with *Purge the Accursed*.

Curse of Green Decay

4th Level
Range: 60 ft
Duration: 2d6 rounds

This loathsome spell slowly turns the victim's body into a quivering mass of green slime. A living humanoid that you can see within range must make a *Luck* (Con) save. On a failure, the target's Con score is reduced by 1d4 points, and a further 1d4 points each round thereafter (at the start of its turn) while its flesh is devoured. The target dies if this reduces its Con to zero.

The target may repeat the *Luck* (Con) save at the start of each of its turns. On a success, the spell ends. *Sever Arcanum* or *Purge the Accursed* also ends the spell.

Drums of Panic

3rd level
Range: Self
Duration: 2d6 rounds

When you play the drums of panic, all enemies in a 30 ft radius centered on you must succeed on a *Luck* (Will) save or flee from you in terror until out of sight.

To cast this spell, you must have a set of drums.



Fertility Charm

1st Level

Range: Touch

Duration: 2d6 hours

This ritual spell takes 10 minutes to cast. The spell allows any adult subject to father children (if male) or become pregnant (if female), regardless of physical condition, old age, or disease. The spell works on any creature capable of sexual reproduction, be it humanoid, animal, or other. Though the spell makes conception possible, it does not guarantee it (or a live birth). As a side effect, the subject gains a +2 bonus to Con checks (excluding *All Dead or Mostly Dead* tests) and *Luck* (Con) saves.

Hand of Revelations

1st Level

Range: Touch

Duration: Instant

By simply touching the covers of a closed book or a rolled-up scroll, the caster of this spell can read the contents normally. The caster must still know the language used on the written material, and he reads the contents with the same speed as if reading from a normal book. The spell triggers any spells or traps placed on a book or scroll, just as if the book had been opened.

Incantation of the Broken Limb

2nd Level

Range: 30 ft

Duration: Instant

Choose a living creature with an internal skeleton and limbs that you can see within range. The target of the spell suffers 2d6 points of necromantic damage and suffers from a temporary arm or leg injury per the *Injuries & Setbacks* table (caster's choice). The injury remains until all the damage caused by the spell is fully healed (through either magical or mundane means) or until the injury is mended by *Embrace of Belet-Lil*. A *Luck* (Con) save halves the damage and negates the injury.

Lifeleech

5th level

Range: Touch

Duration: Instant

This ritual spell takes 1d4 hours to cast. This spell is frequently used by evil sorcerers and death priests to achieve a limited form of immortality. Casting the spell requires the sacrifice of a sentient human victim (or in the case of a non-human caster, a sentient victim of the same race). The victim must be helpless and/or bound while the spell is being cast.

At the culmination of the spell, the caster kills the victim, and the victim's life force is transferred to the caster (or

another target within touch range of the caster). The target does not age naturally for 1 month per HD of the victim.

Lover's Curse

5th level

Range: 120 ft

Duration: Permanent

This is a reverse charm spell, causing others to regard the target as a hated enemy. All Cha checks made by the target suffer disadvantage while under the influence of this spell. In addition, no NPC can have a reaction better than Neutral towards the target. Those with a Hostile reaction usually attack the target on sight. A *Luck* (Will) save resists. *Purge the Accursed* removes the curse.

Raise the Ancient Lizard-Gods

6th level

Range: Touch

Duration: 2d6 hours

This mighty ritual (taking 1d4 hours to complete) animates the bones of a creature that has been in the earth for thousands or even millions of years. The animated creature has the statistics of any dinosaur (see *LFG Deluxe* or *LFG Companion*) with the following exceptions: Str is reduced by 4, Dex is increased by 2, Con is increased by 1, Perc is set to 13, the creature possess no Int, Will, or Cha scores, and has all of the benefits and abilities of a *skeleton* (*LFG Deluxe* pg. 213). The creature obeys the mental commands of its creator as long as he is within 120 ft.

At the moment it is animated, and at the end of each hour thereafter, the creature loses 10% of its original hit points as it slowly decomposes back into a pile of fossilized bones. Such damage cannot be healed in any way.

Snake Staff

3rd level

Range: Touch

Duration: 2d6 rounds

This disturbing spell causes the caster's staff to partially animate, transforming the head into that of a poisonous snake. When used as a weapon, a successful hit by the snake staff inflicts 1d8 points of damage and poisons the target. This poison deals 1d6 damage and 1d4 Con, Str, or Dex loss (chosen upon casting). A *Luck* (Con) save resists the effects of the poison. The snake staff does not run out of venom and can be used any number of times before the spell's duration ends. *Sever Arcanum* can transform the weapon back into a normal staff, but the poison is non-magical and must be treated normally. It is not possible to extract poison from the staff for later use.

Sorcery of the Skull

6th level

Range: Touch

Duration: Special

By means of this grisly spell, which takes 1d4 days to cast, the spirit of a deceased person (who has been dead for no more than three days) is trapped inside their severed head. The skin is peeled off and the lips and eyelids are sewn up, while the skull itself is discarded. The head is simmered in an iron pot filled with juices extracted from secret herbs until it is reduced to about half its natural size.

The shrunken head is then placed on a shelf or worn along with other trophies on the caster's belt or necklace. The enchanted head can be affected by the *Riddle of Bones* spell.

Once the head is enchanted, every 1d4 days the caster may spend an action to temporarily release the captured spirit (statistics as *wraith*, *LFG Deluxe* pg. 221) to do his bidding for 2d6 rounds as long as he concentrates on controlling the spirit. This requires a DDM check.

The head has 15 hit points. If it is destroyed, or the caster's concentration ends (by casting another spell or suffering damage and failing a Con check), the victim's spirit is released and immediately seeks out and attacks the caster. However, a released spirit only has 2d6 rounds to exact its revenge before it fades and disappears to whatever hell it has been denied while being the caster's prisoner.

Soul Vulture

6th level

Range: 30 ft

Duration: 2d6 days

This evil spell summons an incorporeal vulture that pursues a humanoid for the duration. The humanoid must be someone that the caster has seen before, or the caster must possess a lock of the humanoid's hair (or something similar).

If the vulture finds the humanoid, it attacks with its beak, dealing no damage but draining 1d6 Will on a hit (a *Luck* [Will] save negates the attribute loss). If the target is reduced to zero Will, the vulture captures a portion of their essence, and the victim falls into a nightmare-filled sleep.

The vulture then returns to its master and spits the essence out in the form of a worm. If the caster swallows the worm, the victim's lost Will is instantly restored and the caster establishes a sensory link and complete control over the individual (who must follow the user's orders without question, even if suicidal). The GM determines the maximum range at which the sensory link and control function.

This domination is permanent. Outside of a *Forbidden Wish* spell, the only way to end the caster's control over the victim is to remove the worm from the belly of the caster (where it otherwise remains) and feed it to the victim.

Soul Vulture, AC 12, HD 1+2, Beak (special) 19: target is drained of twice as much Will, S- D15 C- I5 P13 W18 Ch4 L6, Mv 60 ft flying. The vulture causes 1d6 Will loss on a hit (a *Luck* (Will) save negates). The vulture is incorporeal undead with all the usual benefits.

Sticks to Serpents

6th level

Range: 120 ft

Duration: 2d6 rounds

This spell allows you to send the spirits of dead snakes into pieces of wood, bringing them to life. You create 1d4 swarms of poisonous snakes, provided sufficient materials are available, which obey your commands. The summoned swarms spend their action manifesting on the turn the spell is cast and act at the same time as the caster in future turns. When the spell ends, the snakes disappear, leaving only a pile of twigs behind.

Snake Swarm, AC 12, HD 3, Bites 1d6 + poison, 19: the target is overwhelmed (helpless for 1d3 rounds, *Luck* [Str or Dex] save resists, S10 D15 C14 I4 P10 W10 Ch5 L5, Mv 60 ft. The poison causes 1d8 damage (*Luck* [Con] save resists). *Swarm* rules apply (*LFG Deluxe* pg. 183).

Witch-Fire

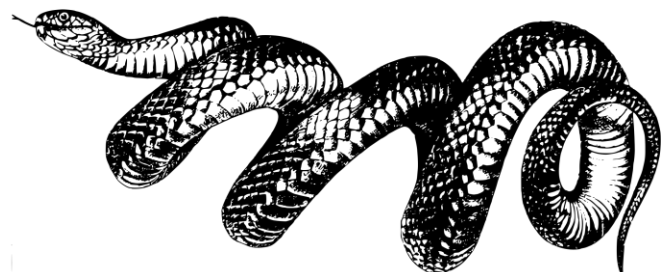
1st Level

Range: Special

Duration: 2d6 hours

A small flame springs into life in one of the caster's hands. It sheds a sickly green or purple light in a 20 ft radius and dim light for an additional 20 ft. The caster can use this light as a torch for the duration of the spell. Although the caster is not burned by the flame, he cannot carry weapons or items in the same hand as the witch-fire.

The caster can end the spell by hurling the flame at an opponent within 15 ft. The caster hits automatically, causing 3d4 points of fire damage (*Luck* [Dex] save for half).



Cults of Xoth (PG-5E pp. 53-57; PG-PF pp. 41-45)

Ahyada, High God of Taraam

Ahyada is the bringer of truth and protection to the people of Taraam, and the patron of the royal house of Achad. He grants visions and omens to the king, which are interpreted by astrologer-priests and soothsayers. Amulets of Ahyada are said to be effective wards against demons.

Initiation Rite: Interpret a dream for a local noble and provide advice that proves beneficial for said noble (minimum Perc 13).

Cult Benefits:

- i. The cultist gains advantage on Insight checks.
- ii. *Foretelling:* You may spend a *Reroll* die to engage in a 1d4 hour ritual to read the future. Make a *Luck* save. If successful, you may ask the GM one question about the future. If possible, the GM will answer truthfully or provide a useful clue. The answer may be cryptic or in riddles. Each time you use this ability, you gain a minor madness, or if you have an existing madness, it increases in severity. This is a magical effect and requires a DDM check.
- iii. Add the following to *Spell-like Secret: Sign of Xoth*.

Cult Secrets:

- *Protection:* The cultist and all PC allies within 20 ft gain +1 AC as long as the cultist is above zero hp. Once known, this cult secret is always active, and does not require expending a cult secrets use.
- *Touch of Truth:* You spend an action to touch a living target and compel it to give honest answers to questions posed for 2d6 rounds (based on what the target knows and believes). A *Luck* (Will) save resists. After a target has succumbed to this power, they are immune to this ability.
- *Turning:* The cultist may spend an action to brandish their cult icon to turn 1d8 + level *Undead*, *Demons* or *Aberrations* within 60 ft. If a target's HD are less than half the cultist's level they are automatically destroyed. Targets with HD equal to or lower than the cultist's level gain a *Luck* save to resist fleeing for 1d6 x 10 minutes. Targets with more HD than the cultist are unaffected.
- *Vanquish:* As part of a melee attack against a *Demon*, *Aberration*, or *Undead*, instead of rolling damage, you cause maximum weapon damage plus your level. This attack counts as magical. This ability may not be used more than once per round.

Al-Tawir, the Ancient One, the Sleeper Beneath the Sands

Some say that Al-Tawir dwells in the black gulfs between the stars, while others say that he sleeps in a sealed and forbidden tomb beneath the desert sand. Al-Tawir is one of the Old Gods. The nomads hear his voice in the howling of the desert winds, and see his face in the rage of sandstorms. He is the emptiness of the desert, associated with getting lost, with thirst and hunger, and with darkness.

Initiation Rite: Gouge out your own eyes as a sign of respect to Al-Tawir, whose true form it is forbidden to behold. You are blind (see *LFG Deluxe* pg. 77).

Cult Benefits:

- i. The cultist gains advantage on Wilderness Lore checks.
- ii. *Life Sense:* When you invoke *Detect Heartbeat*, the duration changes to minutes and you sense the precise locations of creatures (negating blindness penalties).
- iii. Add the following to *Spell-like Secret: Hand of the Void, Place of Perfect Night*.

Cult Secrets:

- *Air Shell:* You spend an action to surround yourself with an invisible barrier of air that grants you a +2 bonus to AC for 2d6 hours.
- *Crippling Despair:* As an action, you cause 1d6 creatures within 60 ft of you to be consumed with soul-crushing despair, suffering disadvantage on morale checks and automatically acting last in initiative. This effect lasts for 2d6 rounds. A *Luck* (Will) save resists. *Boss Monsters* are immune.
- *Dark Dweller:* You spend an action to conjure an illusion of a terrifying monstrosity in the mind of a living target within 60 ft. A *Luck* (Int) save disbelieves the illusion. On a failure, the illusion physically attacks the target, dealing 3d6 damage before vanishing from their mind. Creatures that are immune to fear suffer no damage.
- *Whisper in the Wind:* You spend an action to whisper a message of up to thirty words that is carried on wind to a designated spot or humanoid that is familiar to you, up to 3 miles away. The message travels at a rate of 1 hour per mile and triggers immediately upon arrival.

The Beast-Gods of Yar-Ammon

Until very recently, the Yar-Ammonites worshipped an ancient pantheon of beast-headed man-gods, disturbing fragments of a lost age. These gods, said to have brought knowledge and wisdom to the first civilization of Yar-Ammon, were usually depicted as humanoids with the heads of hyenas, rams, goats, vultures, and other animals. The priests of Yar-Ammon often wore masks in imitation of their gods. The cult consisted of several sub-cults, each devoted to a particular beast, although there was supposedly a secret grand hierarch controlling them all.

The ancient practices of the beast-cults were outlawed a generation ago, when the royal house of Amenti established the cult of Zothur, but there are many among the common folk who still follow the old ways.

Initiation Rite: Choose a patron animal and mate with it (Decadent or Degenerate only).

Cult Benefits:

- i. You gain advantage on Animal Lore checks.
- ii. *Nature's Gift:* When you recover hit points while in a natural setting, you always recover 1 additional hit point.
- iii. Add the following to *Spell-like Secret: Bestial Communion*.

Cult Secrets:

- *Bleeding Touch:* When you deal damage using *Steal Life*, you may cause the target to make a *Luck* (Con) save. On a failure, the target bleeds profusely, losing 1d2 hp at the start of their turn for 2d6 rounds. The bleeding is magical in nature and cannot be staunched by mundane means. Once known, this cult secret is always active, and does not require expending a cult secrets use.
- *Claw and Fang:* For 1d6 x 10 minutes, your unarmed attacks cause 1d6 damage instead of 1d2 and on a Nat 19 you may grab or disarm your foe (no action).
- *Cry of the Wilds:* You spend an action to grant 1d4 targets within 60 ft a +2 bonus on attribute checks (including morale), and *Luck* saves until the start of their next turn. Targets must be able to hear you.
- *Rage of the Beast:* You may spend an action to touch a living target and cause it to fly into a violent rage. The target gains a +2 bonus on melee attack and damage rolls and must seek to engage foes in close combat. The effect lasts 2d6 rounds. Unwilling targets may resist with a *Luck* (Will) save. You may not target yourself with this ability.

Belet-Lil, the Moon-Goddess of Susrah

Voluptuous mate of Baal-Khardah, the earth-mother Belet-Lil is a goddess of fertility, revelry, and beauty. She is very popular in Susrah, in no small part due to the large numbers of temple prostitutes found in every Susrahnite city.

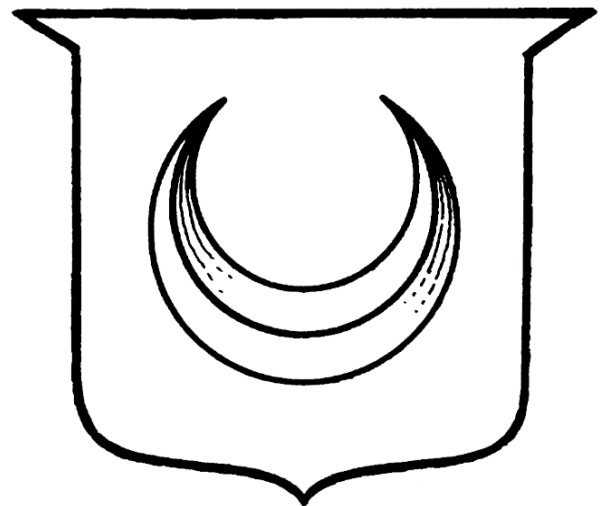
Initiation Rite: Offer your virginity to a member or patron of the cult (minimum Cha 13).

Cult Benefits:

- i. The cultist gains advantage on Persuasion checks.
- ii. *Healer:* You only suffer one-quarter damage when using *Blood Healing*.
- iii. Add the following to *Spell-like Secret: Cleansing Charm, Fertility Charm, Gaze of Beguilement*.

Cult Secrets:

- *Elevate Spirit:* The cultist and all PC allies within 20 ft gain a +2 bonus on *Luck* (Will) saves and defensive Will checks as long as the cultist is above zero hp. Once known, this cult secret is always active, and does not require expending a cult secrets use.
- *Embrace of Belet-Lil:* As the spell. This ability may not be used more times than half the cultist's level (round up) per adventure.
- *Enhanced Health:* You may turn a failed roll made to resist disease, or the effects of fatigue, exhaustion, starvation, or thirst, into a success (no action).
- *Glare of the Moon:* You spend an action to cause one foe within 60 ft to treat all targets except yourself as hard to see (direct attacks suffer a 33% miss chance) for 2d6 rounds. A *Luck* (Will) save resists. This is a charm effect.



Jul-Juggah, the Devil-Bird of Azimba

The sweltering plains of Azimba are dotted with hundreds of monstrous statues of lizard-birds. Whether these grim effigies were crafted by an older civilization or placed there more recently by the feather-cloaked shamans of Jul-Juggah, is not known.

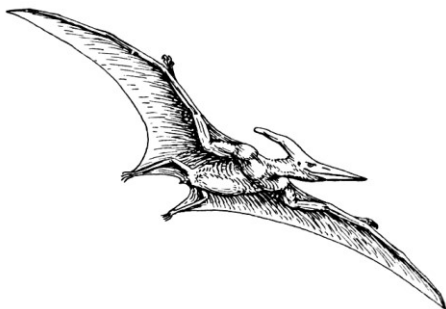
Initiation Rite: Fetch an egg from a devil-bird's nest in the mountains of Azimba (minimum Dex 13).

Cult Benefits:

- i. The cultist gains advantage on Detection checks.
- ii. *Natural Divination:* You may spend a *Reroll* die to engage in a 10-minute ritual to read the entrails of a dead animal, interpret the flight patterns of birds, etc. At any point within the next 24 hours, you may grant yourself advantage on a single roll. You may not perform a Natural Divination more than once per 24-hour period.
- iii. Add the following to *Spell-like Secret: Feywalker's Drifting*.

Cult Secrets:

- *Maddening Shriek:* You spend an action to cause a target within 60 ft to make a *Luck* (Will) save. On a failure, the target has a 50% chance of spending its action to attack the creature nearest to it each round for 2d6 rounds. If the target is not in range of the creature, the creature will seek to move within range before attacking. This is a madness effect.
- *Screech:* You spend an action to emit a horrifying screech that causes 1d4 targets in a 30 ft radius (centered on you) to flee away from you until they are out of sight. A *Luck* (Will) save resists. Creatures of 7 HD or more are immune.
- *Speak With Stone:* As *Heed the Silent Forest*, except the cultist affects stones instead of plants. This ability may not be used more times than half the cultist's level (round up) per adventure.
- *Thundering Strike:* As part of a ranged or thrown weapon attack, you knock your target back 2d4 x 5 ft and prone. A *Luck* (Con) save resists.



The Living flame, Nameless God of Zadj

The Zadjites worship a nameless elemental god, the Living Flame, above all other gods. The priests tend everburning fires in their marble temples. Fire is considered pure; both the dead and the unbelievers are cast into the flames to be purified. Fire also imbues metal with a spark of the divine; the priests of the Living Flame are skilled metal-workers and weaponsmiths.

Initiation Rite: Purify your body and soul by immolating yourself in the sacred temple fires of Iraab. Your body is covered in burn scars (as entry #7 on the *Injuries & Setbacks* table, see *LFG Deluxe* pg. 79).

Cult Benefits:

- i. The cultist gains advantage when intimidating and conducting performances to awe or entertain.
- ii. *Weapon Mastery:* Select one weapon type (such as scimitars, spears, etc.). You increase your critical range by 1 for attacks with this weapon. In addition, if the weapon causes a natural 19 effect, the effect also occurs on a natural 20.
- iii. Add the following to *Spell-like Secret: Deny the Nine Furies* (fire only), *Witchblade* (elemental-fire only).

Cult Secrets:

- *Dance of Cinders:* You ignore all penalties to your movement rate due to difficult or hazardous terrain (except when swimming or climbing). Once known, this cult secret is always active, and does not require expending a cult secrets use.
- *Flaming Palm:* You spend an action to project flames from your hand in a 5 ft cone, dealing 3d6 damage. A *Luck* (Dex) save halves the damage.
- *Master of Fire:* You spend an action to set fire to a flammable unattended object within 60 ft, or to extinguish a fire (up to the size of a campfire) within the same range. If you use this ability to affect an object held or worn by someone, they may make a *Luck* save to resist.
- *Skin of Iron:* As *Demonic Convergence*. This ability may not be used more times than half the cultist's level (round up) per adventure.



Yammosh, the Sea-God of Ghazor

The greatest temple of this Susrahnite sea-god is located in the sinful port city of Ghazor, although sailors from many nations offer sacrifices to Yammosh before setting out on long ocean voyages.

Initiation Rite: Survive ritual drowning (minimum Con 13).

Cult Benefits:

- i. The cultist gains advantage on Sailing checks.
- ii. *Blessing of Yammosh:* When travelling at sea, your vessel moves at double speed.
- iii. Add the following to *Spell-like Secret: Bestial Communion* (aquatic creatures only), *One With the Deep*, *Writhing Fog*.

Cult Secrets:

- *Black Tentacles:* You spend an action to cause a field of rubbery black tentacles to spring up from the ground, water, etc., at a range of 60 ft. The tentacles fill a 15 ft radius and remain for 2d6 rounds. Any creature entering the area, or in the area when the cult secret is invoked, must make an opposed Str check (vs. Str 19) to avoid being grappled. A grappled creature cannot move until it uses an action to make a successful opposed Str check to break free. A grappled target is constricted by the tentacles, suffering 1d6 damage at the start of its turn until it breaks free.
- *Call From the Waters:* As *Summon Animal I*, but roll 1d4: 1 - 2d4 Moray Eels; 2 - 2d4 Giant Snapping Turtles; 3 - 2d4 Crocodiles; 4 - 2d4 Ripper Fish.
- *Fluid Motion:* As *Unshackled Celerity*, but affects only the cultist. This ability may not be used more times than half the cultist's level (round up) per adventure.
- *Guiding Star:* Whenever you can see the open night sky, you can immediately determine your precise location, making it impossible for you to get lost, and allowing you to automatically reorient yourself if already lost. Once known, this cult secret is always active, and does not require expending a cult secrets use.

Yaathra Yok, the Wise One

Yaathra Yok is an elephant-headed god of the east, revered for its great strength and wisdom. Temples of the cult contain rich treasures of ivory.

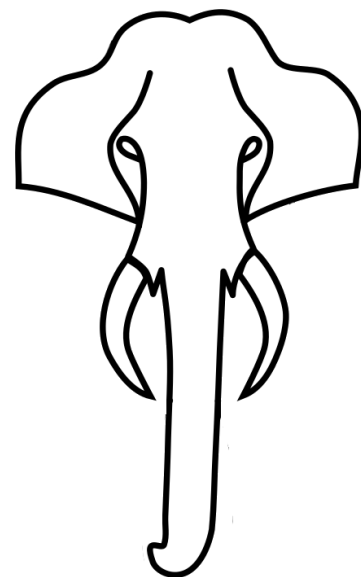
Initiation Rite: Solve the Sacred Riddle before your head is crushed underfoot by an elephant (minimum Int 13).

Cult Benefits:

- i. The cultist gains advantage on General Lore checks.
- ii. *Think on It:* You may spend a *Reroll* die to turn a failed Int check into a success.
- iii. Add the following to *Spell-like Secret: Strange Joining, Whispers of the Watchers*.

Cult Secrets:

- *Arcane Wisdom:* Select a 1st level spell and add it to *Spell-like Secret*. Once known, this cult secret is always active, and does not require expending a cult secrets use.
- *Brain Drain:* You spend an action to magically attack the physical brain of a target that you can see within 60 ft, causing 2d8 + Will mod damage (*Luck* [Will] save for half). Damage dice that roll 8 are rolled again and accumulate.
- *Calm the Mind:* You spend an action to touch a target and suspend a madness, fear, confusion, charm, or other mind related effect for 2d6 minutes.
- *Elephant's Focus:* You spend an action to gain advantage on attribute checks and *Luck* saves for 2d6 rounds.



Zothur, the first One, the Star-God of Yar-Ammon

Before his death two decades ago, the High King of Yar-Ammon instituted the worship of an (until then) unknown god, called the First One, and known variously as Zothur, Zoth-Ur, or Xoth-Ur. Taking the title of Kingpriest and Prophet of the First One, the king sent his new priests from Amenti to all the lesser cities of the land, and demanded that the old ways of beast-worship be abandoned.

Initiation Rite: Priests of Zothur must be pure-blooded male descendants of the royal house of Amenti (Enlightened only).

Cult Benefits:

- i. The cultist gains advantage on Stealth checks.
- ii. Add the following to *Spell-like Secret: Arcane Aegis, Spectral Transfixion*.

Cult Secrets:

- *Caress of the Starless Void:* You spend an action to envelop one target within 30 ft in a terrible chill from the frigid depths of space. The target suffers 1d6 points of cold damage per cultist level (*Luck* [Con] save for half).
- *Preternatural Reflexes:* You may add your Will mod to your AC instead of Dex. Once known, this cult secret is always active, and does not require expending a cult secrets use.
- *Soul Siphon:* You spend an action to cause a living creature within 30 ft to make a *Luck* (Con) save. On a failure, the target suffers 1d8 damage and you recover hit points equal to the damage dealt (up to the target's current hit points; you cannot exceed your normal hit point maximum).
- *Star-Seeing:* As *Sight Beyond Sight*, except lasts 2d6 rounds.

Designer's Notes

The GM determines which cults are available for PC cultists. Not all of the nine cults appearing in this section are necessarily appropriate for PCs. The cults of Al-Tawir, as well as some of the Beast-God sub-cults, are "evil" and therefore may not be suitable options for every table or campaign. In such cases, these cultists are perhaps better reserved as villains and NPCs.

Other Cults

Aklathu, the God of Twisted Fate

Figurines of this god, who has few temples and no priests, depict Aklathu as a deformed dwarf, whose facial features even show a hint of retardation. Many Susrahnites swear "By Aklathu's Beard!" when in trouble. Aklathu is also a god of thieves and gamblers.

Invoke Aklathu: Once per adventure, anyone can attempt to invoke the favor of Aklathu at the start of their turn. This is usually done by shouting out "By Aklathu's Beard!" as mentioned above, but players are encouraged to be creative!

When you invoke Aklathu, roll 1d20 on the chart below:

INVOKE AKLATHU	
1-5	Roll 1d4 and subtract the result from every attack roll and <i>Luck</i> save you make until the start of your next turn.
6-16	No effect.
17-20	Roll 1d4 and add the result to every attack roll and <i>Luck</i> save you make until the start of your next turn.



Appendix A: Talents of Xoth

New Unique features

AMAZON	
1	If you are unarmoured (and not grabbed or overly encumbered) add your Cha bonus to your AC (if you possess the Courtier <i>Distracting Combatant</i> ability, add your Cha bonus + 1 to AC instead).
2	You gain a +2 to attack and damage rolls vs. male humanoids.
3	When mounted, you can spend a <i>Reroll</i> die to scare your opponents' horses during a charge. Horses (or similar, GM's call) within 60 ft of your mount when you complete your charge must make a <i>Luck</i> (Will) save or immediately flee for 2d6 rounds. This save is made with advantage unless you are wearing a dress of peacock feathers.

BATTLE TACTICS (Crossclass)
You gain a limited version of the Conqueror <i>Battle Tactics</i> ability. Learn two tactics. You begin an adventure with two uses of this ability.

CANNIBALIZE
This <i>Unique Feature</i> is exclusive to Savages and Degenerates. Once per adventure, you may conduct a 1-minute cannibalistic ritual (DDM check required) in which you consume the heart of a dead human. The heart must be consumed within 10 minutes of the human's death for the ritual to work. After consuming the heart, you increase an attribute score corresponding to the highest attribute score of the slain human by 2 (i.e.: if the target's highest attribute score was Str, you increase your Str score by 2). The effect lasts for 1 hour per HD of the dead human.

CUNNING WAYS (Crossclass)
You gain a limited version of the Courtier <i>Cunning Ways</i> ability. Learn two talents. You begin an adventure with two uses of this ability.

CULT SECRETS (Crossclass)
You gain a limited version of the Cultist <i>Cult Secrets</i> ability. Choose a cult (you must pass the Initiation Rite but do not gain Cult Benefits) and learn two cult secrets (you may choose cult-specific secrets). You begin an adventure with two uses of this ability.

CULTURAL ENMITY
Choose one of the following cultures: Savage, Nomadic, Civilized, Enlightened, Decadent, or Degenerate. When fighting members of this culture, you gain a +1 bonus to attack and damage rolls. In addition, you gain advantage when tracking or detecting members of the culture, as well as when recalling knowledge about them.
Alternatively, you may choose two culture-race combinations instead (such as Civilized [Khazistani] and Decadent [Lamuran]). In this case, the bonuses to attack and damage are increased to +2 and you gain one relevant language.

FANATICAL FIGHTING
This <i>Unique Feature</i> is exclusive to Cultists. You gain a +2 bonus to attack rolls when you are within 120 ft of two or more allies from your cult. You gain no bonus if attacking members of your own cult.

FAVOURED TERRAIN	
1	Choose a terrain type from the following: Arctic, Coast, Desert, Grassland, Jungle/Forest, Mountain, Subterranean, Swamp. You gain a +2 bonus on initiative and Wilderness Lore checks when you are in your chosen terrain.
2	You enjoy an additional benefit based on your terrain choice (you do not have to be in your chosen terrain to gain this benefit). <i>Arctic:</i> You gain a +2 bonus on checks and <i>Luck</i> saves made to resist cold. <i>Coast:</i> You gain a +2 bonus on swimming checks. <i>Desert:</i> You gain a +2 bonus on checks and <i>Luck</i> saves made to resist heat. <i>Grassland:</i> Your movement rate increases by 5 ft. <i>Jungle/Forest:</i> Your movement rate is not slowed by difficult (but not hazardous) terrain. <i>Mountain:</i> You gain a +2 bonus on climbing checks.

	<p><i>Subterranean:</i> You halve the usual penalties for poor visibility.</p> <p><i>Swamp:</i> You gain a +2 bonus on checks and <i>Luck</i> saves made to resist poison and disease.</p>
--	--

FINAL OFFERING	
<p>When all your cult secret uses have been expended, you may invoke one final secret by sacrificing your own vital force, automatically triggering an <i>Enervation</i> effect. You may use this ability once per adventure.</p>	

JACKAL'S GUTS	
<p>You can survive on a diet of larvae, bugs, bitter herbs, roots, even animal feces. Since these can be found almost anywhere, even in the most inhospitable and barren environments such as mountains, deserts, and wastelands, you are rarely, if ever, in danger of dying from thirst or starvation. Except in very rare circumstances (GM's call, but an example might be being chained up and deliberately denied food and water for a significant period of time) you are immune to the effects of thirst and starvation.</p>	

LUNAR MAGIC	
<p>This <i>Unique Feature</i> is exclusive to Magic-users. Your spellcasting abilities are strongly influenced by the phases of the moon. During the waxing moon, you increase the maximum spell uses for each spell level that you know by 1. During the three nights of the full moon, you benefit as above, and may also reroll DDM checks (once per check). This power comes with a price; during the waning moon, you decrease the maximum spell uses for each spell level that you know by 1.</p>	

MASTER OF ANCIENT MYSTERIES	
1	<p>This <i>Unique Feature</i> is exclusive to Magic-Users. You have advantage when recalling ancient knowledge relating to cryptic symbols and names, legendary items, noteworthy places, and obscure or forgotten lore.</p>
2	<p>If you do not formally know Elder Kuthan Ptahaanan, or Yalothan, you may make an Int check to read and understand the gist of a text or inscription written in these languages.</p>
3	<p>If you study a magical item for 1d4 minutes, you may make an Int (Arcane Lore) check to determine its general function.</p>

MASTER OF SACRIFICE	
<p>Once per adventure, after acquiring Life Force at the end of a Blood Ritual, you may also make a <i>Luck</i> check to gain an additional benefit. You gain modifiers to this check based on the circumstances of the ritual:</p>	
Description	Modifier
Victim is a sentient humanoid	+0
Victim is an animal	-2
Victim is a virgin or noble	+1
Victim is a family member or trusted friend	+1
Victim's HD are equal to or greater than yours	+1
Primary victim is sacrificed along with additional victims (of any HD)	+1 per ten additional victims (max +3)
You are accompanied by members of your cult who possess cultist levels	+1 per additional cultist level (max bonus equal to half your cultist level)
Ritual lasts at least 1 hour	+1
Ritual takes place during an uncommon event such as a full moon	+1
Ritual takes place during a rare event such as a solar eclipse	+2
Ritual is conducted in a public place	+2
Ritual is conducted in front of allies or members of your cult	+1 per 25 persons (max +4)
<p>If the <i>Luck</i> check is successful, you spend a <i>Reroll</i> die and gain one of the following benefits:</p> <ul style="list-style-type: none"> You recover hit points equal to the primary victim's HD (or twice as much on a Great Success). You gain advantage on all <i>Luck</i> saves for 1 hour. You need not receive this benefit immediately, but may activate it (no action cost) at any point within 24 hours of the sacrifice. You may grant all present during the ritual (including yourself, allies, witnesses, etc.) a +1 bonus to attack rolls for the next 24 hours. 	

PANTHERISH DODGE

As Dance of Dragons (*LFG Deluxe* pg. 43), except you add your Perc bonus to your AC instead of Will. The GM may choose to rule that Pantherish Dodge and Dance of Dragons are mutually exclusive.

SINISTER PRESENCE

This *Unique Feature* is exclusive to Magic-Users. Once per adventure, you may spend a *Reroll* die (no action) to loudly declare your name and vocation. Intelligent foes within 60 ft who can see and hear you must make a Will check (targets that do not have a language in common with you gain a +2 bonus on this check, and non-humanoid targets make the check with advantage).

- 1 Creatures that fail this check are stricken with fear, suffering a -2 penalty on attack rolls, attribute checks, and *Luck* saves for 2d6 rounds. On a Terrible Failure, a target is also unable to willingly attack you for the duration of the combat (or until you attack the creature or cast a spell that affects it).

Boss Monsters and targets with 15 or more HD are immune. A target that succeeds on the Will check is immune to your Sinister Presence for 24 hours.

- 2 You may use this ability twice per adventure.
- 3 You may use this ability three times per adventure.

THOU SHALL WHISPER MY NAME IN FEAR

This *Unique Feature* is exclusive to Magic-Users. When someone speaks your name aloud, you may spend a *Reroll* die to immediately learn the speaker's name and precise location, at a range of 100 miles times your level. This effect does not trigger a DDM check.

Once the speaker's name and location are known, you may spend an action at any point within the next 24 hours to cast *Sight Beyond Sight* (normal spellcasting rules apply), conjuring the sensor at a point within 120 ft of the speaker's current location. If the target's location is no longer within this ability's 100 mile x level range, the spell does not work. You may use this ability even if you do not normally know the *Sight Beyond Sight* spell.

WHIP MASTERY

- | | |
|---|--|
| 1 | You deal 1d6 damage with whips and gain advantage on checks made to trip, disarm, or restrain with a whip. |
| 2 | You may apply your Dex modifier to attack and damage rolls with whips instead of Str. |
| 3 | Increase your critical range by 1 for whip attacks. |



Appendix B: Cultural Archetypes

When choosing a Culture at character creation, a player may instead choose a relevant Cultural Archetype below. Archetypes provide the regular features of the standard Culture except where noted in each Archetype's description. The GM determines which, if any, Cultural Archetypes are available to PCs in their campaign.

Azimban Spear-Master (Civilized)

- You do not gain *Educated* and *Talented*.
- You gain advantage on checks related to intimidation or sight-based detection (choose one).
- When armed with a spear, you gain the Fighter's *Long Reach* ability.

Bhangari Warrior Caste (Civilized)

- You do not gain *Educated* and *Talented*.
- You gain advantage on checks related to apothecary or stealth (choose one).
- When armed with a sword and shield, you gain the Fighter's *Charger* ability.

Djaka Stalker (Savage)

- *Attribute Adjustment* is altered: you increase your Dex score by +1 instead of your Str.
- You do not gain *Sturdy* and *Inured*.
- You gain the Degenerate *Nocturnal* ability.
- You gain a +2 bonus when resisting poison and have increased chances of success (GM determines details) when attempting to harvest doses of poison from venomous creatures and plants.

Ghazorite Trader (Decadent)

- *Insidious* is altered: you gain advantage on checks related to stealth or deception (choose one).
- You do not gain *Arcane Adept* and *Jaded*.
- You gain advantage on checks related to sailing or appraising (choose one).
- You gain the Rogue's *Backstab* ability (but not *Finisher*). If you already have *Backstab*, you increase the damage bonus granted by *Insidious* to +3 (instead of +2).
- You only suffer -2 (instead of disadvantage) when using weapons without proficiency (if the GM usually imposes such a penalty).

Ikuna Headhunter (Degenerate)

- You do not gain *Nocturnal* and *Ferocious*.
- You have an acute sense of smell, gaining advantage on related checks (and may detect and track creatures by scent).
- You gain a +1 bonus to attack and damage rolls with clubs and Ikuna knives.

Jairanian Mercenary (Nomadic)

- You do not gain *Unpredictable* and *Versatile*.
- You gain advantage on checks related to stealth.
- Your *Luck* is not reduced on a successful save to resist magic.

Khazistani Bowman (Civilized)

- You do not gain *Educated* and *Talented*.
- You gain advantage on checks related to riding (including mounted combat) or sight-based detection (choose one).
- When armed with a Khazistani shortbow, you gain the Fighter's *Ranged* ability.

Khazrajite Raider (Nomadic)

- You do not gain *Unpredictable* and *Versatile*.
- You gain advantage on checks related to riding (including mounted combat).
- You increase your critical range by 1 for scimitar attacks.

Khoran Cutthroat (Decadent)

- *Insidious* is altered: you gain advantage on checks related to stealth or deception (choose one).
- You do not gain *Arcane Adept* and *Jaded*.
- You gain advantage on checks related to intimidation or sailing (choose one).
- You gain a +1 to attack rolls with axes and knives.
- You gain the Degenerate *Relentless* ability.

Lamuran Corrupted (Decadent)

- *Insidious* is altered: you gain advantage on checks related to stealth or deception (choose one).
- You do not gain *Arcane Adept* and *Jaded*.
- You gain advantage on sleight of hand checks.
- You gain the Enlightened *Uncanny* ability.
- You gain the Degenerate *Nocturnal* ability.

Mazanian Huntress (Savage)

- *Attribute Adjustment* is altered: you increase your Cha score by +1 instead of your Str.
- You do not gain *Feral* and *Inured*.
- You gain advantage on checks related to apothecary or intimidation (choose one).
- You gain the Fighter's *Dual Weapons* ability. If you also gain this ability via the Fighter's *Adaptable*, treat as a second default style.

Nabastissean Mariner (Civilized)

- You do not gain *Educated* and *Talented*.
- You gain advantage on checks related to sailing.
- You gain a +1 bonus to AC when you are within 5 ft of at least two allies.

Shoma Tribesman (Savage)

- You do not gain *Feral* and *Inured*.
- You gain a +1 bonus to attack rolls with spears and bows.
- Your base movement rate on foot is 35 ft and you gain advantage on checks related to running (such as Con [Athletics] checks made during a *Chase*).

Susrahnite Citizen (Civilized)

- You do not gain *Educated* and *Talented*.
- You gain advantage on checks related to divine lore or appraising (choose one).
- You gain a +2 bonus on initiative checks.

Taikangian Master (Enlightened)

- You do not gain *Uncanny* and *Cyclopean*.
- You gain advantage on checks related to acrobatics or grappling (choose one).
- You gain a +1 bonus to damage rolls with unarmed attacks.

Taraamite Highborn (Decadent)

- *Insidious* is altered: you gain advantage on checks related to stealth or deception (choose one).
- You do not gain *Arcane Adept*.
- You gain advantage on checks related to persuasion or general lore (choose one).
- While riding a battle-trained mount, if you hit with a melee attack made part way through your movement (*LFG Deluxe* pg. 76), the target (or the target's mount) must make a *Luck* (Dex) save or have its movement rate halved until the end of its next turn.

Tharag Thulan Northron (Savage)

- You do not gain *Feral*.
- You gain advantage when resisting poison and disease.

Yar-Ammonite Mystic (Enlightened)

- You do not gain *Uncanny*.
- You gain advantage on checks related to arcane lore or hearing-based detection (choose one).

Zadjite Slaver (Decadent)

- *Insidious* is altered: you gain advantage on checks related to stealth or deception (choose one).
- You do not gain *Arcane Adept* and *Jaded*.
- You gain advantage on checks related to crafting (i.e.: during *Downtime*) or geographic lore (choose one).
- You increase your starting *Luck* by 1.
- When armed with a whip in one hand and your other hand empty, you gain the Fighter's *Single Weapon* ability.

Zorabi Mountain Wolf (Nomadic)

- You do not gain *Unpredictable* and *Versatile*.
- You gain advantage on checks related to climbing or tracking (choose one).
- You gain 1 additional hit point per level.



Appendix C: Animal Stat Blocks

Cockroach, Giant

No. Appearing: 3d6
Armour Class: 13
Hit Dice: 1
Attacks: Bite 1d6
Nat 19: another giant cockroach appears to aid this one!
S:7 D:12 C:14 I:2 P:9 W:5 Ch:3
Luck: 4
Move: 50 ft and may climb walls, ceilings, etc.

These giant pests have hard, resistant exoskeletons, and halve damage suffered from bludgeoning attacks.

Crab, Monstrous

No. Appearing: 2d6
Armour Class: 16
Hit Dice: 4
Attacks: Claw 2d6
Nat 19: the crab tears a random limb off the target (below elbow or knee, Luck (Dex or Con) save resists),
S:19 D:10 C:14 I:3 P:10 W:10 Ch:5
Luck: 7
Move: 40 ft including swimming

These 8 ft crabs may burrow into soft sand at a rate of 10 ft per round.

Crocodile

No. Appearing: 2d4
Armour Class: 13
Hit Dice: 3
Attacks: Bite 2d4+1
Nat 19: the target loses a hand or foot (*Luck* (Dex) save resists).
S:17 D:10 C:17 I:3 P:10 W:12 Ch:5
Luck: 7
Move: 20 ft or 40 ft swimming

Crocodiles are 12 to 15 ft long and commonly dwell in swamps and rivers.

Dragonfly, Giant

No. Appearing: 1d4
Armour Class: 15
Hit Dice: 4
Attacks: Stinger 1d6 + poison
Nat 19: random limb paralyzed for 2d6 rounds (no save),
S:14 D:19 C:14 I:3 P:10 W:10 Ch:4
Luck: 6
Move: 120 ft flying

These pony-sized dragonflies carry a poison in their stingers that cause paralysis for 1d6 x 10 minutes (*Luck* (Con) save resists).

Hyena

No. Appearing: 2d6
Armour Class: 12
Hit Dice: 2
Attacks: Bite 1d6+1
Nat 19: a random limb is caught in the hyena's jaws, requiring a Str contest to break free.
S:13 D:13 C:15 I:4 P:12 W:10 Ch:6
Luck: 5
Move: 60 ft

Hyenas are scavengers similar to large wolves, known for their characteristic laughing sound. Hyenas have advantage when tracking. When flanking their prey, hyenas gain advantage on attack rolls instead of +1.

Jackal

No. Appearing: 2d6
Armour Class: 12
Hit Dice: 1d6 hp
Attacks: Bite 1d3
Nat 19: another jackal appears to aid this one!
S:9 D:14 C:15 I:4 P:12 W:10 Ch:6
Luck: 4
Move: 60 ft

Jackals are small, wolf-like scavengers weighing from 15 to 30 pounds. Jackals have advantage when tracking.

Leopard

No. Appearing: 1
Armour Class: 13
Hit Dice: 2
Attacks: 2 x Claws 1d3 and Bite 1d6
Nat 19: the target is knocked prone.
S:18 D:14 C:15 I:3 P:13 W:11 Ch:6
Luck: 5
Move: 50 ft

Leopards are vicious, solitary predators. These cats possess incredible strength despite their relatively small size and are skilled climbers and hunters.

Moray Eel

No. Appearing: 2d6
Armour Class: 12
Hit Dice: 1
Attacks: Bite 1d4 + poison
Nat 19: the target suffers an extra strong dose of poison causing 1d3 points of Con loss.
S:8 D:14 C:10 I:2 P:8 W:8 Ch:4
Luck: 4
Move: 30 ft swimming

Moray eels are 5 feet long and have long, oversized teeth. A bite from a moray eel is poisonous, causing 1 Con loss (*Luck* (Con) save resists).

Ripper Fish

No. Appearing: 2d6
Armour Class: 12
Hit Dice: 3
Attacks: Bite 1d10
Nat 19: special
S:14 D:13 C:13 I:2 P:8 W:10 Ch:4
Luck: 6
Move: 30 ft swimming

These large, ravenous fish lurk in the lakes and rivers of Xoth's jungles. On a 19-20 attack roll, the fish bites off a finger or toe (*Luck* (Con) save resists).

Scorpion, Monstrous

No. Appearing: 1d6
Armour Class: 14
Hit Dice: 3
Attacks: 2 x Claws 1d4 and Stinger 1d2 + poison
Nat 19: the target has a random limb torn off (*Luck* (Con) resists).
S:15 D:14 C:15 I:1 P:10 W:14 Ch:3

Luck: 6
Move: 30 ft

These 4 ft-long black scorpions are known to dwell in the deserts of Xoth. If struck by the scorpion's stinger, the target must make a *Luck* (Con) save or lose 1 Con each hour for 2d4 hours. Tending by a skilled apothecary with the right healing herbs, or a dose of anti-toxin, will neutralize the poison, preventing further Con loss.

Snapping Turtle, Giant

No. Appearing: 2d4
Armour Class: 13
Hit Dice: 2
Attacks: Bite 1d6+1
Nat 19: the target is caught in the turtle's beak, automatically suffering one Bite hit on the turtle's turn. A Str contest is required to break free.
S:12 D:7 C:13 I:2 P:10 W:14 Ch:4
Luck: 5
Move: 20 ft or 30 ft swimming

These large, vicious turtles are 6 ft long and weigh several hundred pounds. On a natural 20 attack roll, a giant snapping turtle causes a hand or foot injury per the *Injuries & Setbacks* table (a *Luck* (Con) save resists).

