

PLAYTEST VERSION 1.14



Fifth Edition
Roleplaying Game Compatible

Player's Guide to the World of Xoth

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Venture in the footsteps of Conan the Cimmerian, Satampra Zeiros of Uzuldaroum, Imaro of Nyumbani, and other fabled thieves, reavers and slayers!

Enter the City of Stone and slay the high priest of Jul-Juggah! Plunder the ancient gold of Namthu! Seek the fabled jewel of Khadim Bey, but beware the nameless horrors of the Al-Khazi desert! Fight the dread adepts of the ape-god, or succumb to the pleasures of the Moon-Juice of Yaatana! Or perhaps you will perish by the curses of Ur-Kharra, the long-dead sorcerer-king of Elder Kuth?

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Xoth Publishing

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Credits & Disclaimers



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Read on, and prepare for high adventure, as your player characters cut a crimson swath through savage jungle kingdoms and thronged desert cities. From the forbidden catacombs of Belthaar to the sunken temples of Namthu, a world of adventure awaits you!



To establish the proper atmosphere for the adventures in the World of Xoth, the following adjustments to the core rules are in effect. Ask your Game Master for campaign specifics.

As a consequence, characters and creatures have no listed alignment value (to retain compatibility with the standard 5E statblocks, the alignment entry is included, but all characters are simply listed as «unaligned»). As a player character, you will have to judge for yourself whether an NPC is «evil» based on his or her actions!



That said, there are certain supernatural creatures and monsters, such as demonic outsiders and most undead, whose alignments can be labeled as «cosmic evil» (CE). A *protection from evil and good* spell works against these kinds of monsters and certain other types, as noted in the spell description.

Note that while cosmic evil may exist, there is no such thing as «cosmic good». This is one of the major differences between high fantasy, where some sort of balance of power between good and evil usually exists, and sword and sorcery worlds, where the outlook is bleak and the heroes usually fight against overwhelming odds, every man for himself.

Monsters Are Monstrous

«Only a sudden (...) premonition of danger saved Imaro from the talons of the beast that sprang down from the trees. Despite Imaro's lightning-swift leap to the side, those claws raked across one naked shoulder, adding to the scarlet wounds decorating his dark skin. Thrown off-balance by the glancing blow, Imaro stumbled to the ground. Quickly he leaped to his feet and whirled to meet his attacker. His eyes widened in surprise then, for the beast facing him was like none he had seen before, on the Tamburure or elsewhere. It was a great cat, leanly built, halfway between a leopard and a lioness in size. Its fur was scarlet in hue, spotted like a leopard's with rosettes of a deeper crimson shade. Its glittering claws were fearsome weapons, but more dangerous still were the dagger-like fangs that curved an inch below the cat's tufted chin. The long tail lashed in frustration. Not often did the red panther miss its prey.»

— Charles R. Saunders: The City of Madness

Good sword and sorcery tales include a certain element of brooding horror. The monsters encountered by the protagonists are often unique or exist in isolation. Many monsters are simply giant or prehistoric versions of natural animals such as snakes, apes, and bats.

Game Masters are advised to avoid designing dungeons stocked with different monsters in each room, since it quickly breaks atmosphere and strains credibility.

Whenever a monster or unusual animal is encountered, the GM can decide that it has a Frightful Presence action.

Frightful Presence: Each creature of the monster's choice that is within 30 feet and aware of it must succeed on a Wisdom saving throw (DC 8 + monster's proficiency bonus + relevant ability score modifier) or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the monster's Frightful Presence for the next 24 hours.

If multiple creatures of the same type appear simultaneously in the same encounter, opponents only have to make a single saving throw against the fear effect. An opponent that succeeds on the saving throw is immune to the frightful presence of monsters of the same type for 24 hours. For example, if the PCs are attacked by a pack of five ghouls, each player character makes a single saving throw. Those who make the save do not need to save again if more ghouls are encountered within 24 hours.

Magic Is Mysterious

«My name is Pharpetron, among those who have known me in Poseidonis; but even I, the last and most forward pupil of the wise Avyctes, know not the name of that which I am fated to become ere tomorrow. Therefore, by the ebbing silver lamps, in my master's marble house above the loud, ever-ravensing sea, I write this tale with a hasty hand, scrawling an ink of wizard virtue on the grey, priceless, antique parchment of dragons. And having written, I shall enclose the pages in a sealed cylinder of orichalchum, and shall cast the cylinder from a high window into the sea, lest that which I am doomed to become should haply destroy the writing. And it may be that mariners from Lephara, passing to Umb and Pnear in their tall triremes, will find the cylinder; or fishers will draw it from the wave in their seines of byssus; and having read my story, men will learn the truth and take warning; and no man's feet, henceforward, will approach the pale and demon-haunted house of Avyctes.»

— Clark Ashton Smith: The Double Shadow

While almost every sword and sorcery tale seems to include a foul demon, an ancient wizard risen from the dead, or a cult of snake-worshipping priests, these settings are usually referred to as «low magic», at least when compared to the typical high fantasy, quasi-medieval settings so common in roleplaying games.

The major difference is that in sword and sorcery stories, magic is not used as a replacement for technology. Spells and magic items are not used to perform every little task and to make life more convenient for the caster. Rather, magic is a corrupting force that can be dangerous to both health and sanity; it is only used when the sorcerer deems it absolutely necessary.

Common people working their shops or fields, and the majority of soldiers, thieves and merchants, have likely never seen a true magician or seen a spell cast or held a magical item. Magic is generally feared, and most magicians (but not all) are associated with dark curses, evil gods and unbearable secrets which «Man Was Not Meant To Know». Even priests are usually feared and held in awe by the common man.

In savage areas, magic is widely feared and misunderstood, the province of tribal witchdoctors and shamans, who claim to protect the rest of the tribe from the vengeful spirits and demons that surround them.

The select few who are able to use magic and cast spells guard their secrets jealously and attempt to use it to their advantage, often to the detriment of others, and sometimes also to themselves.

Magical items are rare and are almost never for sale, though on rare events one will turn up in a market, unrecognized for its true value. Spellcasters might be willing to cast some spells for pay, depending on the individual's motivation or greed.

See the Sorcery of Xoth chapter for more information about recommended changes to the magic system in the World of Xoth.

Combat Is Deadly

«Jehungir did not try again. That was his last arrow. He drew his scimitar and advanced, confident in his spired helmet and close-meshed mail. Conan met him halfway in a blinding whirl of swords. The curved blades ground together, sprang apart, circled in glittering arcs that blurred the sight which tried to follow them. Octavia, watching, did not see the stroke, but she heard its chopping impact and saw Jehungir fall, blood spurting from his side where the Cimmerian's steel had sundered his mail and bitten to his spine.»

— Robert E. Howard: The Devil In Iron

In sword and sorcery stories, the protagonists regularly kill their foes with a single well-placed hit. Altering the critical hit rule makes it possible to simulate such scenes. But it also makes combat more unpredictable. GMs should discuss with their players before adding this rule.

Deadly Criticals (optional): When an attacker scores a critical hit on a target, the attacker deals extra damage as normal, but may also roll 1d20 a second time. If this second roll also indicates a critical hit, the target is instantly reduced to 0 hit points. For player characters, this means they must start rolling death saves. For NPCs and monsters, it usually means instant death; however, the GM may rule (as per the core rules) that mighty villains and special NPCs are allowed death saves as well. The GM may also rule that certain creatures are immune to deadly criticals.

If the target wants to sacrifice a weapon or shield to negate the critical hit (see below), the decision must be taken before the second d20 is rolled.

Blocking Critical Hits: If a creature suffers a critical hit, it can use a reaction to turn it into a normal hit by sacrificing a (medium) shield or a (non-light) melee weapon. The creature must be holding the item when it is hit, and the item is destroyed.

Recovering from Unconsciousness: When a character recovers from unconsciousness, he gains a level of exhaustion.

Wounds Heal Quickly

«The ax cut through, the cross reeled on its splintered base and toppled backward. Conan made his whole body a solid knot of iron-hard muscle, jammed his head back hard against the wood and held it rigid there. The beam struck the ground heavily and rebounded slightly. The impact tore his wounds and dazed him for an instant. He fought the rushing tide of blackness, sick and dizzy, but realized that the iron muscles that sheathed his vitals had saved him from permanent injury.»

— Robert E. Howard: A Witch Shall Be Born

To make up for the scarcity of healing spells and restorative magic, the natural healing rate should be accelerated in a sword and sorcery setting.

The fifth edition rules already include the concept of short rests, which allow all characters to heal quickly by the use of hit dice, and long rests which restore all hit points.

Full Hit Dice Recovery on Long Rest: To ease book-keeping, the GM may decide that a long rest restores all spent hit dice, instead of just half hit dice as per the standard rules.

Treasure Should Be Spent

«Undreamable wealth lay before the eyes of the gaping pirates; diamonds, rubies, bloodstones, sapphires, turquoises, moonstones, opals, emeralds, amethysts, unknown gems that shone like the eyes of evil women.»

— Robert E. Howard: The Queen of the Black Coast

Player characters will inevitably find and accumulate treasure during their course of their adventures. In a world without magic items for sale, the PCs need something else to spend their gold on.

The GM should encourage the players to buy land, build strongholds, hire mercenaries, bribe corrupt officials, or even just waste money through gambling and feasting. These are all fine ways to spend treasure, any of which could lead to further adventures.

Future supplements from Xoth Publishing will provide Game Masters and players with more specific options in this regard.

Note also that player characters who spend or waste treasure in accordance with their background and culture may be rewarded with Inspiration points by the GM. See the Cultures of Xoth chapter for more information.

The Tale Is Its Own Reward

To focus on a good story rather than mindless monster-slaying, consider giving XP awards for objectives the player characters achieved during a session. This XP replaces the experience points gained from killing monsters. The DM should consider setting up specific story goals that the PCs can achieve with an associated XP reward. (To encourage a game of exploration, this may also apply to specific locations in the campaign world that the PCs can visit or discover. For example, sneaking into the forbidden city of Amenti may be worth 1,000 XP, while finding the Lost City of Serpents in Yalotha may be worth 5,000 XP. A player character only earns XP for each location once.)

Alternatively, the DM could just hand out a suitable amount of experience points for each completed session, making sure the player characters advance in levels at an enjoyable rate.

A third, old-school alternative is «XP for gold», where the characters gain XP based on the gold value they are able to retrieve from dungeons and successfully bring back to civilization. Experience points must then be «purchased» with the gold, at a ratio of 1 XP for 1 gp (the GM may adjust this ratio, or the experience per level table, if a different advancement rate is desired). Money gained from passive or peaceful means, such as investments, trade, skilled work, etc., cannot be used to purchase XP. No XP is gained from killing monsters. Note that this tends to make the PCs avoid combat if possible, focusing more on sneaking, stealing, trickery, negotiation, clever planning, etc. — all appropriate for certain types of sword and sorcery.



Summary of Character Creation

Step 1—Determine Ability Scores: Start by generating your character's ability scores. These six scores determine your character's most basic attributes and are used to decide a wide variety of details and statistics.

Use the 27-point buy method as described in the core rules. Some possible ability score arrays are (15, 15, 15, 8, 8, 8) or (13, 13, 13, 12, 12, 12) or (15, 14, 13, 12, 10, 8). Allocate these scores to the different abilities as you see fit.

Step 2—Pick Your Culture: Next, pick your character's culture, taking note of the cultural traits and ability score modifiers associated with your selection (see the Cultures of Xoth chapter).

Step 3—Pick Your Race: Next, pick your character's race, noting any special racial traits (see the Races of Xoth chapter). There are 20 races to choose from, although your GM might have others to add to the list. Each race lists the language your character automatically knows, as well as one or more bonus languages. You also gain a number of bonus languages equal to your Intelligence bonus.

Step 4—Pick Your Class: A character's class represents a profession, such as fighter or rogue. If this is a new character, he starts at 1st level in his chosen class. As he gains experience points (XP) during adventures, he goes up in level, granting him new powers and abilities. There are a number of special rules for existing classes, as well as many new classes and variants, described in the Classes of Xoth chapter.

If you intend to play a spellcaster, you should familiarize yourself with the Sorcery of Xoth chapter. If playing a character with an allegiance to a temple, read the Cults of Xoth chapter.

Step 5—Pick Skills and Select Feats: Choose the skills your character is proficient with, according to the list of available skills for your class. Feats may also be available, depending on your culture, class, and level.

Step 6—Choose Background: Choose a background that describes where you came from, how you became an adventurer, and your place in the world. Backgrounds may provide additional skill proficiencies, languages, equipment and features.

Step 7—Determine Equipment: Your class and background determines starting equipment. The Swords of Xoth chapter contains additional information about equipment.

Step 8—Finishing Details: Finally, you need to determine all of a character's details, including his starting hit points (hp), Armor Class (AC), saving throws, initiative modifier, and attack values. All of these numbers are determined by the decisions made in previous steps. Aside from these, you need to decide on your character's name and physical appearance. It is best to jot down a few personality traits as well, to help you play the character during the game. The Miscellanea of Xoth chapter provides some inspiration in this regard.

Cultures of Xoth

תפוצת המגפה בארץ ישראל

In a typical sword and sorcery campaign such as the World of Xoth, the traditional demihumans do not exist, and the majority of player characters and non-player characters are human. The following broad cultural archetypes are used to further distinguish between characters who would otherwise have the same racial abilities.

«Far to the east, the Lemurians, levelled almost to a bestial plane themselves by the brutishness of their slavery, have risen and destroyed their masters. They are savages stalking among the ruins of a strange civilization. The survivors of that civilization, who have escaped the fury of their slaves, have come westward. They fall upon that mysterious pre-human kingdom of the south and overthrow it, substituting their own culture, modified by contact with the older one. The newer kingdom is called Stygia, and remnants of the older nation seemed to have survived, and even been worshipped, after the race as a whole had been destroyed.»

— Robert E. Howard: The Hyborian Age

The cultures in this chapter are inspired by the works of Robert E. Howard (1906-1936), creator of Conan the Barbarian and the most influential writer of swords and sorcery literature.

Howard was of the opinion that history was cyclic; that cultures and civilizations arose, became decadent and corrupt, and then fell as they were conquered by another people, typically «the barbarians» from the edges of civilization, who would themselves eventually grow complacent and corrupt.

Howard discussed the topic of «barbarism versus civilization» at length in his letters to fellow author H. P. Lovecraft (1890-1937). This is arguably a far more interesting theme to explore in your game than the simplistic «good versus evil» alignment system provided by the core rules.

The description of each culture includes information about how the members of that culture view themselves, how they are viewed by others, and some ideas on how to roleplay a stereotypical member of a given culture.

GMs may (or may not) choose to award roleplay according to stereotype. In any case, individual player characters should feel free to ignore the suggestions in favor of a unique concept.

Note that when history is cyclic, today's Savages are tomorrow's Civilized, and today's Civilized are tomorrow's Degenerates, and so on. That means, of course, that this Player's Guide just happens to present a snapshot of various races and their cultural stage at a certain point in history; the underlying premise is that any race is fated to undergo these cycles of history. Always check with your GM for campaign specifics.



Savage

«'Barbarism is the natural state of mankind,' the borderer said, still staring somberly at the Cimmerian. 'Civilization is unnatural. It is a whim of circumstance. And barbarism must always ultimately triumph.'»

— Robert E. Howard: Beyond the Black River

Savages include warriors from the frozen north and witch-doctors from the snake-infested jungles of the south.

Savages tend to have a close connection with nature, but remain ignorant of many developments that more civilized people take for granted.

How you view yourself: Life is a struggle, but you rely on your natural instincts and your own strength to survive. You are content with your place in nature. You are wary of technology and the false promises of civilization.

How others view you: Savages live in the wild, and are primitive and barbaric. Their lives are brutish and short. They can only progress if they learn to subjugate their instincts and become civilized.

Suggested Races: Djaka, Ikuna, Mazanian, Shoma, Tharag Thulan, Zorabi (uncommon)

CULTURAL TRAITS

Savages have the following cultural traits:

Ability Adjustment: +2 to Strength

Sturdy: Add a +1 natural bonus to Armor Class.

Feral: Gain advantage on Perception skill checks.

Superstitious: Suffer disadvantage on attack rolls against aberrations, fiends and undead.

INSPIRATION

Gaining Inspiration: The GM may award inspiration for stereotypical acts such as:

- ◆ Performing great feats of strength and athletics
- ◆ Defeating a dangerous monster or hated foe in single combat
- ◆ Acting quickly and instinctively instead of over-analyzing and discussing at length
- ◆ Refusing to use technology (including armor and weapons and other items crafted by civilized cultures) and instead relying on your own strength and prowess

You may keep up to 3 points of inspiration.



Nomadic

«Take your horse and go. It's tied behind the tent, and food and water are in the saddle-bags. None will see your going, but go quickly. There's no room for a fallen chief on the desert. If the warriors see you, maimed and deposed, they'll never let you leave the camp alive.»

— Robert E. Howard: A Witch Shall Be Born

Nomads roam the empty wastes beyond the civilized cities; quick to strike and bound by no laws. Nomads live with their animals and usually ride into battle with them; they feel ill at ease without them.

How you view yourself: You value your freedom to roam across the so-called «empty» spaces of the world. Your only responsibilities are to your clan and your animals, and perhaps the gods of earth and sky.

How others view you: Nomads are lawless and untrustworthy; they live by raiding and stealing rather than doing honorable work themselves.

Suggested Races: Jairanian, Khazistani (rare), Khazrajite, Khoran (uncommon), Shoma, Taikangian (uncommon), Tharag Thulan (uncommon), Zorabi

CULTURAL TRAITS

Nomads have the following cultural traits:

Ability Adjustment: +2 to Dexterity

Proud: Gain advantage on Wisdom saving throws.

Versatile: Once per day, select a skill and gain proficiency in that skill for the next 24 hours.

Bowlegged: Base land walking speed 20 ft.

INSPIRATION

Gaining Inspiration: The GM may award inspiration for stereotypical acts such as:

- ◆ Sleeping in a tent outside the city walls because you would feel trapped inside a noisy tavern
- ◆ Discovering new and strange places, and leaving your mark there
- ◆ Scouting ahead of the party in the wilderness
- ◆ Refusing to stay in the same place for too long
- ◆ Ignoring laws that deal with the concept of private property
- ◆ Offering strangers food and shelter if they ask for it, even if their goals oppose your own

You may keep up to 3 points of inspiration.



Civilized

«The Cimmerian glared about, embarrassed at the roar of mocking laughter that greeted this remark. He saw no particular humor in it, and was too new to civilization to understand its discourtesies. Civilized men are more discourteous than savages because they know they can be impolite without having their skulls split, as a general thing.»

— Robert E. Howard: The Tower of the Elephant

Savages and nomads eventually gather together to cultivate the land, build great cities, develop trade, and study medicine, mathematics and languages. In the civilized lands dwell noble knights, wise kings, and learned sages — as well as greedy merchants and cunning thieves.

How you view yourself: You are a citizen of a small settlement or a great city, and you have your place within the social hierarchy. You are proud of the accumulated wealth and knowledge of your culture, even if it is not always evenly distributed.

How others view you: Civilized man never really lives because he is always torturing the life out of himself to clutch at wealth and honors which, even if he wins them, will prove to be but glittering illusions. For science and the arts are but the parents of corruption.

Suggested Races: Azimban, Bhangari, Djaka (uncommon), Ghazorite, Jairanian, Khazistani, Khoran, Lamuran, Mazanian (rare), Nabastissean, Shoma, Susrahnite, Taikangian, Taraamite, Tharag Thulan (rare), Yar-Ammonite, Zadjite (uncommon)

CULTURAL TRAITS

Civilized people have the following cultural traits:

Ability Adjustment: +1 to two different ability scores

Educated: Gain proficiency in one extra skill of your choice.

Talented: Gain one feat of your choice.

Frail: Suffer disadvantage on saving throws against poison and disease.

INSPIRATION

Gaining Inspiration: The GM may award inspiration for stereotypical acts such as:

- ◆ Obeying the local authorities, regardless of their strange or unjust laws
- ◆ Clearing the wilderness in order to build a fortress or found a settlement
- ◆ Spending money to impress your peers or superiors
- ◆ Exercising self-restraint and following etiquette
- ◆ Producing detailed written records of your activities

You may keep up to 3 points of inspiration.



Enlightened

«Then came Yara, versed in dark knowledge handed down through the days of barbarism, since before Atlantis sank. First he sat at my feet and learned wisdom. But he was not satisfied with what I taught him, for it was white magic, and he wished evil lore, to enslave kings and glut a fiendish ambition.»

— Robert E. Howard: The Tower of the Elephant

A few great civilizations rise above others and gain half-mythical status. Learned beyond normal men, people of enlightened cultures are builders of cyclopean pyramids and towers that pierce the skies. Their magnificent buildings can last forever, and likewise the flesh of the enlightened ones can withstand the passage of time like no other mortals.

How you view yourself: You are a scion of the ancients, and you carry the accumulated wisdom of countless generations. The mundane activities of others do not concern you, for only you are destined for greatness.

How others view you: The so-called enlightened ones care only for themselves and their own mysterious goals. It is best to shun them — or to exile them.

Suggested Races: Bhangari (uncommon), Ikuna (rare), Susrahnite (uncommon), Taikangian, Yar-Ammonite

CULTURAL TRAITS

Enlightened people have the following cultural traits:

Ability Adjustment: +2 to Wisdom

Uncanny: When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Also, enlightened characters who reach at least 2nd level before the normal human Middle Age (35 years) gain longevity and use the following age categories instead: Middle Age (100 years), Old (200 years), Venerable (300 years), Maximum Age (300 + 3d100 years).

Cyclopean: Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

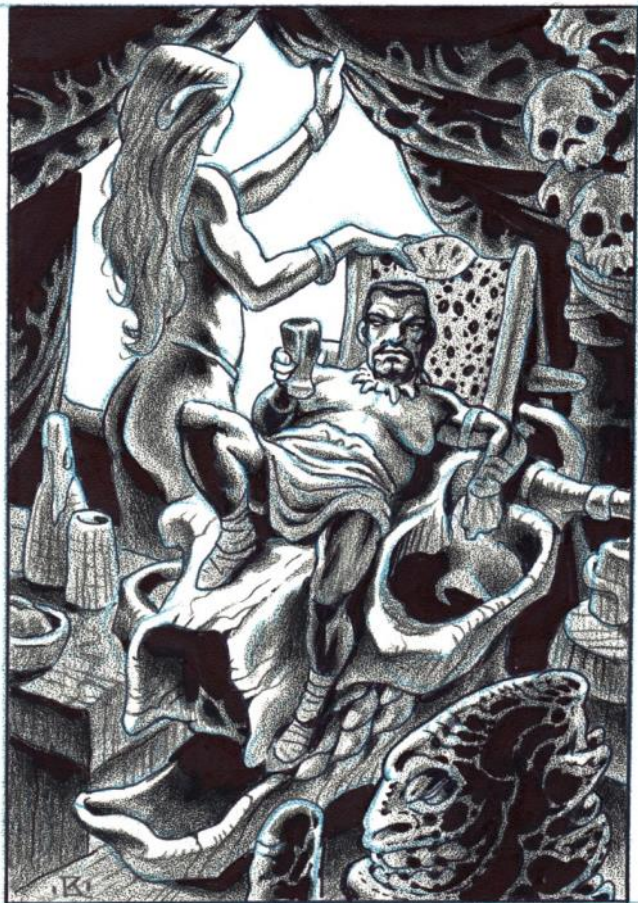
Conceited: Too confident in your own abilities, you often underestimate your enemies. You suffer disadvantage on initiative rolls.

INSPIRATION

Gaining Inspiration: The GM may award inspiration for stereotypical acts such as:

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

You may keep up to 3 points of inspiration.



Decadent

«Much of the time these people lie in sleep. Their dream-life is as important — and to them as real — as their waking life. You have heard of the black lotus? In certain pits of the city it grows. Through the ages they have cultivated it, until, instead of death, its juice induces dreams, gorgeous and fantastic. In these dreams they spend most of their time. Their lives are vague, erratic, and without plan. They dream, they wake, drink, love, eat and dream again. They seldom finish anything they begin, but leave it half completed and sink back again into the slumber of the black lotus.»

— Robert E. Howard: The Slithering Shadow

Great civilizations reach their peak and eventually start to decline. Such fallen empires are ruled by jaded nobles, corrupt priests and wicked slave-traders. Demon-worship, human sacrifice and drug abuse is all too common in these cultures.

How you view yourself: Why not enjoy all that life has to offer? Let others discuss lofty, high-minded ideals — you are more concerned about the here and now, and you have to look out for yourself because no one else will.

How others view you: Decadents are soft and have forgotten how to fight. Their rich treasures shall be ours, and they will be powerless to prevent it. By iron and fire we shall purge their wicked ways from the earth.

Suggested Races: Azimban (uncommon), Bhangari, Djaka (rare), Ghazorite, Jairanian (uncommon), Khazistani (rare), Khoran, Lamuran, Nabastissean (uncommon), Susrahnite, Taikangian, Taraamite, Yar-Ammonite, Zadjite

CULTURAL TRAITS

Decadent people have the following cultural traits:

Ability Adjustment: +2 to Charisma

Insidious: Gain advantage on Deception and Stealth skill checks, and an additional +1d6 sneak attack damage if you have the sneak attack class ability.

Jaded: Gain advantage on saving throws against poison.

Corrupt: Suffer disadvantage on Wisdom saving throws.

INSPIRATION

Gaining Inspiration: The GM may award inspiration for stereotypical acts such as:

- ◆ Spending money on alcohol and drugs, and using it to gain the benefits of rest
- ◆ Avoiding labor, and keeping servants and slaves to do your work
- ◆ Inventing new and novel ways of entertainment to escape the boredom of mundane existence
- ◆ Overcoming enemies by the use of trickery and lies
- ◆ Using cults as a tool for personal power
- ◆ Entering pacts with demons and other alien beings for personal benefits

You may keep up to 3 points of inspiration.



Degenerate

«To the southwest dwell scattered clans of degraded, cave-dwelling savages, whose speech is of the most primitive form, yet who still retain the name of Picts, which has come to mean merely a term designating men — themselves, to distinguish them from the true beasts with which they contend for life and food.»

— Robert E. Howard: The Hyborian Age

The last survivors of decadent civilizations start to feud over dwindling resources, or are driven away by stronger cultures. Fleeing into the wilderness, or deep underground beneath their ruins, they start to inbreed and devolve into something no longer entirely human. Degenerates may outwardly resemble savages, but they carry the evil taint of fallen empires.

When the last such taint disappears, the culture has become savage, and thus the cycle of history repeats itself.

How you view yourself: You dimly remember tales of the greatness of your ancestors, but all you have time to care about now is survival. Perhaps some day you will be strong enough to avenge your forebears.

How others view you: Let the fate of the degenerates be a warning to all — do not allow yourself to become soft and corrupted and defeated, ultimately losing your very humanity.

Suggested Races: Djaka (uncommon), Ikuna, Khoran (rare), Lamuran (uncommon)

CULTURAL TRAITS

Degenerates have the following cultural traits:

Ability Adjustment: +2 to Constitution

Nocturnal: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Ferocious: When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Unwholesome: Degenerates always have a physical deformity or a 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 Deception and Persuasion checks (except when interacting with other degenerates), and the initial attitude of persons from other cultures will always start at Hostile.

INSPIRATION

Gaining Inspiration: The GM may award inspiration for stereotypical acts such as:

- ◆ Defeating a superior foe via stealth or ambush
- ◆ Gaining followers through strength and intimidation
- ◆ Getting a larger share of loot than your companions
- ◆ Destroying the remains of high civilizations (including treasure and relics)

You may keep up to 3 points of inspiration.

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Races of Xoth

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This chapter describes the various peoples found in the World of Xoth. All are human; there are no elves, dwarves, halflings or other demi-human races in this world. Survivors of older, pre-human races, such as the sons of the giant-kings of Kuth and the Yalothan snake-men, exist only in small numbers and are primarily intended as non-player characters and villains.

As humans, all races have the same starting abilities and the following common traits, unless stated otherwise: Medium size, and a base walking speed of 30 feet.

See the Cultures of Xoth chapter for more information about the different cultural archetypes which adjust the base human abilities and grant additional benefits and drawbacks based on the chosen culture.

Languages: There is no Common language in the World of Xoth. Each race has its own language, which is automatically known by all members of that race. In addition, characters gain a bonus language or two from a neighbouring people; see the following description of each race. Some backgrounds grant additional languages. Starting characters also gain a number of bonus languages equal to their Intelligence bonus (conversely, reduce the number of known languages if the character has an Intelligence penalty).

Additional languages can be gained over the course of play or between adventures as determined by the GM.

Many merchants and sailors speak a mix of Susrahnite and Taraamite, as trade has spread these languages far and wide. Of the languages of the desert lands, Khazrajite and Khazistani are virtually identical, and Jairani and Zadjite at least similar enough to allow for some degree of understanding between its speakers. The language of Yar-Ammon is distinct from all neighbouring lands.

The dead languages used by sorcerers and some sages are first and foremost the dead tongue of the giant-kings, Elder Kuthan. Ptahaanan is another ancient language, but known to only very few scholars. Even more rare is knowledge of Yalothan, the reptilian sounds of which are largely unpronounceable by humans.



Azimban

Also known as the «dwellers in the cities of stone» by their tribal neighbours, the Azimbans have an old culture centered around their stone fortresses and bird-worship.

Appearance: The black warriors of Azimba are tall, strong and proud, known for their discipline in formations with shield and spear. The men are usually shaven-headed, and the wearing of brightly colored robes and feathered plumes is common.

Religion: The god of the Azimbans is Jul-Juggah, a reptilian bird-god that must be propitiated with human sacrifice. His feather-cloaked priests know the secret spells to summon lesser winged lizards, survivors of a lost age.

Culture: Azimbans are almost invariably Civilized, with only some of the more jaded or depraved members of their upper class qualifying as Decadent.

Language: Azimban, plus Shoma as a bonus language.



Bhangari

The mysterious eastern realms of Laksha, Ghoma and Azjan are inhabited by a multitudinous people known for their fierce warrior castes, master craftsmen, skilled herbalists, and ranks of ascetic priests. The Bhangari live in great walled cities and build temples that soar to the sky.

Appearance: Of medium height, with golden skin and delicate features. The men keep their black hair cropped short and dress in simple cotton garments, while the women wear colorful silken gowns and weave their hair in long braids. The armies of Laksha, Ghoma and Azjan wear medium armor decorated with silver and gold; the officers have turbans set with feathers or gems to denote their station.

Religion: Not much is known about the cults of the east. The cult of the ape-god Simatala originated in the land of Laksha, and there are several cults that worship aspects of the elephant.

Culture: The Bhangari are a mix of Civilized and Decadent. Some mystics among them are Enlightened.

Language: Bhangari, plus Taikangian as a bonus language.



Djaka

The Djaka are the pygmies inhabiting the Silver Isles of the Eastern Ocean. They live in villages and know the secrets of the rare lotus herbs that grow only on their islands.

Appearance: Short of stature (even adults are rarely 5 feet tall) with curly black hair and dark, wrinkled skin; dressed in loincloths and jewelry of feather and bones, and armed with hunting bows and blowpipes.

Religion: The Djaka worship as gods the monstrous slugs of colossal size that inhabit the marshes and swamps of the Silver Isles.

Culture: Most Djaka are Savages, with a few individuals within the larger villages along the coast being Civilized or even Decadent. Small communities of Degenerates may be found deep in the swamps.

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

Special: All Djaka are size Small and have a base walking speed of 25 feet.



Ghazorite

The Ghazorites are a sub-race of the Susrahmites, who dwell in and around the great port-city of Ghazor on the coast of the eastern ocean. The Ghazorites are known both as avaricious merchants, ruthless warriors, and excellent sailors.

Appearance: Slightly smaller of stature than their plains-dwelling brethren, Ghazorite men and women often have some foreign blood, the result of intermingling of races. Such crossbreeding usually manifests as a flat nose, blond hair, green eyes, swarthy skin, or some other unusual feature.

Religion: The Ghazorites worship the gods of Susrah, in addition to many strange gods brought to the city by foreign sailors, mercenaries and merchants.

Culture: Like their cousins the Susrahmites, the Ghazorites are a people both Civilized and Decadent. While Decadents are more commonly found among the upper classes, they are in no way confined to it, nor are they composed uniformly of them.

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



Ikuna

The cannibalistic tribes of the Ikuna lands are a constant plague upon the neighbouring nations. From their homeland south of the Hills of the Dead, the Ikunas wage a war of terror upon the Zadjites, Azimbans, and anyone venturing into the southern waters. Few dare go into these lands; likewise, an Ikuna raiding party on the warpath is something best avoided.

Appearance: Black-skinned with wavy hair and slightly green-tinted eyes that give them a preternatural, fearsome appearance. The Ikuna warriors are heavily muscled and move with pantherish grace, clad only in loincloths. The women, who are often shamans and tribal priestesses, adorn themselves with necklaces of bone and teeth.

Religion: The Ikunas worship several tribal gods, some of which are simply deified serpents, giant bats and great lizards from the nearby jungles of Yalotha. But also on the blood-stained altars in the witch-houses of the Ikuna are grotesque idols of older demon-gods and grinning, inhuman skulls of unnatural proportions.

Culture: Ikuna cannibals are typically either Degenerates or Savages. Some of the witch-women, who have lived many normal lifespans by leeching the life force of others, might be regarded as Enlightened.

Language: Ikuna, plus Azimban as a bonus language.



Jairanian

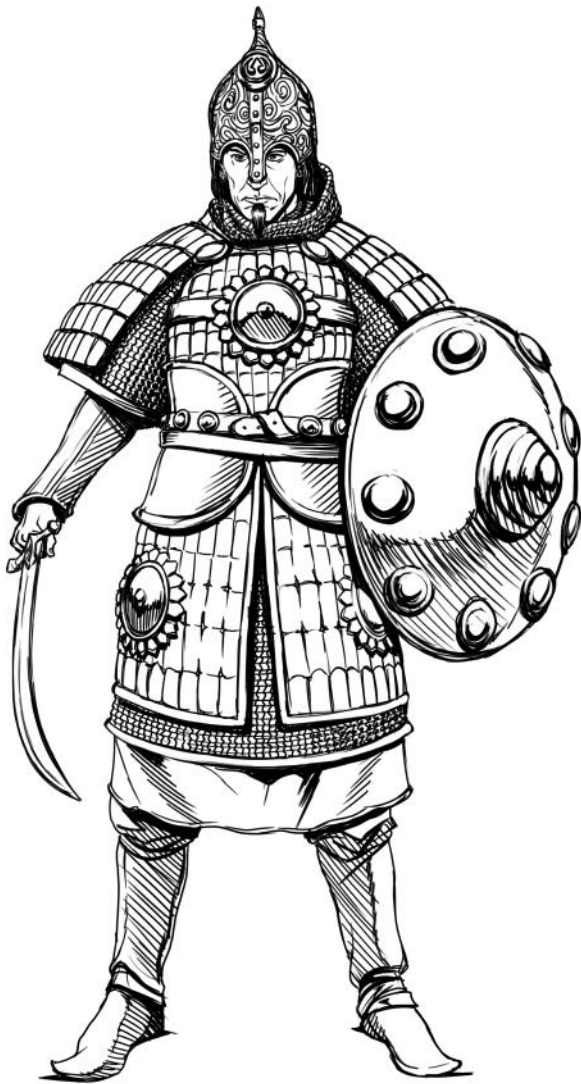
Dwellers in the desert-cities of the west, the Jairanians are renowned as master craftsmen, breeders of fine horses, and cunning thieves. Mercenaries from the cities of Jairan are employed across the continent.

Appearance: Light brown skin, deep brown eyes, wearing loose pants and short vests.

Religion: Various grim gods are worshipped among the Jairanians, including Yadar, Othabbhon, and even Al-Tawir.

Culture: Jairanians from the desert can either be Nomads, or, more rarely, Civilized. City-dwelling Jairanians are Civilized, with part of their upper class being Decadent.

Language: Jairanian, plus Khazistani as a bonus language.



Khazistani

Conquering horsemen of the northwestern steppes, the Khazis or Khazistanis are a proud people, and justly so. From humble nomadic roots, they have established an empire with glittering cities stretching from the Eastern Sea to the deserts of Jairan, with caravans bringing tribute and loot to the proud nobles of Khazabad. The ruling warrior caste consists of mounted archers riding magnificent purebred horses.

Appearance: Tan-skinned, brown-eyed and black-haired. The Khazis are generally lithe of build, although large individuals certainly exist. The men sometimes wear turbans and grow long moustaches or beards. The women usually wear veils and robes.

Religion: The Khazis primarily worship Yadar and Nhakhramat, neither of which are native Khazistani gods, but whose cults have replaced former elemental and ancestor worship.

Culture: Almost all Khazistanis are Civilized, with the small portion clinging to a more traditional, ancestral lifestyle still being Nomads. As a still vigorous, only recently conquering people, almost none of their upper class are as of yet Decadent.

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



Khazrajite

The nomadic tribes of the northwestern desert are descended from Khazistani stock. Calling themselves the Khazraj, they are a free-willed, fierce and stubborn lot; a constant menace to caravans and travelers.

Appearance: The Khazrajites are physically identical to the people of Khazistan, but of a slightly darker tan due to their exposure to the desert sun. Adult men usually grow thick, black beards, and wear white khaftan robes and silver-hilted scimitars.

Religion: Chief among the gods of the desert is Al-Tawir, the Ancient One, although his name is more often used in curses than in prayer. Still, the nomads fear the Lord of the Empty Wastes and make small offerings to avoid getting lost or suffering from hunger and thirst.

Culture: These fierce desert tribesmen, the more rustic brothers of the Khazistanis, are almost invariably Nomads.

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



Khoran

The Isles of the Sea Raiders are inhabited by dangerous men and cunning women from many nations, and their couplings have brought forth many who are born as natives of the isles, in the fortified pirate-city of Khora. Such children usually inherit the worst traits of both parents.

Appearance: The skin-tone of Khorans range from the icy white of Tharag Thulans to the night-black of Ikunas, but is usually somewhere in-between. They dress in gaudy pantaloons and adorn themselves with gold earrings and ivory-hilted knives pilfered from burning merchant-vessels.

Religion: The gods are more feared than worshipped in the lawless port of Khora, but even the Sea Raiders occasionally offer sacrifice to the gods of the sea and the sky. Akhlathu, the god of twisted fate, is also a popular patron of many pirate crews.

Culture: The mongrel Khorans are mostly Civilized or Decadent, but encompass a small stratum of Nomads and an even smaller one of Degenerate throwbacks.

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



Lamuran

The men of Lamu are regarded as a degenerate and evil people by other nations, a belief that mainly springs from ignorance, but is strengthened by the fact that some Lamurans have unnaturally keen eyesight in the dark, and that they worship many weird and loathsome gods in the isolation of their remote hill kingdom.

Appearance: Gaunt of build and pale-skinned, with long flowing hair, although the priests are often shaven-headed. Decadent Lamurans dress in flowing robes and wear distinctive tall caps, often wound around with turbans, while the more wholesome Civilized men prefer simpler clothing and sturdy armor.

Religion: The cult of Yot-Kamoth is best-known, but a multitude of other deities is worshipped.

Culture: The Lamurans, corrupted by their worship of sinister Yot-Kamoth, are mostly Decadent, but retain both a significant Civilized stratum in and around their cities and of Degenerates in the more remote parts of their realm.

Language: Lamuran, plus Susrahnite as a bonus language.



Mazanian

Deep in the southern jungles rise the moss-grown palisade walls of the Mazanians, a matriarchal society whose female warriors raid into the surrounding lands for male slaves. The jungle kingdom is ruled by the black sorcerer-queen of Boma-Ya, the forbidden city of the amazons.

Appearance: Female Mazanians are all stunningly beautiful, since all girls with the slightest physical flaw are quickly abandoned in the jungle. These copper-skinned warriors are not shy about using their charms to distract male opponents.

Religion: The gods of the Mazanians are not well-known. Some say they worship female snake-beings, others that their queen is the thrall of a male demon-god.

Culture: Mazanians are usually Savages, but some Civilized individuals might exist among their upper classes.

Language: Mazanian, plus Shoma as a bonus language.

Special: Mazanians of the Ranger class may select «human males» as their favored enemy.



Nabastissean

The sun-drenched land of Nabastis consists of a collection of city-states ruled by petty kings with their own armies of bronze-armored pikemen. While the interior terrain is dominated by rolling hills and forest-covered mountains, the coast has sandy coves nestled amid jagged cliffs. The trade cities along the coast are protected by fleets of trireme galleys. The great city of Khargamum is well-known for the temple of Apsis, with its vast library-halls.

Appearance: Bronze-skinned, with gleaming white teeth and curly black hair, and short of stature. The Nabastisseans dress in brightly colored robes, and don breastplates and full helmets when going to war.

Religion: The Nabastisseans have few gods of their own, but tolerate the temples of foreign gods to be built in their cities. The coastal peoples usually make small offerings to the gods of the sea before setting out on voyages of trade or war.

Culture: Nabastisseans are usually Civilized, but a sizeable and increasing proportion of their upper classes has become Decadent.

Language: Nabastissean, plus Taraamite as a bonus language.



Shoma

The kingdom of Shoma is rich in gold, to the extent that even the king's great herds of cattle wear golden ornaments. There are many skilled artisans and goldsmiths among the Shoma. Outside of the capital city of Katanga, the land is peopled by semi-nomadic tribes.

Appearance: Dark brown skin, with close-cropped curly black hair. The tribal Shoma dress in simple loincloths. City-dwellers wear more elaborate clothing, such as brightly colored robes and cloaks; even commoners are often adorned with golden jewelry.

Religion: Nataka, the ivory woman, is worshipped among the nobles and upper class, while various tribal gods are revered by commoners.

Culture: City-dwelling Shomas are a mix of Civilized and Savage people, while most of the tribal pastoralists are Nomads.

Language: Shoma, plus Azimban as a bonus language.



Susrahnite

The fertile plains of Susrah are home to a race renowned for their skill in war and their religious devotion.

Appearance: Broad-shouldered, with hooked noses and black, curly hair, the Susrahmites are dressed in flowing robes. The men braid their long beards. The women are lithe, wearing golden armbands and necklaces of pearl; they are prized as slaves in Taraamite seraglios.

Religion: Nowhere, except perhaps in Yar-Ammon, can there be found as many gods as in the city-states of Susrah. Above the hundreds of lesser gods arise the names of greater deities such as Baal-Khardah, Belet-Lil, Maggash, and Yammosh.

Culture: Susrahmites are a people both Civilized and Decadent, although Decadents are more commonly found among the upper classes. Some men and women of Susrah are Enlightened.

Language: Susrahnite, plus Taraamite as a bonus language.



Taikangian

The realm of Taikang is near-mythical, a land of teeming yellow masses, bamboo towers, and serpentine dragons. Few westerners have ventured here, but merchants who brave the unknown can make a fortune when they return with caravans of silks, lotus flowers and painted ceramics.

Appearance: Lithe and yellow-skinned, with slanted eyes and long, black hair. Both men and women dress in silk if they can afford it, although the commoners often wear little more than a loincloth.

Religion: The chief god of the Taikangians is Wa-Ying, the so-called «Emperor of Hell».

Culture: Taikang is a vast and legendary land. Most tales told in the west depict the Taikangians as Decadent, but who knows? In such a large and technologically advanced realm there are likely to be many Civilized, and even Enlightened, individuals, as well as Nomadic people along its borders.

Language: Taikangian, plus Bhangari as a bonus language.



Taraamite

The plains and highlands of Taraam are inhabited by a people known both for the sophistication of their culture and their talent for intrigue. A caste of mounted warriors is the backbone of their army, which threatens the lesser cities of Susrah and Nabastis with destruction unless tribute continues to flow into the thousand-columned palace of Achad. Taraam's royal palace is also a place of thousand intrigues, filled with eunuchs and astrologer-priests of the court.

Appearance: Male Taraamites usually favor short, trimmed beards. Warriors carry straight short swords and lances, and dress in robes decorated according to their status, with the king's personal guard wearing gold-trimmed robes and circlets of gold, in the fashion of princes.

Religion: Ahyada, the «High God», is the chief god of the Taraamites, served by an influential priesthood of astrologers and omen-readers.

Culture: Taraamite commoners are almost invariably Civilized, just as the upper classes of this people are almost invariably Decadent. Exceptions to this generalisation do exist, but are very rare.

Language: Taraamite, plus Susrahnite as a bonus language.



Tharag Thulan

Also known as Tharagians, these northern tribesmen inhabit the cold wastes at the edge of the world. In each generation, there are always some northerners who leave their ancestral lands to escape the ancient blood-feuds of their clans and explore the decadent empires of the south.

Appearance: Dressed in wolf-skin cloaks and tall boots of wolverine-fur, these barbarians of the north have long, yellow beards, white skin, and piercing blue eyes.

Religion: The Tharag Thulans revere the Moon-God, the Wolf-God, and the Skull-God.

Culture: These remote northern barbarians are mostly Savages. Some clans and individuals are Nomads, and as well as rare Civilized half-breeds.

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



Yar-Ammonite

Also known as the «kingdom of tombs», Yar-Ammon is a land covered with desert and haunted by ancient sorceries. The silent streets and broad ceremonial avenues of black-templed Amenti is an awesome sight to behold. The papyrus used by the scribes and sorcerers of Yar-Ammon is harvested from the inland marshes of Fakhuum.

Appearance: Tall and slender, with bronze skin, dark hair and black eyes. The nobles and priests wear golden pectorals and masks carved with beastly visages, while commoners dress in simple garments of white linen.

Religion: Yar-Ammon is well known for its large pantheon of beast-headed were-gods. The land is littered with giant statues and weathered sphinxes carved in their image. But the ancient practices of the beast-cults were outlawed a generation ago, when the royal house of Amenti established the cult of Zothur, the First One. Yet, there are many among the common folk who still follow the old ways.

Culture: Children of an old culture steeped deeply in sorcerous mysteries, Yar-Ammonites are a mixture of Civilized, Decadent and Enlightened people.

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



Zadjite

The turbaned fire-worshippers of Zadj are an offshoot of the Jairanian race in the west. They have exploited the riches of their new homeland well, and grown rich as spice merchants and slave-traders. Having brought with them a high level of culture from Jairan, the Zadjites are skilled artisans and Iraab, the marble capital by the sea, is a center of learning as well as rich trade and exquisite craftsmanship. The interior plains and forests of Zadj are dominated by the fortress-city of Al-Qazir, also known as the City of Slave Sultans, for it is held by a council of savelords who only pay lip service to the emir of Iraab.

Appearance: Swarthy, turbaned, wearing colorful robes and gold-hilted curved daggers. The raven-haired Zadjite women are famed for their sensual beauty; they are often scantily clad and adorned with glittering jewelry.

Religion: The Zadjites hold «the Sacred Flame», a nameless elemental god, above all others.

Culture: This wealthy and callous people of tradesmen is mostly Decadent, with only a smattering of Civilized individuals remaining, virtually none of them among the upper classes.

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



Zorabi

These tribesmen inhabit the Zorab mountains that jut up between Lamu and Khazistan. The southernmost tribes have accepted the overlordship of the Khazistanis, at least in name, while the rest are opportunistic raiders who feud incessantly among themselves.

Appearance: These mountain wolves wear white turbans and heavy cloaks, and are armed with scimitars and shortbows. They have long black beards, and their brown skin is wrinkled by the sun and mountain winds.

Religion: There are few priests among the Zorabi, but worship of certain Lamuran gods is probable.

Culture: Zorabi are usually Nomads, with a scattering of Savages among them.

Language: Susrahnite, plus Lamuran as a bonus language.

תפילה ליום ראשון



Monk: While monks are quite rare in the West, they are common in the mysterious lands of the East, such as Laksha, Ghoma, Azjan and Taikang. Some travel across the ocean or overland to the West, either as lone seekers of wisdom, or as agents on a secret mission from their monastic order. Some cities in the West even have secret underground temples dedicated to the strange Eastern philosophies.

The following monastic traditions are appropriate for monks of Xoth: Way of the Open Hand, Way of Shadow, Way of the Drunken Master, Way of the Kensei.

Paladin: The paladin class does not exist in the World of Xoth. For an alternative, see the conqueror class included in this book.

Ranger: Rangers of Xoth are men and women who thrive in the savage wildernesses, from the dark jungles of Yalotha and Mazania to the scorching deserts of Yar-Ammon and Khazistan. Many are nomads who can quickly travel vast distances on their horses and camels. The ranger class is also suitable for lone hunters, assassins and slayers.

Special Rules: See the ranger section later in this chapter.

The following archetypes are appropriate for rangers of Xoth: Beast Master, Hunter, Monster Slayer. In addition, this book contains the Slaver archetype.

Rogue: Every city or town of some size, from the slaver-fortress of Al-Qazir to thousand-columned Achad of the Taraamites, is filled with thieves and assassins, gamblers, kidnappers, and lotus-traders. Plains and mountains are plagued by bandits, slavers and highwaymen, and pirates and

reavers are the scourge of the seas; the latter even have their own «kingdom» centered on the impregnable sea-citadel of Khora.

The following archetypes are appropriate for rogues of Xoth: Assassin, Mastermind, Scout, Swashbuckler, Thief.

Sorcerer: The sorcerer class does not exist in the World of Xoth, at least not for the human races. There may be some prehuman races or unique creatures that have innate sorcerous abilities similar to sorcerers.

Warlock: Warlocks and witches are the most powerful arcane spellcasters of the World of Xoth. Those who take this path are few indeed, for it means making a pact with an unknown entity, and the cost to life or sanity can be high.

Special Rules: A warlock of Xoth must choose the Great Old One as his otherworldly patron at 1st level, and the Pact of the Chain at 3rd level. To advance a level, the warlock must perform a sacrifice or service on behalf of his patron, as determined by the GM. The warlock's familiar, an animal far more intelligent than normal beasts, is the bond between the warlock and this nameless patron. Without the familiar, the warlock is powerless and unable to learn or cast spells (except *find familiar* as a ritual). Some sages even speculate that the familiar is some sort of parasite that uses the warlock to grow more powerful and intelligent...

Wizard: The wizard class does not exist in the World of Xoth. The warlock class fills the wizard's role as arcane spellcaster.

Conqueror (new class)

«What was a dying man on a litter to the Amir, who had seen so many die? His mind was on the road to Cathay and the purple kingdoms beyond. The javelin had shattered at last, but its final cast had opened the imperial path. Timour's dark eyes burned with strange depths and leaping shadows, as the old fire stole through his blood. Conquest!»

— Robert E. Howard: Lord of Samarcand

The conqueror is a mighty warrior, dangerous in hand-to-hand combat, but his true strength lies in his ability to bolster his allies with battle-cries, set up formations for teamwork, and to find and exploit the weaknesses of his enemies.

Conquerors are found wherever there is conflict, from the steppes of Jairan in the west to the mysterious and war-torn lands of the east.

Class Features

Hit Points

Hit Dice: 1d10 per conqueror level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per conqueror level after 1st

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Athletics, Deception, Intimidation, Investigation, History, and Persuasion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

(a) a two-handed martial weapon or (b) a one-handed martial weapon and a shield

(a) five javelins or (b) five bags of caltrops

(a) a diplomat's pack

Chain mail and a banner

Find Weakness. Starting at 1st level, you can study your enemies to find their weaknesses. As an action, you can make an Intelligence (Investigation) check (DC 12) to determine the relative strength of opponents within 60 feet. You do not learn specific Challenge Ratings, but you discover which creature has the highest rating, the second highest rating, and so on.



Renew Vigor. From 1st level, your inspiring leadership can restore vigor to those battered and bruised in battle. As an action, you can give a short speech and restore lost hit points to an ally within 5 feet, up to that creature's maximum hit points. You can restore a total number of hit points equal to five times your conqueror level per long rest. You can distribute the hit points among your allies as you see fit, but you must spend a separate action for each recipient.

Fighting Style. At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Defense: While you are wearing armor, you gain a +1 bonus to AC.

Dueling: When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting: When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection: When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Battle Cry. Starting at 2nd level, you can take a bonus action to inspire your allies within 30 feet with a mighty battle cry. Until the start of your next turn, the first hit of each ally that hits with a weapon attack automatically scores a critical hit. You can use this ability a number of times per long rest equal to your Charisma bonus.

Conqueror Archetypes

The following conqueror archetypes are available:

Strategist

Your mastery of strategy and tactics allows you to control the battlefield.

Battlefield Awareness. At 3rd level, you add your Intelligence bonus to your initiative score.

False Retreat. At 7th level, you can use a reaction to designate an ally within 60 feet that takes the disengage action. That ally gains a bonus attack against an opponent within reach. You can use this ability a number of times equal to your Intelligence bonus per long rest.

Outflank. At 15th level, once per short rest, you can spend an action to give all allies within 60 feet advantage on attack rolls against opponents if the ally has at least one other ally within 5 feet of the opponent and the other ally is not incapacitated. The effect lasts until the start of your next turn.

Hold the Line. At 20th level, once per short rest, you can spend an action to give all enemies within 60 feet disadvantage on attacks against you and your allies until the start of your next turn.

Tyrant

With ruthless determination, you conquer all before you.

To Hear the Lamentations. Starting at 3rd level, you gain 1d8 temporary hit points whenever you reduce an opponent to 0 hit points.

Reckless Brutality. At 7th level, when you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Bloodbath. At 15th level, once per long rest, you can confer the following benefit upon all allies within 60 feet: Once on each of the ally's turns when he makes a weapon attack, he can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of his weapon. The benefits last until there are no more enemies left standing within sight.

Rule of Fear. At 20th level, once per short rest, you emanate an aura of menace in a 30-foot radius for up to 1 minute. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma bonus) or become frightened of you for 1 minute or until it takes any damage. Attack rolls against frightened creatures have advantage.

Courage. At 3rd level, you become immune to being frightened.

Archetype. When you reach 3rd level, you must select an archetype from among those listed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level.

Ability Score Improvement. When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack. Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Aura of Protection. Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

At 18th level, the range of this aura increases to 30 feet.

Improved Find Weakness. At 9th level, you can choose to focus on one creature within 60 feet as an action. If you make a successful Intelligence (Investigation) check (DC 15), you learn the creature's list of immunities, resistances, or vulnerabilities (choose one of the three categories per attempt).

Rallying Cry. At 9th level, once per short rest, you can spend a reaction to give all allies within 60 feet a bonus action on their next turn. The bonus action can only be used to take a Dash or Disengage action.

Aura of Courage. Starting at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

Improved Battle Cry. By 11th level, your battle cry has a range of 60 feet and applies to all hits by your allies until the start of your next turn, not just each ally's first hit.

Authority. Starting at 13th level, as an action once per short rest, you can issue an order to any creature within 60 feet. The creature must succeed at a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma bonus) or be affected as per a *command* spell.

Steel Will. Beginning at 14th level, you can use your action to end one mind-affecting spell on yourself or on one willing creature that you touch. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.

Breach Defenses. At 17th level, as a bonus action once per long rest, you can temporarily remove a creature's resistance to one damage type. The creature must be within 30 feet when you use this ability, and the effect lasts for 1 minute.

Courtier (new class)

«Slowly he swung his great head about and stared at Tascela who posed negligently in the curtained doorway, one hand on her smooth hip. Valeria twisted herself about in his iron grip, and when she met the burning eyes of Tascela, a chill tingled along her supple spine. New experiences were flooding Valeria's proud soul that night. Recently she had learned to fear a man; now she knew what it was to fear a woman.»

— Robert E. Howard: Red Nails

Courtiers include decadent nobles, shadowy spymasters, sullen temptresses, and scheming eunuchs. Their mix of social skills, powers of suggestion, knowledge of secret lore, and dabbling in sorcery, make them formidable opponents or valuable allies. Courtiers are found in the cities and courts of most nations, particularly in Zadj, Yar-Ammon, Khazistan, Susrah and Taraam.

Class Features

Hit Points

Hit Dice: 1d8 per courtier level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per courtier level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, hand crossbows, shortswords, whips

Tools: Disguise kit, forgery kit, poisoner's kit

Saving Throws: Dexterity, Charisma

Skills: Choose any three

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

(a) a shortsword, (b) a whip, or (c) any simple weapon

(a) a diplomat's pack or (b) a scholar's pack

(a) a vial of basic poison or (b) fine clothes

Leather armor and a dagger

Cunning Advice. You can influence and aid others through soft words or subtle gestures. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear or see you.

That creature gains one Cunning Advice die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Cunning Advice die, but

must decide before the GM says whether the roll succeeds or fails. Once the Cunning Advice die is rolled, it is lost. A creature can have only one Cunning Advice die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Cunning Advice die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Sneak Attack. Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class. At 7th level the extra damage increases to 2d6, and at 11th level the extra damage increases to 3d6.

Jack of All Trades. Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Revitalize Companions. Beginning at 2nd level, you can use an inspiring speech or other performance to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points. The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

Archetype. At 3rd level, you must choose an archetype from among those detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th and 14th level.

Expertise. At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

Ability Score Improvement. When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Font of Advice. Beginning when you reach 5th level, you regain all of your expended uses of Cunning Advice when you finish a short or long rest.

Countercharm. At 6th level, you gain the ability to use your powers of persuasion to disrupt mind-influencing effects. As an action, you can start an oration that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Bearer of the Scorpion Chalice. By 10th level, long-time exposure to various poisons and other substances have made you immune to poison damage and to the poisoned condition.

Peerless Skill. Starting at 14th level, when you make an ability check, you can expend one use of Cunning Advice. Roll a Cunning Advice die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the GM tells you whether you succeed or fail.

Iron Will. When you reach 18th level, you become immune to being frightened or charmed.

Superior Advice. At 20th level, when you roll initiative and have no uses of Cunning Advice left, you regain one use.

Courtier Archetypes

The following courtier archetypes are available:

Magician

Magicians, astrologers and soothsayers are common in the courts of Xoth, offering their advice and services to nobles in exchange for funding their arcane study and research.

Forbidden Lore. At 3rd level, you gain the Magic Initiate feat as a bonus feat. If you already have the Magic Initiate feat, choose one 2nd-level spell to add to your list of known spells.

Astrological Omens. At 6th level, you add *bestow curse* and *divination* to your list of known spells. Alternatively, you can learn one 3rd-level spell of your choice.

Alchemical Secrets. At 14th level, you add *creation* and *clone* to your list of known spells. Alternatively, you can learn one 4th-level spell of your choice.

Seducer

The seducer is a rake or temptress who uses the power of sensuality to attract and control others. The seducer's charm is used to get men and women to do his or her bidding; such seduction techniques are weapons, as keen and deadly as any blade.

Distracting Beauty. At 3rd level, your Armor Class when wearing no armor and not carrying a shield becomes 10 + your Dexterity bonus + your Charisma bonus.

Seduction. At 6th level, once per long rest, you may use your attraction to influence a creature, equivalent to casting a *suggestion* spell. If you have had previous intimate contact with the target creature, it suffers disadvantage on its saving throw.

Kiss of Domination. At 14th level, once per short rest, you may attempt to kiss a humanoid within reach by making a melee attack roll. If you hit, and the target fails a Wisdom saving throw, you establish dominance over the target as per a *dominate person* spell.

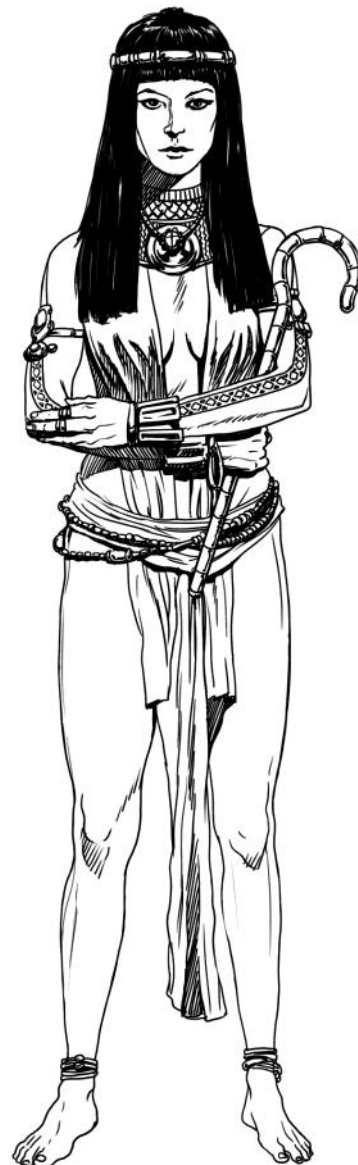
Spymaster

Found in cities and courts of every civilized and decadent land, spymasters are masters of diplomacy as well as deceit.

Cutting Words. At 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Cunning Advice, rolling a Cunning Advice die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Treacherous Strike. At 6th level, you deal 1d6 extra points of poison damage whenever you hit with a melee weapon attack.

Network of Spies. At 14th level, once per week, you can employ your extensive web of spies and informants to bring you knowledge about a person, place or object, equivalent to casting a *legend lore* spell, with the material component cost represented by bribes.



Cultist (new class)

«Mordiggian is old and omnipotent as death. He was worshipped in former continents, before the lifting of Zothique from out the sea. Through him, we are saved from corruption and the worm. Even as the people of other places devote their dead to the consuming flame, so we of Zul-Bha-Sair deliver ours to the god. Awful is the fane, a place of terror and obscure shadow untrod by the sun, into which the dead are borne by his priests and are laid on a vast table of stone to await his coming from the nether vault in which he dwells. No living men, other than the priests, have ever beheld him; and the faces of the priests are hidden behind masks of silver, and even their hands are shrouded, that men may not gaze on them that have seen Mordiggian.»

— Clark Ashton Smith: The Charnel God

A cultist is a member of a religious organisation devoted to the worship of a powerful entity, such as a god or demon. The cultist starts out as an acolyte, whose duties include studies of the cult's secret texts, as well as guarding the cult's temple and protecting its interests. As he rises in the ranks of the cult, the cultist becomes a teacher of acolytes, standing at the center of rituals of worship and sacrifice. Eventually, he may become high priest of the cult, with full and undisputed control over its temples, treasures, relics and priests.

If the cultist leaves the cult, he loses all cult-specific benefits, including cult spells and cult secrets. If he tries to join another cult, he is declared anathema and no member of his old cult will rest before he is dead.

Class Features

Hit Points

Hit Dice: 1d8 per cultist level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per cultist level after 1st

Proficiencies

Armor: Light armor, medium armor

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Deception, History, Medicine, Persuasion, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

(a) a dagger or (b) a sickle

(a) scale mail or (b) studded leather

(a) a priest's pack or (b) an explorer's pack

A symbol of your cult (alternatively, you could have a tattoo, scar or other permanent physical mark of your cult membership somewhere on your body)

Initiation Rite. At 1st level, before you can become a proper cultist, you must undergo the cult's initiation rite. This is different for every cult; see the cult's description for details.

At the end of the initiation rite, a sufficiently high-level cult leader may cast a *geas* spell upon you, to ensure your loyalty to the cult.

Spellcasting. As an initiate of a cult, you can cast spells taken from the cultist spell list.

Cantrips: At 1st level, you know three cantrips of your choice from the cultist spell list. You learn additional cultist cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cultist Spellcasting table.

Preparing and Casting Spells: The Cultist Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cultist spells that are available for you to cast, choosing from the cultist spell list. When you do so, choose a number of cultist spells equal to your Wisdom modifier + your cultist level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level cultist, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of cultist spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability: Wisdom is your spellcasting ability for your cultist spells. You use your Wisdom modifier when setting the saving throw DC for a cultist spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting: You can cast a cultist spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus: You can use a cultic symbol (including a tattoo or other permanent physical mark) as a spellcasting focus for your cultist spells.

Cult Spells. Each cult has a list of associated spells. You gain access to these spells at the cultist levels specified in the cult description. Once you gain access to a cult spell, you always have it prepared. Cult spells don't count against the number of spells you can prepare each day.

Blood Healing. Your healing spells (*cure wounds*, *mass cure wounds*, *prayer of healing*, *heal*, *mass heal*) must be powered by sacrifice, either your own blood or the death of another creature (see Blood Ritual).

If you sacrifice your own blood, you suffer damage equal to half the amount healed. If a single spell heals multiple creatures (such as a *mass cure wounds*), you only take the damage once.

Table: Cultist Spellcasting

Level	Proficiency	Cantrips									
	Bonus	Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	+2	3	2	-	-	-	-	-	-	-	-
2	+2	3	3	-	-	-	-	-	-	-	-
3	+2	3	4	2	-	-	-	-	-	-	-
4	+2	4	4	3	-	-	-	-	-	-	-
5	+3	4	4	3	2	-	-	-	-	-	-
6	+3	4	4	3	3	-	-	-	-	-	-
7	+3	4	4	3	3	1	-	-	-	-	-
8	+3	4	4	3	3	2	-	-	-	-	-
9	+4	4	4	3	3	3	1	-	-	-	-
10	+4	5	4	3	3	3	2	-	-	-	-
11	+4	5	4	3	3	3	2	1	-	-	-
12	+4	5	4	3	3	3	2	1	-	-	-
13	+5	5	4	3	3	3	2	1	1	-	-
14	+5	5	4	3	3	3	2	1	1	-	-
15	+5	5	4	3	3	3	2	1	1	1	-
16	+5	5	4	3	3	3	2	1	1	1	-
17	+6	5	4	3	3	3	2	1	1	1	1
18	+6	5	4	3	3	3	3	1	1	1	1
19	+6	5	4	3	3	3	3	2	1	1	1
20	+6	5	4	3	3	3	3	2	2	1	1

Blood Ritual. You can cast healing spells as rituals, but this requires the sacrifice of a helpless living creature as part of the ritual. The creature must be at least medium size or have a challenge rating above zero. Constructs, elementals, oozes, plants, swarms, and undead cannot be used as sacrifice.

Triumphant Sacrifice. The spells *healing word* and *mass healing word* can only be cast whenever you have slain a creature in combat and you triumphantly shout out the word (as a bonus action). This does not expend the spell slot.

Steal Life. At 2nd level, once per rest, you can use your touch to steal life force from a victim, as per a *vampiric touch* spell. The effective level of the spell is half your cultist level. Beginning at 6th level, you can use this ability twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain the expended uses.

Ability Score Improvement: When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Cult Secret. At 6th, 14th and 18th level, you gain a cult-specific special ability.

Idolatry. At 10th level, you can draw power from an idol that represents an entity worshipped by your cult. The idol is large or huge, and usually of stone. The idol can be moved, but must be attuned 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 suffer 8d10 points of psychic damage.

The idol stores power via sacrifices, either of valuables (which disappear mysteriously) or the life force of creatures. The creatures must be at least medium size or have a challenge rating above zero. Constructs, elementals, oozes, plants, swarms, and undead cannot be used as sacrifice. A ritual of sacrifice takes at least 10 minutes to perform.

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

When you are within 60 feet of the idol, you can cast the following spells (without any material costs) by drawing on the stored spell levels: *animate objects* (animates the idol itself), *contact other plane*, *control weather*, *create food and water*, *enthrall*, *fear*, *hallow*, *heroes' feast*, *nondetection*.

At 20th level, you can use the idol to cast the following additional spells: *earthquake*, *gate*, *mass heal*, *meteor swarm*, *weird*. You can also animate the idol with statistics equal to a stone golem at the cost of one stored spell level per round.

Cults

Each cultist must choose a cult. For examples of cults, and their initiation rites and secrets, see the Cults of Xoth chapter.



Cultist Spells

Cantrips (0 level)

Guidance
Resistance
Sacred Flame
Spare the Dying
Thaumaturgy
True Strike

1st Level

Bane
Bless
Command
Cure Wounds
Detect Evil and Good
False Life
Guiding Bolt
Hand of Revelations*
Healing Word
Inflict Wounds
Protection from Evil and Good
Purify Food and Drink
Sanctuary
Shield of Faith

2nd level

Aid
Augury
Blindness/Deafness
Calm Emotions
Continual Flame
Enhance Ability
Enthrall
Gentle Repose
Hold Person
Lesser Restoration
Locate Object
Prayer of Healing
Protection from Poison
Silence
Spiritual Weapon
Warding Bond

3rd level

Beacon of Hope
Bestow Curse
Black Fist of Ptahaana*
Clairvoyance
Counterspell
Daylight
Dispel Magic
Glyph of Warding
Magic Circle
Mass Healing Word
Meld into Stone
Protection from Energy
Remove Curse
Revivify
Sending
Speak with Dead
Spirit Guardians
Tongues

4th level

Altar-Fire*
Banishment
Death Ward
Divination
Freedom of Movement
Guardian of Faith
Locate Creature
Private Sanctum
Stone Shape

5th level

Commune
Contagion
Dispel Evil and Good
Geas
Greater Restoration
Hallow
Insect Plague
Lifeleech*
Mass Cure Wounds
Scrying
Snake Staff*

6th level

Circle of Death
Find the Path
Forbiddance
Harm
Heal
Heroes' Feast
True Seeing
Word of Recall

7th level

Divine Word
Regenerate
Sequester
Symbol

8th level

Antimagic Field
Holy Aura
Mind Blank

9th level

Astral Projection
Gate
Mass Heal



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Druid (special rules)

«My brother had not painted a skull black for you and hurled it into the fire that burns for ever on Gullah's black altar. He had not whispered your name to the black ghosts that haunt the uplands of the Dark Land. But a bat has flown over the Mountains of the Dead and drawn your image in blood on the white tiger's hide that hangs before the long hut where sleep the Four Brothers of the Night. The great serpents coil about their feet and the stars burn like fire-flies in their hair.»

— Robert E. Howard: Beyond the Black River

Druids of Xoth have the following special rules applied:

No Wild Shape. You are not able to change your shape.

Life of the Land. Starting at 2nd level, you gain the ability to draw upon the life force of nearby plants to heal damage.

As an action, you carefully draw out vitality and moisture of nearby plants and evoke healing energy that can restore a number of hit points equal to five times your druid level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. Using this feature leaves the local plant life damaged but able to recover within a day.

At your option, you can draw more power in a careless fashion that will blight and kill the plant life within range; this restores a number of hit points equal to ten times your druid level, divided among creatures within 60 feet of you, and can restore a creature to its full hit point maximum. However, all nonmagical plant life within range instantly withers and dies. Obviously, repeated use of this ability has severe effects on the environment, quickly turning it into a wasteland.

If you use this feature in an area that has very little plant life (such as in the middle of a sand desert, or in a dungeon room with only a few patches of moss on the walls), the number of hit points restored is reduced to a minimum of 1 hit point per druid level.

Alternatively, this feature can be used to inflict damage on plant creatures. If this variant is used, select a plant creature or magical plant within 30 feet of you; it is affected as per the *blight* spell.

You can use this ability once per long rest at level 2, two times per long rest at level 4, and three times per long rest at level 8.

Druid Circle. At 2nd level, you must choose the Circle of the Land. When you choose the type of land you are associated with, you may select one of the following standard options: arctic, coast, desert, forest, grassland, mountain, swamp.

Alternatively, druids that act as witchdoctors can choose «spiritworld» as their associated land. This gives you the following circle spells:

3rd level: *augury, enthrall*

5th level: *bestow curse, speak with dead*

7th level: *banishment, phantasmal killer*

9th level: *cloudkill, contact other plane*

Beast Spells. Beginning at 18th level, whenever you cast a conjure spell, it counts as having been cast using a spell slot three levels higher than the actual spell slot expended.

Archdruid. At 20th level, you become immune to death by aging.



Ranger (special rules)

«Gurd did not delay. He knew that he was late in starting on his hunt. The barriers of frost and snow would descend on the entrance to the Dead World within two months, and before that time he must be on his way home. By the time the sun had climbed the mountain summits he had vanished into the passes leading to the North.»

— Harold Lamb: Changa Nor

Rangers of Xoth have the following special rules applied:

Favored Enemy. In addition to the standard list of possible favored enemies, you can also select among different human cultures (savage, nomadic, civilized, enlightened, decadent, or degenerate). You add your proficiency bonus to damage against your favored enemies.

Natural Explorer. You gain additional benefits when you select a favored terrain. Note that you do not need to be in the given terrain to gain the benefits.

Arctic: You have advantage on saving throws against effects that deal cold damage, as well as to resist the effects of extreme cold.

Coast: Swimming does not cost you extra movement (however, you are not treated as having a Swim speed).

Desert: You have advantage on saving throws against effects that deal fire damage, as well as to resist the effects of extreme heat.

Forest (and jungle): You ignore nonmagical difficult terrain.

Grassland: Your speed increases by 5 feet.

Mountain: Climbing does not cost you extra movement (however, you are not treated as having a Climb speed).

Subterranean: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Swamp: You have advantage on saving throws against disease, and against effects that deal poison damage.

No Spellcasting. You are not able to cast spells.

Primeval Awareness. Starting at 3rd level, once per long rest, you are able to concentrate on the voice of nature in your surroundings, with effects similar to a *locate animals or plants* spell.

Slaver (Ranger archetype)

«The rest marched beside the staggering slaves, urging them along with shouts and curses and with long, cruel whips which brought spurts of blood at almost every blow. These slavers were fools as well as rogues, reflected Kane -- not more than half of them would survive the hardships of the trek to the coast.»

— Robert E. Howard: The Footfalls Within

Slavers are vile men and women who make a profit on the suffering of others. The infamous Slave Sultans of Al-Qazir rule an entire city-state and control the southern slave trade through vast armies of slavers, mercenaries and other minions.

Weapon Proficiencies. Remove proficiency with heavy weapons, lance, and longsword.

Skills. Replace Animal Handling with Intimidation.

Intimidating Presence. The slaver's proficiency bonus is doubled when using Intimidation.

Fighting Style: Whip Mastery. At 2nd level, the slaver must choose Whip Mastery as his fighting style. The slaver can use his whip to initiate a grapple attack against a target within reach.

Painful Lash. At 3rd level, when the slaver hits a creature with a whip attack, the creature takes an extra 1d8 damage if it is below its hit point maximum. The slaver can deal this extra damage only once per turn.

In the Bag. At 7th level, any creature that the slaver has restrained using a net has disadvantage on the Strength check needed to break free from the net.

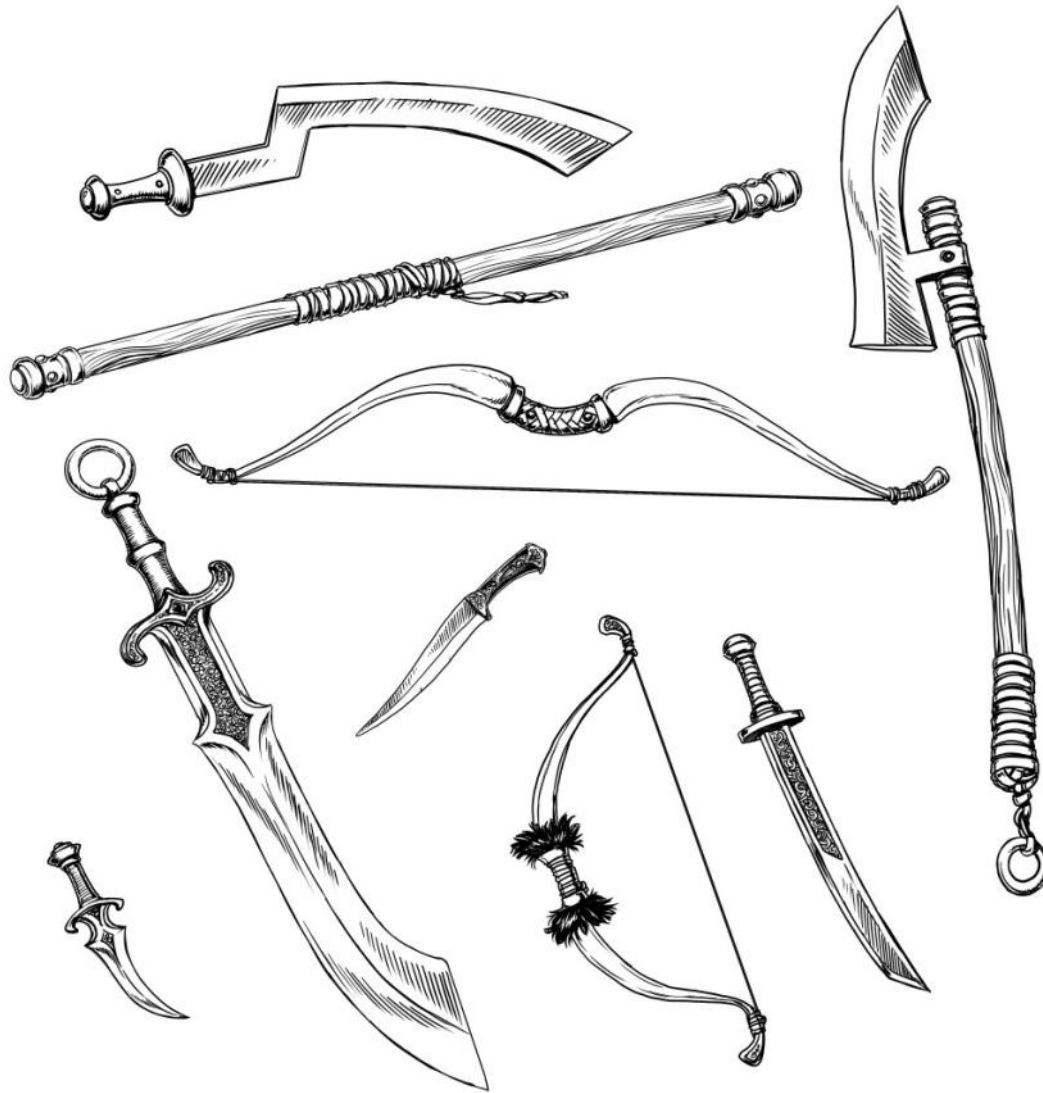
Multiattack. At 11th level, the slaver can attack twice, instead of once, whenever he takes the Attack action on his turn.

Scorpion Sting. At 15th level, the slaver's whip attacks score a critical hit on a roll of 18–20.



דערפאר וועט מען זיך נישט אפגען, און וועט זיך אפגען נישט אפגען.

This chapter contains details of regional weapons and armor, as well as a selection of new herbal and alchemical items.



Money and Wealth

The economy of the World of Xoth is based on copper, silver, and gold coins. Each country has its own names and shapes for these coins. Money-changers do a brisk business, but coins from neighbouring realms are usually accepted at least in the cities.

In uncivilized areas, bartering with livestock, slaves, ivory, gems, and similar items is more common than using coins.

Technology Levels

Weapons: Swords of Xoth tend not to be straight, but curved – every blade longer than a short sword is always bent; the weapons of the barbarian Tharag Thulans and the Lamurans being the main exceptions to this rule. Rapiers are not crafted by any known cultures.

With the possible exception of distant Taikang, crossbows are unknown, but all other types of bows see widespread use.

Armor: The most common types of armor are boiled leather, chain shirts, and chain mail. Half plate and plate exist but are fairly rare and usually reserved for kings, commanders and heroes.

Materials

Iron weapons are the campaign standard, and are used by most cultural groups. The exceptions are certain Zadjites, who craft superior 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: Weapons made from primitive materials (stone axes, wooden spears, arrows with bone points) suffer disadvantage to attack rolls when used against metal armor. Weapons made entirely of wood, such as staves or clubs, function normally.

Bronze and Copper Weapons: Weapons made from bronze or copper suffer a -1 penalty to attack rolls when used against an opponent that wields iron or steel.

Steel Weapons: Crafted only by master-smiths of Zadj (who belong to the cult of the Living Flame), and in certain other special locations, or found in the ruins of ancient empires, steel weapons are far superior to regular weapons. Steel weapons are treated as magical weapons for the purposes of overcoming damage resistance and immunity. Such blades are obviously very expensive and highly sought after.

New Weapons

The following weapons are new and particular to the World of Xoth. Some are regional items, produced in one region but due to their excellent craftsmanship or unique properties are often purchased or stolen by foreigners, finding their way into far-away lands. Outside of their native region, the asking price might be considerably higher than the listed cost.

Axe, Elephant: Martial melee weapon; cost 50 gp; damage 1d12 slashing; weight 10 lb.; heavy, reach, two-handed. This is a huge axe with a crescent-shaped blade, used by the warriors of Azimba to hamstring elephants. It can also be used with devastating effect against lesser foes, of course. Some ivory-hunters among the Zadjites also carry these weapons. You have disadvantage when you use an elephant axe to attack a creature within 5 feet of you.

Dagger, Curved: Simple melee weapon; cost 4 gp; damage 1d4 piercing or slashing; weight 1 lb.; finesse, light. Also known as the *jambiya* or *khanjar*, this weapon is favored by nomads and cultists alike. It usually comes with a curved scabbard, sometimes inlaid with silver, gold, or ivory. The curved dagger is produced primarily in Jairan and Khazistan. It cannot be used as a ranged weapon.

Dagger, Stabbing: Simple melee weapon; cost 4 gp; damage 1d4 piercing; weight 1 lb.; finesse, light, thrown (range 30/70). This slightly curved dagger, also known as the *pesh kabz*, has a massive handle but ends in a sharp point. With its good solid grip and perfect balance, warriors of Susrah and elsewhere value this dagger for its ability to pierce armor and its increased range when thrown. The *karud* is a straight-bladed variation of the *pesh kabz*, with similar statistics.

Knife, Ikuna: Martial melee weapon; cost 25 gp; damage 1d6 slashing; weight 6 lb.; finesse. The name of this heavy sword-knife is something of a misnomer, since they are in fact iron blades from an unknown civilization that predates the Ikunas by several centuries. The weapons are highly prized among the savage Ikunas, who have not yet mastered the art of forging metal weapons, but who occasionally find these knives in ancient ruins in the Hills of the Dead.

Longbow, Susrahnite: Martial ranged weapon; cost 100 gp; damage 1d8 piercing; weight 4 lb.; ammunition (range 200/800), heavy, two-handed. The archers of Susrah are famed for their mighty composite longbows, which can kill a man from great range. The archer can choose to add his Strength (instead of Dexterity) bonus to damage.

Scimitar, Great: Martial melee weapon; cost 75 gp; damage 2d6 slashing; weight 8 lb.; heavy, two-handed. Also known as the *tulwar* or *kilij*, this mighty curved sword is frequently used by palace guards, eunuchs, and officers of Khazistan and Zadj. If you are able to make multiple attacks in a round, you can instead choose to make an attempt to shove the opponent with advantage on your Strength (Athletics) check to do so.

Shortbow, Khazistani: Martial ranged weapon; cost 50 gp; damage 1d8 piercing; weight 2 lb.; ammunition (range 60/240), two-handed. This small but powerful weapon is wielded by the horsemen of Khazistan, as well as the nomads of the Khazraj clans.

Staff, Long: Simple melee weapon; cost 1 gp; damage 1d6 bludgeoning; weight 6 lbs.; versatile (1d8), reach. This staff is longer and heavier than a regular quarterstaff. You have disadvantage when you use a long staff to attack a creature within 5 feet of you.

Sword, Sickle: Martial melee weapon; cost 20 gp; damage 1d8 slashing; weight 4 lb. A shallow-curved blade, the sickle sword or *khopesh* is an ancient weapon used first and foremost in Yar-Ammon, as well as certain parts of Susrah. The hooked shape of a sickle sword is useful for making disarm attacks, by negating the attacker's disadvantage when the target is holding the item with two or more hands.

New Weapon Properties

Masterwork: When you roll a 1 on a damage die using a masterwork weapon, you can reroll the die and must use the new roll.

When a masterwork weapon is used to block a critical hit (see page 6), roll 1d20. On a roll of 18-20, the masterwork weapon is not destroyed.

New Armors

The following armors are new. As for the new weapons listed above, many of these armors are regional variants, but are less often found in foreign lands than regional weapons. The asking price outside the native region may still be much higher than the listed cost, due to the trophy value of such items.

Silk Armor: Light armor; cost 75 gp; Armor Class 10 + Dex modifier; weight 4 lb. Favored by assassins, spies and scouts from Khazistan to Taikang, this remarkably soft and noiseless outfit is often worn together with a face mask or veil and soft slippers. The wearer has advantage on Dexterity (Stealth) checks.

Fur Armor: Light armor; cost 5 gp; Armor Class 11 + Dex modifier; weight 6 lb. This armor, while no more than a heavy fur cloak, and somewhat lighter than regular hide armor, still provides some measure of protection against blows. It is a very common item, worn by northern barbarians, Khazistani horsemen, Zorabi hillmen and Ikuna savages, and others.

Crocodile Hide Armor: Light armor; cost 35 gp; Armor Class 12 + Dex modifier; weight 10 lb. This armor, common only in Yar-Ammon, provides medium protection yet is light and flexible.

Shield, Small: Shield; cost 5 gp; Armor Class +1; weight 3 lb. Typically one to two feet in diameter and including forearm straps, a small shield may be worn on the forearm while the creature uses a bow or other two-handed weapon, but does not grant any bonus to AC while the creature is so armed.

A small shield can be used to make a melee weapon attack for 1d3 points of bludgeoning damage. It counts as a light weapon and can be used to make an off-hand attack as a bonus action when fighting with two weapons. After being used offensively the small shield does not grant any bonus to AC until the start of the creature's next turn.

New Armor Properties

Masterwork: A masterwork armor is twice as durable as normal armor with regard to effects that damage and destroy armor. For example, it takes two hits (instead of one) from an ooze's corrosive touch to reduce the effectiveness of the armor.

When a masterwork shield is used to block a critical hit (see page 6), roll 1d20. On a roll of 18-20, the masterwork shield is not destroyed.

Alchemical and Herbal Items

Certain men and women in the World of Xoth can create quasi-magical alchemical items such as alchemical powders and herbal drugs. Such items require time, money, rare ingredients, and a properly-equipped laboratory to craft.

Powders

As an action, powders can be thrown up to 20 feet from the wielder. The dust spreads in a 20-foot radius cloud, affecting all creatures within the area.

Berserking-Powder: This blue-white powder causes madness. Creatures who fail an Intelligence saving throw (DC 12) enter a rage (as per the barbarian class ability) and attack the nearest creature for 1d6 rounds. Market Price: 300 gp.

Blinding-Powder: This thick black dust causes temporary blindness. Creatures who fail a Constitution saving throw (DC 13) are blinded for 3d6 rounds. At the end of each of its turns, the target can make a new Constitution saving throw, ending the effect on a success. Market Price: 250 gp.

Dreaming-Powder: This pale yellow powder causes hallucinations and strange visions. Creatures who fail a Wisdom saving throw (DC 13) are affected as per a *confusion* spell for 1d8 rounds. Market Price: 200 gp.

Fire-Powder: This deep red powder ignites upon contact with air, and is therefore always kept in some kind of container, made from glass, ivory or clay. The explosion causes 5d8 points of damage (Dexterity DC 15 for half) to all affected creatures. Market Price: 100 gp.

Smoke-Powder: A sooty, grey powder that obscures all sight, including darkvision, beyond 5 feet. The area beyond becomes heavily obscured. The cloud dissipates in 2d4 rounds unless blown away faster by a strong wind. Market Price: 50 gp.

Herbal Drugs

«You remember the night beneath the black lotus that waved above us, stirred by no worldly breeze; you scent again the unearthly perfumes that stole and rose like a cloud about you to enslave you. You cannot fight against me. You are my slave as you were that night — as you shall be so long as you live, Olmec of Xuchot!!»

— Robert E. Howard: Red Nails

The following herbal drugs can be prepared from natural plants by skilled herbalists. Herbal drugs are treated as a

special form of poison that have beneficial effects but require saving throws against the harmful side effects. At the DM'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 the powdered leaves gains advantage on Strength ability checks for 1 hour, but must make a Wisdom saving throw (DC 13) or become nervous and skittish (and suffer disadvantage on Perception checks) twice as long as the benefits last. Market Price: 75 gp.

Red Lotus of Ghoma (Ghoma-Weed): This herb, with its characteristic red leaves, is calming both for 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 gains resistance to bludgeoning damage as well as advantage on saving throws against fear for 1 hour, but must make a Constitution saving throw (DC 15) or suffer 1d2 levels of exhaustion. Market Price: 75 gp.

Silver Lotus: Found only in the dark depths of certain caves on the Silver Lotus Isles in the Eastern Ocean, guarded by hostile pygmies, the fragile leaves of this lotus are destroyed by direct exposure to sunlight. This potent herb induces sleep, grants pleasurable dreams (but sometimes strange visions and nightmares), and for magic-users, it boosts and restores magical power. A creature that inhales the smoke produced by burning the dried and crushed silver leaves must make a Charisma saving throw (DC 15) or fall unconscious for 1d6 hours. Market Price: 100 gp.

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. Anyone struck by such weapons must make a Wisdom saving throw (DC 13) or be *slowed* for 1 minute. A creature affected by this effect makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it. Like other poisons, a new dose must be re-applied to the weapon whether the saving throw fails or not. Market Price: 100 gp.

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. Market Price: 1 gp.

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 who imbibe this concoction must make an Intelligence saving throw (DC 20) or be unable to concentrate properly for 2d8+8 hours, which effectively prevents the affected creature from casting spells. This herbal brew is often force-fed to captured sorcerers, or served to master wizards by ambitious apprentices. Market Price: 250 gp.

Purple Leaves of Uthjar: The utility of this rare plant is well-known far outside its native realm, but has never been successfully cultivated elsewhere. A creature that chews on the purple leaf gains advantage on saving throws against mind-affecting magic for 1 hour. Market Price: 150 gp.

[illegible]

This chapter contains rules concerning spellcasters, as well as new and modified spells.

Introduction

Magic in the World of Xoth is darker and more subtle than in typical high fantasy novels and game worlds of recent decades. Magic rules are often based on the assumption that magic pervades the world and is used almost as a substitute for technology. But, ironically, having too much magic takes away much of the wonder and awe of magic.

Thus, the philosophy of this book is to change as little as possible of the actual magic rules. The sword and sorcery feel can be achieved in a campaign by restricting or changing a few key elements of the core rules which interfere with the low-magic paradigm, without totally abandoning the fantasy that players expect and enjoy.

Healing Spells: Life force that is restored to a creature via healing spells (*cure wounds, mass cure wounds, healing word, mass healing word, prayer of healing, heal, mass heal*)

must be transferred or taken from somewhere else, typically via sacrifice. For this reason, only cultists (see the Cultist class in the Classes of Xoth chapter) have access to healing spells. Other spellcasters do not have access to these spells (although in the case of druids, they have the power to drain life from plants in order to heal other creatures, and they may cast *goodberry* which grants the healing benefit, but not nourishment).

Instant Transportation: *Teleport* and its varieties make a mockery of long wilderness treks and quests into uncharted waters. Neither should *dimension door* and other short-range teleportation spells be allowed, because they make it too easy to circumvent defenses and penetrate castle and city walls. In a low-magic world, there are simply no adequate countermeasures against such spells.

Life-Restoring Magic: Death is final, and characters cannot count on being *raised* or *resurrected*. In the extremely rare cases where someone is brought back from the dead, it will always be through black magic (probably requiring blood sacrifice), and always as some hideous mockery of their former selves, whether a soulless zombie, wizened mummy, or restless, mad spirit.

Powerful Low-Level Divinations: *Detect magic* might seem innocent enough, but in the hands of power-gamers it tends to be used as a «radar» to scan areas for anything interesting (such as magical items or traps). The game plays better if there is no such clear distinction of what is magical and what is not. *Comprehend languages* is a mere 1st-level spell, but allows you to understand all written languages. That might not seem very important when dungeon-crawling, but if such a spell exists, there is little point in learning ancient and forgotten languages, and the role-playing aspects of trying to decipher ancient grimoires are lost.

Shapeshifting: No spellcasters are able to change shape (via *alter self*, *polymorph*, *shapechange*, *enlarge*, etc.) in the World of Xoth.

This also applies to druids. It is said that the Ur-Druids, priests of the ancient goddess Xu-Neb-Ur-Hat, were able to take on a variety of shapes, but modern druids do not have the wild shape ability.

“Superhero” Spells: Flying (through the *levitate*, *fly* or *wind walk* spells) and turning invisible (through *invisibility*) are examples of powers rarely seen in sword and sorcery stories. These abilities are especially powerful (and therefore unbalancing) in low-magic settings, where there are few countermeasures available. Turning gaseous (via *gaseous form*) may be allowed by the GM as long as all movement is along the ground only, and not through the air.

For your convenience, complete revised spell lists are included at the end of this chapter.

Restricting Magical Items

Characters should rely on their abilities, not their equipment, which could be destroyed, lost or stolen at any time. In stark contrast to a high fantasy campaign, magical weapons, armor and wondrous items in a sword and sorcery setting should be extremely rare. The very concept that these

items can be created through a mechanistically simple process seriously undermines the wondrousness of magic.

Fortunately, the fifth edition core rules is no longer a shopping catalogue of items, where everything has a price and can be bought or manufactured by the player characters. Instead, items must be discovered via play.

In the World of Xoth, most permanent magical items are unique, many being left-overs from earlier ages when spellcasters were presumably more powerful. All such items should have evocative names and detailed background stories. For example, a *gem of brightness* might be called the *Jewel of Lar-Karakshat*; it will probably be the only gem of its kind in the campaign world and finding it will be an adventure in itself. In short, treat permanent magic items as if they were artifacts or relics in high fantasy campaigns. Such items will never be for sale.

In general, magical items that duplicate disallowed spells should also be removed from the game.

Summoning Spells

Summoning spells are modified as follows in the World of Xoth:

Conjure animals, *conjure fey* and *conjure woodland beings*: Summoned animals must always be appropriate to the current environment and climate (for example, summoning a tiger in an arctic climate is not possible), and no animals can be summoned inside a wholly «artificial» (man-made) structure.

Conjure celestial: This spell is not available in the World of Xoth.

Conjure elemental and *conjure minor elementals*: Summoning elementals requires the presence of a certain amount of elemental material: For air elementals, there must be at least a Moderate wind force in the area. For earth elementals, there must be natural soil, sand or dust, not rocks or worked stone or metal. For fire elementals, there must be a fire larger than a torch, such as a brazier or a bonfire. For water elementals, there must be a pool, river or lake.

Fiends can be summoned via the *planar ally* and *planar binding* spells. In the World of Xoth, fiends are not demons and devils as described in the core rules, but abominations from the black gulfs of the cosmos.

Banishment: Native targets get a save every round.

The Sign of Xoth

Since there is no alignment system in the World of Xoth, *protection from evil and good* is called *protection from witchcraft*, and is also known as the *sign of Xoth*. The spell is otherwise identical to the description in the rulebook.

At the GM's discretion, the *sign of Xoth* can sometimes be known and used even by non-spellcasters as a ritual to protect their homes against the terrors of the night, in which case it works as a *magic circle*, including the associated material cost.

New Spells

Altar-Fire

4th-level enchantment (Cultist)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of flammable herbs)

Duration: Concentration, up to 1 minute

This spell brings into being a pillar of green or purple flame that burns without consuming the surface it emits from. The fire is stationary and illuminates a 30-foot radius sphere centered on a point of your choice within range.

As long as they stay within the fire's radius, you and your allies gain advantage on saving throws and skill checks, while each of your foes in the same area suffer disadvantage on such rolls.

The *altar-fire* cannot be extinguished by normal means, but can be negated with a *dispel magic* spell.

Black Fist of Ptahaana

3rd-level transmutation (Cultist)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

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.

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

The target suffers 1d4 points of damage per round of excruciating pain. If the target is slain by the spell, the victim's still-beating heart is transported to your outstretched hand.

Curse of Double Death

5th-level necromancy (Warlock)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

When cast, this spell creates a permanent necromantic bond between you and the target, which must be a living creature. The target is allowed a Wisdom saving throw. If it fails the saving throw, a visible arcane mark is left on its body where you touched it. The mark (and the link between the target and you) can be removed with a *remove curse* spell.

When you die, whether from old age, disease or violence or by any other means, the target immediately also dies, apparently from the same cause as you. The reverse is not true, so if the target creature dies, you are unaffected.

This spell can only affect a single target. If you attempt to cast the spell on another creature, the spell no longer affects the previous target.

Curse of Green Decay

4th-level transmutation (Warlock)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

This loathsome spell slowly turns the victim's body into a quivering mass of green slime.

Choose a living humanoid creature that you can see within range. If the target fails a Constitution saving throw, the target's Constitution score is reduced by 1d4 points per round while its flesh is devoured. The target dies if this reduces its Constitution to zero.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target. The decay can also be stopped by a *dispel magic* or *remove curse* spell.

Drums of Panic

4th-level illusion (Druid)

Casting Time: 1 action

Range: Self (60-foot radius burst)

Components: V, S, M (a set of drums)

Duration: Concentration, up to 1 minute

When you play the *drums of panic*, all enemies in a 60-ft. radius burst centered on you, must succeed in a Wisdom saving throw or drop any items held and become frightened for the duration.

While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

Fertility Charm

1st-level transmutation (ritual) (Druid)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a small, anatomically correct carving representing the subject's species and gender)

Duration: 8 hours

For the duration of the spell, *fertility charm* 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.

Hand of Revelations

1st-level divination (Cultist)

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

By simply touching the covers of a closed book or a rolled-up scroll, you can read the contents normally. You must still know the language used on the written material, and you read 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 necromancy (Warlock)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (the arm or leg bone of a small animal)

Duration: Instantaneous

Choose a living creature with an internal skeleton and limbs that you can see within range.

The target of the spell suffers 3d10 points of necrotic damage, and suffers from an arm or leg injury (caster's choice). If an arm injury, the target suffers disadvantage on all rolls that involve use of the arm (attack rolls, Athletics checks, etc.). If a leg injury, the target suffers disadvantage on all rolls that involve use of the leg (Acrobatics and Stealth checks, Dexterity saving throws, etc.). The penalties remain until all the damage caused by the spell is fully healed through either magical or mundane means. A target who makes a successful Constitution saving throw save takes only half damage, and does not suffer a limb injury.

Lifefeech

5th-level necromancy (ritual) (Cultist, Warlock)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a ritual blade worth at least 250 gp which is consumed in the casting)

Duration: Instantaneous

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 creature of the same race as the spellcaster. The creature to be sacrificed 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 level or Challenge rating of the creature sacrificed.

A creature slain by this spell can only be restored to life through the successful casting of a *resurrection*, *true resurrection* or *wish* spell. *Raise dead* has no effect on a creature slain by the *lifefeech* spell.

Lover's Curse

5th-level enchantment (Warlock)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Permanent

This is a reverse charm spell, causing other individuals to regard the target as a hated enemy. All Charisma checks and Charisma-based skills used by the target suffer disadvantage while under the influence of this spell. In addition, no NPC can have a reaction better than Indifferent toward an individual so cursed. Individuals who have a Hostile reaction usually attack the target on sight. A target who makes a successful Wisdom saving throw is unaffected.

Raise the Ancient Lizard-Gods

7th-level necromancy (Druid)

Casting Time: 1 day

Range: Touch

Components: V, S, M (the skull and at least 20% of the bones of a prehistoric, fossilized creature)

Duration: 9 days

This mighty ritual animates the bones of a creature that has been in the earth for thousands or millions of years. The animated creature has the statistics of triceratops or

Player's Guide to the World of Xoth

tyrannosaurus rex, as well as the vulnerabilities and immunities of a skeleton.

At the moment it is animated, and at the end of each day 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 by either positive or negative energy.

The creature obeys the mental commands of its creator as long as he is within 120 feet, but these huge lumbering beasts have very limited intelligence and usually only destruction lies in their wake.

Snake Staff

5th-level transmutation (Cultist, Druid)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a quarterstaff)

Duration: Concentration, up to 1 minute

This disturbing spell causes the caster's staff to partially animate, transforming the head into that of a poisonous snake. A successful hit by the snake staff inflicts 1d6 points of piercing damage and 2d10 points of poison damage. If the target succeeds with a Constitution saving throw, it suffers only half damage from 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. It is not possible to "milk" the staff and extract the poison for later use.

Sorcery of the Skull

7th-level necromancy (Druid)

Casting Time: 1 day

Range: Touch

Components: V, S, M (the severed head of a captured enemy, and secret herbs worth 1,000 gp)

Duration: Instantaneous

By means of this grisly spell, the severed head of an opponent is enchanted by peeling off the skin and sewing up the lips and eyelids to trap and paralyze the deceased's spirit within. The skull itself is discarded, while 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 in the caster's belt or necklace. Up to once per day, the caster can interrogate the enchanted head as if using *speak with dead*. Furthermore, once per day, as an action, the caster can temporarily release one captured spirit to do his bidding for up to 1 minute; this requires concentration. Such spirits have the statistics of specters.

The enchanted head has 15 hit points. If it is destroyed, the victim's specter-spirit is released and immediately seeks out and attacks the caster. However, a released spirit only has 10 rounds to exact its revenge before it fades and disappears to

whatever hell it has been denied while being the caster's prisoner.

The spell must be cast within 3 days of the victim's death.

Soul Vulture

7th-level conjuration (Warlock)

Casting Time: 1 action

Range: Same plane of existence

Components: V, S, M (powdered diamond dust worth 2,500 gp mixed with earth from a tomb, plus an item that once belonged to the target)

Duration: 13 days

This evil spell summons an ethereal vulture that the caster can send out to attack a humanoid target. The vulture pursues the target for the duration of the spell.

The vulture's statistics are those of a ghost, except it has no possession ability. It attacks with its beak and deals no damage, but drains 1d6 Wisdom on a hit. When the target is brought down to zero Wisdom, the victim falls into a nightmare-filled sleep, and the vulture has captured a portion of his essence.

It 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 Wisdom is instantly restored, however, the caster then has established a sensory link and complete control over the individual, as if the victim were subject to a *dominate person* spell.

This domination is permanent. Outside of a *wish* spell, the only way to reverse the control established by the spell is to remove the worm from the belly of the caster (where it otherwise remains) to be fed to the essence's owner.

Sticks to Serpents

6th-level necromancy (Druid)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (one twig or small branch for each snake swarm animated)

Duration: Concentration, up to 1 minute

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 material components are available. While maintaining concentration, you can command the creatures as you wish. When you cease concentration, the creatures disappear at the end of their turn, leaving only a pile of twigs behind.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the spell creates an additional swarm for each slot level above 6th level.



Druid Spells

Cantrips (0 level)

Druidcraft
Guidance
Mending
Poison Spray
Produce Flame
Resistance
Shillelagh

1st Level

Animal Friendship
Charm Person
Detect Poison and Disease
Entangle
Faerie Fire
Fertility Charm*
Fog Cloud
Goodberry
Jump
Longstrider
Purify Food and Drink
Speak with Animals
Thunderwave

2nd level

Animal Messenger
Barkskin
Darkvision
Enhance Ability
Find Traps
Flame Blade
Flaming Sphere
Gust of Wind
Heat Metal
Hold Person
Lesser Restoration
Locate Animals or Plants
Locate Object
Moonbeam
Pass without Trace
Protection from Poison
Spike Growth

3rd level

Call Lightning
Conjure Animals
Daylight
Dispel Magic
Meld into Stone
Plant Growth
Protection from Energy
Sleet Storm
Speak with Plants
Wind Wall

4th level

Blight
Confusion
Conjure Minor Elementals
Conjure Woodland Beings
Control Water
Dominate Beast
Drums of Panic*
Freedom of Movement
Giant Insect
Hallucinatory Terrain
Ice Storm
Locate Creature
Stone Shape
Stoneskin
Wall of Fire

5th level

Antilife Shell
Awaken
Commune with Nature
Conjure Elemental
Contagion
Geas
Greater Restoration
Insect Plague
Planar Binding
Screying
Snake Staff*

Tree Stride
Wall of Stone

6th level

Conjure Fey
Find the Path
Heroes' Feast
Move Earth
Sunbeam
Sticks to Serpents*
Transport via Plants
Wall of Thorns

7th level

Fire Storm
Mirage Arcane
Raise the Ancient Lizard-Gods*
Regenerate
Reverse Gravity
Sorcery of the Skull*

8th level

Antipathy/Sympathy
Control Weather
Earthquake
Feeblemind
Sunburst

9th level

Foresight
Storm of Vengeance

Warlock Spells

Cantrips (0 level)

Chill Touch
Eldritch Blast
Mage Hand
Minor Illusion
Poison Spray
Prestidigitation
True Strike

1st Level

Charm Person
Expeditious Retreat
Hellish Rebuke
Illusory Script
Protection from Evil and Good (aka
the Sign of Xoth)
Unseen Servant

2nd level

Darkness
Enthrall
Hold Person
Incantation of the Broken Limb*
Mirror Image
Misty Step
Ray of Enfeeblement
Shatter
Spider Climb
Suggestion

3rd level

Counterspell
Dispel Magic
Fear
Gaseous Form
Hypnotic Pattern
Magic Circle
Major Image
Remove Curse
Tongues
Vampiric Touch

4th level

Banishment
Blight
Curse of Green Decay*
Hallucinatory Terrain

5th level

Contact Other Plane
Curse of Double Death*
Dream
Hold Monster
Lifeleech*
Lover's Curse*
Screaming

6th level

Circle of Death
Conjure Fey
Create Undead
Eyebite
Flesh to Stone
Mass Suggestion
True Seeing

7th level

Etherealness
Finger of Death
Forcecage
Soul Vulture*

8th level

Demiplane
Dominate Monster
Feeblemind
Glibness
Power Word Stun

9th level

Astral Projection
Foresight
Imprisonment
Power Word Kill

דערפאר וועט מען זיך נישט אפגען, און וועט זיך אפגען נישט אפגען.

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 as well. 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.

Skills: A cultist of Ahyada is proficient in Arcana and Insight.

Cult Spells: *Alarm* (1st), *Zone of Truth* (3rd), *Nondetection* (5th), *Arcane Eye* (7th), *Dream* (9th), *Instant Summons* (11th), *Forcecage* (13th), *Antipathy* (15th), *Imprisonment* (17th)

Cult Secrets: The cult teaches the following secrets:

Level 6: Once on each of your turns when you hit an aberration, fiend or undead with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target.

Level 14: Once per short or long rest, you can turn or destroy undead (as per the cleric ability of that name).

Level 18: After finishing a long rest, roll three d20s and record the numbers rolled. Up to once per turn, you can expend a foretelling roll to replace any attack roll, saving throw, or ability check made by you or a creature you can see with one of these foretelling rolls. You must choose to do so before the roll.



Belet-Lil, the Moon-Goddess of Susrah

Voluptuous mate of Baal-Khardah, and earth-mother, Belet-Lil is a goddess of fertility, revelry, and beauty. She is very popular among the Susrahmites, not least due to the large numbers of temple prostitutes found in every city.

Initiation Rite: Offer your virginity to a member or patron of the cult.

Skills: A cultist of Belet-Lil is proficient in Acrobatics and Persuasion.

Cult Spells: *Charm Person* (1st), *Enthrall* (3rd), *Plant Growth* (5th), *Compulsion* (7th), *Dominate Person* (9th), *Irresistible Dance* (11th), *Regenerate* (13th), *Dominate Monster* (15th), *Power Word Heal* (17th)

Cult Secrets: The cult teaches the following secrets:

Level 6: You suffer only one-quarter damage when using the Blood Healing ability.

Level 14: You can cast *heroes' feast* once per week without any material component cost.

Level 18: You suffer no ill effects from the first three levels of exhaustion.





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.

Skills: A cultist of the Living Flame is proficient in Performance and Sleight of Hand.

Cult Spells: *Burning Hands* (1st), *Magic Weapon* (3rd), *Fear* (5th), *Wall of Fire* (7th), *Conjure Elemental* (9th), *Guards and Wards* (11th), *Fire Storm* (13th), *Incendiary Cloud* (15th), *Meteor Swarm* (17th)

Cult Secrets: The cult teaches the following secrets:

Level 6: You gain resistance to fire damage.

Level 14: Up to once per week, you can burn costly incense in a bonfire and gaze into the flames to learn arcane and hidden secrets as per a *legend lore* spell. You may substitute the costly incense with a sacrifice (see Blood Ritual) instead.

Level 18: You gain immunity to fire damage.

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.

Skills: A cultist of Jul-Juggah is proficient in Animal Handling and Perception.

Cult Spells: *Feather Fall* (1st), *Crown of Madness* (3rd), *Wind Wall* (5th), *Stoneskin* (7th), *Commune with Nature* (9th), *Flesh to Stone* (11th), *Conjure Fey* [wyverns only] (13th), *Earthquake* (15th), *Imprisonment* (17th)

Cult Secrets: The cult teaches the following secrets:

Level 6: Once on each of your turns when you hit a creature with a ranged weapon attack, you deal an additional 1d8 thunder damage to the target.

Level 14: Once per short rest, you can emit a horrifying screech with effects similar to a *fear* spell.

Level 18: The skin between your arms and torso loosens. You gain a flying speed equal to your walking speed whenever you are not underground or indoors.



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 sacrifice to him before setting out on long ocean voyages.

Initiation Rite: Survive ritual drowning.

Skills: A cultist of Yammosh is proficient in Athletics and Nature.

Cult Spells: *Fog Cloud* (1st), *Animal Messenger* (3rd), *Water Breathing* (5th), *Black Tentacles* (7th), *Destructive Wave* (9th), *Arcane Gate* (11th), *Finger of Death* (13th), *Tsunami* (15th), *Storm of Vengeance* (17th)

Cult Secrets: The cult teaches the following secrets:

Level 6: When travelling at sea, your vessel moves at double speed.

Level 14: You gain a swim speed equal to your walking speed.

Level 18: You gain the permanent benefits of a *freedom of movement* spell.



Yaathra Yok, the Wise One

This 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.

Skills: A cultist of Yaathra Yok is proficient in History and Insight.

Cult Spells: *Heroism* (1st), *Detect Thoughts* (3rd), *Nondetection* (5th), *Aura of Life* (7th), *Legend Lore* (9th), *Mass Suggestion* (11th), *Project Image* (13th), *Mind Blank* (15th), *Foresight* (17th)

Cult Secrets: The cult teaches the following secrets:

Level 6: Once per short rest, you can add 1d10 to an ability check or a saving throw. You can do so after seeing the initial roll but before any of the roll's effects occur.

Level 14: You can communicate via telepathy up to a range of 30 feet.

Level 18: You suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, you no longer need food or water.



Other Cults

Aklathu, the God of Twisted Fate

Figurines of this god, who has few temples and no priests, depict Akhlathu as a deformed dwarf, whose facial features even show a hint of retardation. Many Susrahmites swear “By Akhlathu’s Beard!” when in trouble. This is also a god of thieves and gamblers.

Invoke Akhlathu: Anyone can attempt to invoke the favor of Akhlathu. This is usually done by shouting out “*By Akhlathu’s Beard!*” as mentioned above, but players are encouraged to be creative!

As a bonus action, up to once per long rest, roll 1d20. If the roll is 17 or higher, you get to roll a d4 and add the number rolled to every attack roll and saving throw you make until the start of your next turn. If the roll is 5 or below, you must roll a d4 and subtract the number rolled from every attack roll and saving throw you make until the start of your next turn. On a roll of 6-16, the invocation has no effect.

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

Some say that Al-Tawir dwells in the black gulfs between the stars, others 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 they see his face in the rage of sandstorms. He is the emptiness of the desert, associated with getting lost, with thirst and hunger, with darkness, and with sandstorms.

Baal-Khardah, the Sun-God of Susrah

The lord of the sky, protector and judge of humankind, Baal-Khardah is a distant god, usually worshipped only by nobility. The common people tend to favor the more earthly passions of his mate, Belet-Lil. His lavish temples are filled with ram-headed statues, golden sun-discs, and sacred swords.

Ia-Azutlatl, the Blood-God of Sunken Ptahaana

The true form of Ia-Azutlatl is unknown, but he is one of the Old Gods; some even claim that he is the greatest and oldest of those ancient ones. It is known that the blood-druids of now-sunken Ptahaana worshipped him with ceremonies of mass slaughter atop their stepped pyramids of green stone. Today, his name survives only in the rituals of primitive savages and mad hierarchs.



Maggash, the Brazen God of Zhaol

Abominable are the brass idols of Maggash, the fire-god of Zhaol, and even worse are the rites of the priesthood, which include the burning of infants as sacrifice. The priests of Zhaol accept no other god than their own, and worship of other gods is strictly forbidden and punishable by death.

Maggash is sometimes depicted as a bull, or a bull-headed humanoid.

Nhakhramat, the Six-Armed Goddess

The ivory woman, said by some to be the mate of Yadar, is worshipped largely by Khazistanis who disapprove of Belet-Lil’s open sensuality, which is a source of conflict between the Khazistanis and the Susrahmites.

Nwanga Zhaal, the Lord of Beasts

Known and feared across the Jungle Kingdoms, this bloodthirsty god is master of the beasts that howl at the moon. His shamans are always served by flocks of bonded animals.

Othabbhon, the Guardian of the Gates

Depicted as a horse-headed humanoid clutching a bronze key, this mysterious god is a protector of homes and vaults, as well as the guardian of secret and hidden places.

Simatala, the Ape-God of Laksha

Turbaned priests strangle sacrificial victims on the white jade altars of this grim ape-god of the east, whose cult has even begun to spread to the west.

Yadar, the Lord of Death and Secrets

The mysterious high god of the Khazistanis, Yadar, is said to live in the desert and to collect the souls of every living man and woman when they give up their final breath.

Yadar is associated with scorpions and bats. Many carry charms and amulets in the image of Yadar, said to ward against disease and violent death.

Such worship is often personal and unorganized, since the locations of Yadar's temples are generally kept secret and known only to the priests. The cult is suspected to have subterranean shrines in cities, and temples in desert ruins. The nomads stay well away from such ruins, since any who stray too close disappear without a trace.

Yibboth, the Sacred Toad of Fakhuum

Despite having its cult-centre deep within the poisoned marshes of Fakhuum, whether Yibboth is part of the true Yar-Ammonite pantheon is uncertain; some claim he is one of the Old Gods. The priests of Yibboth are reputed to worship a golden «frog-thing», along with mummified crocodiles and all manner of water lizards and giant toads.

Yot-Kamoth, the Spider-God of Lamu

The Lamurans bow before black idols of Yot-Kamoth, the monstrous eight-legged god worshipped for centuries in the mountain fastness of Lamra, the capital city. In truth, the priests of the spider-god are the royalty of Lamu, for they wield considerable influence and for a common man to resist their demands is a certain death sentence.

Zanthiss, the Great Serpent

The ancient demon-serpent of Yalotha, in some worlds known as Satha or Hassith-Kaa, is the father of various ophidian races and a master of sorcery. Zanthiss is currently believed to be confined to an extradimensional prison, or perhaps banished to a remote star, after the downfall of the serpent-empire of Yalotha.

However, cults of Zanthiss still lair in ancient temples, with pits filled with writhing serpents, giant slithering temple snakes, malachite altars stained with the blood of centuries of sacrifice, and demon-guarded vaults wherein lie hidden the lost papyri of jungle-lost Yalotha.

The Gods of Tharag Thule

Among the gods worshipped in the cold wastes of the north are the Moon-God, the Wolf-God, and the Skull-God.

The Moon-God is served only by female priestesses; old hags and crones are respected omen-readers and oracles among the Tharagians.

The Wolf-God is a god of strength, war, and bloodlust. Tribal chieftains are often also priests of the Wolf-God.

The Skull-God is the lord of the dead and the king of ghosts; this god has no priests or followers, but each village has a hut set up with a skull-adorned altar where he is placated with offerings.

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 hierarchy 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.

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.

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A short gazetteer of the known world...

Lamu, the Mountain Fastness

THE CITY OF LAMRA: In the city of Lamra, in the land of Lamu, the dreaded priests of Yot-Kamoth have built a temple to house their terrible god, which is a colossal eight-legged spider-idol, carved from the black stone of a fallen star. Great is the power of the spider-priests of Lamu, for they outnumber even the austere priestesses of Nhakhramat and the muffled priests of Yadar, and they ride as kings through the shadowed streets of Lamra.

But though the iron-fisted rule of the priests is largely uncontested, such ruthless men and women as worship Yot-Kamoth are often at war with each other, driven by ambition and power-thirst.

The cunning rule of wily old Hamadara, High Priest of Yot-Kamoth, is uncontested, but his priestly cohorts are in a constant struggle for predominance. Utilizing a extensive network of spies and informers, Hamadara keeps well abreast of temple intrigue and fuels priestly rivalries; as long as his minions are busy infighting, his position is unassailable.

Susrah, Land of Warring City-States

THE CITY OF YAATANA: There are many depraved cities in the land of Susrah, such as red-walled Zhaol where children are burned as sacrifice to Maggash the fire-god, and the cesspool of vice that is the harbour city of Ghazor.

But Yaatana, at the headwaters of the Ophrat River, is said to be the most wicked city of them all, and so all manner of debased folk flock to it, like insects attracted to a greasy torch.

This wealthy trading post along the route from the city-states of Susrah to Khazistan and Jairan in the west is noted for its sinful back alleys and nefarious inhabitants. It is a city of furtive sorcerers, strange and depraved cults, and a place where the most perverted desires can be fulfilled by the arrangements of fat merchants eager to sell anything.

The city is old and surrounded by ancient clay walls faced with colourful glazed tiles. Tarnished golden domes and marble minarets are visible beyond the walls as one approaches the city. The massive main gate is over 600 years old and receives a constant stream of visitors entering and leaving. With somewhat over 14,000 inhabitants, Yaatana has over hundred temples (and probably double that number of hidden or secret underground shrines), a dozen public bath-houses, and almost 6,000 houses, most of which are several stories high, topped with flat roofs, and decorated with elaborate friezes and intricately carved windows.

Yaatana is ruled by an elected governor, but the real power is said to be in a council of seven men drawn from the ranks of wealthy merchants, sorcerers, and high priests. The armed forces of the city are mostly comprised of mercenaries; law is enforced haphazardly and most laws are ignored as long as money from trade keeps flowing into the city. The local magistrates are notoriously corrupt and rule in favour of the biggest bribe.

In the central souk (market), a variety of goods, including meat, spices, cotton, silverware, copper, and pottery can be bargained for. There are a number of smaller, more specialized souks dealing with slaves, weapons and drugs scattered throughout the city.



THE CITY OF GHAZOR: The harbour city of Ghazor is located strategically at the mouth of the Ophrat River. It has a large navy of galleys, which is used to protect the sea lanes from the raids of the sea reavers of Khora, as well as in occasional clashes with the Nabastissean fleet. As one of the Susrahnite city-states, Ghazor is ruled independently by the petty king Rahim-Dul, but is allied with the other cities of Susrah through treaties and intermarriage. The city has around 22,000 inhabitants.

Much trade flows through Ghazor, arriving by boats from the south, and carried inland by river barges or donkey caravans. The trade goods include Susrahnite wine, spices from Laksha and Azjan, dried fruit, slaves, and pearls harvested off the coast of Zadj.

The main ziggurat of the city is dedicated to Baal-Khardah, but the sea-god Yammosh is more popular among the many sailors and merchant-captains. Offerings of gold and animals are often made to the temple of Yammosh before any sea-voyage.

The southern quarters of the city, home to sailors, slavers, mercenaries and other foreigners, is well-known outside Ghazor for its many depraved vices and lawless atmosphere. The king and his nobles, busy with their own schemes and pleasures behind massive palace walls to the north, largely ignore the unruly docks. Thus the southern seafront is rarely patrolled by the city guard, but the naval docks to the northeast are well-guarded.

THE CITY OF BELTHAAR: This city, located west of the Ophrat river, is one of the smallest city-states of Susrah, with a population of only 12,000 people, yet its foundations are ancient and rest on a maze of catacombs, and its gloomy, serpentine streets wind their way between mighty monuments and hoary towers. There are temples and ziggurats dedicated to Belet-Lil, Baal-Khardah, Yadar, and a multitude of others.

Belthaar is currently ruled by the petty king Simashattar III, whose army of pikemen and charioteers are involved in a three-way war with its bigger neighbours, Zhaol and Ghezath. Despite his small army, Simashattar has avoided defeat by capturing a princeling of Ghezath and holding him hostage.

THE CULT OF THE KEEPERS: It is the custom and the law that all who die within the walls of Belthaar, from commoners to kings, are delivered into the hands of the silent priests of Yadar after their death. It is the sacred duty of these Keepers to remove the corpse, and to wash and purify the body. If the bereaved have left a well-filled purse for the Keepers, the corpse is usually preserved and embalmed with utmost skill by the priests; otherwise the corpse is burned and the ashes placed in urns of clay, bronze, or sometimes even gold.

The Cult of the Keepers also maintains and guards the extensive network of catacombs and crypts beneath the city, where urns and mummies are placed after the funereal ceremonies.

No one except the priests are allowed to enter the catacombs, but on certain days friends and family of the deceased may come to the Shrine of the Keepers and place offerings on the altar of Yadar to ensure the well-being of lost ones. It is even said that when such offerings are plentiful, the priests may unlock the doors to the catacombs and allow brief visits to private crypts. Others whisper that the mute, cowed priests are actually ghouls, who carry away and eat the dead, and that they guard only empty urns and coffins in the catacombs.

The Zorab Mountains

The foothills of the mighty Zorab Mountains separate the plains of Susrah from the steppes and deserts of Khazistan. The feuding clans of the Zorabi inhabit impregnable stone towers carved into the mountain-sides. From here, they sally forth to raid each other and the neighboring people of Lamu and Susrah, and also their nominal sovereign Khazistan. These mountain-men wear cloaks of wolf fur, white turbans, and all warriors have full beards bristling with curly black hair.

KHARJAH PASS, GATEWAY TO EMPIRE: The Kharjah Pass is the only crossing traversable other than on foot (although several secret passes, known only to the Zorabi mountain peoples, are rumoured to exist), and is guarded by mountain tribes loyal – at least in name – to the Padishah of Khazistan.

The tribesmen collect taxes from caravans passing through the pass. They claim one-tenth of the value of trade goods carried (the majority of this tax is in turn supposed to be brought as tribute to Khazabad), as well as a fixed amount for each man, horse or camel making the passage. However, the tribesmen are not above demanding much more if they think they can get away with it.

The Al-Khazi Desert, the Howling Waste

The wastelands of the al-Khazi Desert are harsh and inhospitable to city-dwellers, ignorant of the secrets of the nomads. The al-Khazi is very hot (the average daytime temperature is around 40 degrees Celsius), and the majority of this desert is covered with vast sand dunes, broken up here and there by areas of stony desert with hills, jagged rocks and wind-worn cliffs.

THE KHAZRAJ, WOLVES OF THE DESERT: At the fringes of the Khazistani Empire, the wild Khazraj nomads (themselves descended from the same racial stock as the Khazistani peoples) are a constant menace to caravans and travellers; sometimes even outlying villages and towns of Khazistan, Yar-Ammon and Jairan are subject to raids from these free-willed nomad clans.

These Khazraj raiders are lean, wolfish men dressed in gleaming white khalats and green turbans. Their skin is a wrinkled bronze. The nomads sit easily atop their camels, striking down foes with curved swords, but prefer to attack from a distance, using their bows from atop their war camels.

Khazistan, the Golden Empire

The Padishah of Khazistan is currently the most powerful monarch of the western continent of Xoth. Showing little signs of complacency, the power of Khazistan seems to be still growing, and its shadow looms large over Jairan and Yar-Ammon and is felt also in Susrah. Khazabad, city of glittering domes, is the residence of the Padishah, and with easily more than 150,000 inhabitants, the largest city of western Xoth.

THE CITY OF ZUL-BAZZIR: Zul-Bazzir is the western metropolis of Khazistan and the largest city of the desert, located amidst lush palm trees in the sprawling oasis of Zul. It was founded five centuries ago by Yar-Ammonite traders from

the south and grew quickly into a major center of trade, a stopover for all major caravan routes through the al-Khazi desert.

In the last century, Zul-Bazzir was conquered by the Khazistani horsemen coming out of the western steppes. Sizeable populations of Yar-Ammonites remain, along with people from Susrah, Jairan and elsewhere, and the city remains a thriving place of commerce, housing a population of maybe as much as 33,000 people.

Located on the westernmost edge of Khazistani influence, the city is often threatened by foreign invasion and raids. Despite this, Zul-Bazzir is unwallled, although the bey's sprawling palace-citadel is protected by a tall inner city wall.

Khadim Bey, the governor of the city, depends heavily on mercenaries to defend against occasional Yar-Ammonite intrigues, Jairanian ambitions, and the raids of wild Khazraj nomads. He maintains an army of about 5,000 men, two thirds of which are foreign mercenaries, mostly from Yemar in Jairan.

Typical houses are two-story buildings with flat roofs. Nobles and wealthy merchants live in walled mansions with lush gardens and artificial pools. Between the outer districts where foreigners and slaves throng, and the golden minarets and spires of the inner citadel, are bustling markets, souks and bazaars. Lesser streets wind their way through the maze-like districts of the city, where beggars and thieves skulk and revelers feast at night.

The Jungle Kingdoms of the South

KATANGA: Katanga is the only town of any importance in the kingdom of Shoma; the lesser «towns» are merely crude villages scattered across the grassy plains. South and east of Katanga are the Shining Hills, jungle-covered highlands that abound with gold.

Approaching the town, great herds of cattle can be seen; these belong to the king himself and many of the animals wear ornaments of beaten gold. The cattle in each herd number in the hundreds, but are guarded closely by scores of spearmen.

Katanga itself is surrounded by a wooden palisade, inside which over 8,000 people huddle together in wretched huts. The average citizens of Katanga are poor, but free, for the rulers of the Shoma do not keep slaves. However, people don't live to be old, so almost two thirds of the population are children and young adults. Most live in buildings of sun-dried mud with roofs of straw along with their animals, mostly goats and fowl.

The spacious inner city, forbidden to commoners, is ringed by a great mud-brick wall. Its gates are adorned with massive ivory tusks taken from the greatest specimens of elephants. A guard of spearmen at each gate makes sure that only nobles, royal guards, priests, merchants and foreign dignitaries are allowed entry to the inner city, which houses the royal palace and cattle pens, the temple of Nataka, and the workshops of the goldsmiths.

The current king is Mashota, a middle-aged man with many wives and several young heirs, all fighting for the king's attention and favours.

AZIMBA AND THE CITY OF ZIMBALLAH: The terrain of northern Azimba is dominated by savannah, while the southern regions are covered by jungle. Throughout the land are hundreds of stone statues in the likeness of Jul-Juggah, a great lizard-bird carved with monstrous features and outstretched, leathery wings. The statues range from three to ten meters in height. They are sacred and offerings, sometimes including blood sacrifice, are regularly placed in front of the statues by the priests of Jul-Juggah. To touch the statues or steal the offerings is an offense punishable by death.

The main city, Zimballah, is situated to the west, in the foothills of the Shining Hills. Although there are dozens of lesser stone-walled settlements within Azimba's borders, concentrated mostly in the northern savannah lands, whoever holds Zimballah dominates the region and can claim to be king of Azimba.

However, the king must be on good terms with the influential cult of Jul-Juggah, whose high priest formally appoints new kings and provides advice and auguries to the royal house.

Zimballah is sometimes simply called «the City of Stone» by virtue of its size and importance. Surrounded by hills, the city has massive walls, towers, and multiple interior gates. No one knows who reared Zimballah's massive, concentric walls and circular towers. The outer walls are ten meters tall and four meters thick, and are fitted seamlessly together without the use of mortar.

Close to 18,000 inhabitants throng Zimballah's inner districts, with several hundred merchants, animal-herders, peasants, mercenaries and beggars living in semi-permanent caravan camps outside the city walls. Foreigners are free to roam the market and residential districts, although all must return to the foreign district at night, when the gates are closed.

At the top of the hillside in which Zimballah nestles is the noble district, which houses the royal palace, the houses of the nobles, the barracks of the king's guard and the city's granaries, and finally the temple of Jul-Juggah. It is a testament to the cult's influence in Zimballah that the shrine of Jul-Juggah is more grand and imposing than the palace's throne room.

The city is an important trading center in the jungle kingdoms region. Cattle and ornaments of beaten gold from Shoma, steel swords and cut gems from Zadj, jungle herbs and animal-skins from Mazania, carpets and peacock feathers from Jairan, and even silks and ceramics from far-off Taikang finds its way here.

In a desolate valley north of the city walls are the «Caverns of Bone», ancient burial-places for the Azimban dead. The high priest of Jul-Juggah has placed a taboo on the valley, preventing people from worshipping their ancestors, claiming the caverns are haunted by the restless and malign ghosts of the dead.

Yar-Ammon, the Kingdom of Tombs

The mysterious land of Yar-Ammon continues many ancient traditions harkening back to Elder Kuth and other, even more obscure prehuman roots. For its people, the afterlife seems to be more real than their mortal existence. High and low alike are buried as they can afford, making the country rightfully known as the «Kingdom of Tombs». The grandest of these are the pyramids, immemorially ancient man-made mountains of stone erected along the marshy banks of the Purple River.

AMENTI, CITY OF STAR-TEMPLES: Yar-Ammon's capital and only seaport is Amenti, located slightly inland in the northern part of the Purple River's delta. It is an old and alien city, as majestic as it is forbidding, dominated by the High King's palace, broad ceremonial avenues, and – most of all – the pylon-flanked, black temples dedicated to Yar-Ammon's mysterious Star-Gods, whose chief priest is the High King himself.

PI-FAKHUUM, CITY IN THE SWAMP: In the marshy delta where the twin rivers run down from the Tomb Hills, sits the city of Pi-Fakhuum with its great temple of Yibboth, the golden toad-thing, and the lesser shrines dedicated to all the aquatic creatures that slither and croak in the night. Besides being an important cult-center, the city also controls the supply of stone from quarries upriver, as well as the production of papyrus from the marsh reeds.

KHADIS AND THE PEOPLE OF THE RED SPHINX: Another important population centre is the oasis city of Khadis to the far north. With some 8,000 permanent inhabitants, Khadis is one of Yar-Ammon's smaller cities, but important as the gateway to Khazistan, who grows ever more covetous of it as Khadis' king, old Akhtesh, shows signs of slipping into dementia.

As with all towns of Yar-Ammon, Khadis has one god who is its patron and revered above all others. In Khadis, this is the hyena-god. Its idol, a colossal faceless sphinx, towers above the streets of Khadis. It is said to be older than humanity, and to guard soul-blasting secrets. Some also whisper about half-men slinking in from the desert during moonless nights and howling in worship of the Red Sphinx.

Into the Eastern Ocean

KHORA AND THE ISLES OF THE SEA REAVERS: Hopefully you will have entered of your own free will and not as a slave, either to a person or to a vice. Regardless, few will have little or no idea the scale of debauchery and villainy that waits in these infamous dens of iniquity. The folk of the isles as a whole are seducers and harlots, torturers and slavers, assassins and kidnappers, zealots and thieves. The denizens of Khora, however, are even worse...

Khora is the largest city of the isles, said to have over 5,000 residents; and is also the most lawless. Its strategic location has made it an excellent hideout for its conglomeration of merchants, thieves, bandits, soldiers, renegades, assassins, mercenaries, outlaws, cut-throats and ne'er-do-wells. Bar fights, riots, protests and general chaos are normal and common. Because of this, Khora has earned the nickname «the City of Blood».

From Khora, the various brotherhoods of the Reavers sail forth and raid those wealthy merchant vessels traversing the ocean between the isles and the coast. When they flee back to their sanctuary, no warship dares enter Khora in pursuit, for it is zealously guarded by four forts of immense size, giving this den of murderers one of the best defended ports in the world, and the most feared.

Men of all races and cultures came to this port to trade their treasures and booty, most looted on the high seas from ships flying the flags of Nabastis, Susrah, and Zadj.

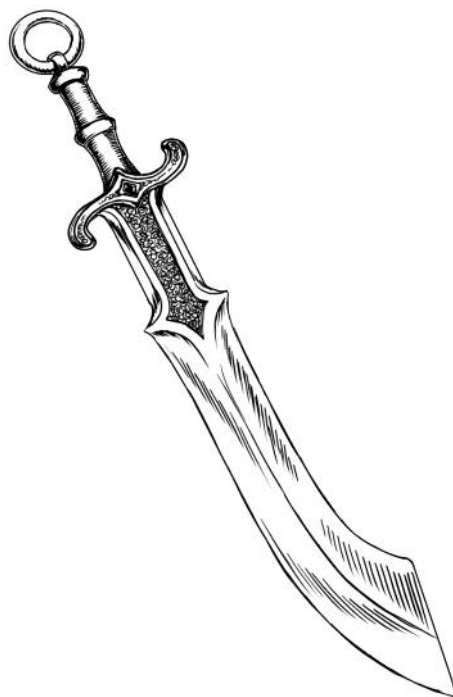
THE CANNIBAL COAST: The coastal Ikuna tribes are known to their neighbors as «man-eaters». Those forms of cannibalism include both resorting to human flesh during times of need, and ritual cannibalism, the latter usually consisting of eating a portion of an enemy warrior.

When warriors from one tribe slew 1,000 enemies they remained on the battlefield «eating the vanquished until they were driven off by the smell of decaying bodies». It is said that when a witch or shaman dies all members of the community will eat a portion of the eldritch one's heart.

Considered a great triumph, the Ikuna greatly enjoy eating their captives. They treat such captives with great cruelty and often break their legs to prevent them from attempting to escape before being eaten, while still keeping them alive so that they may brood over their impending fate. Female captives are always in great demand.

SILVER LOTUS ISLES: These isles are the haunt of the pygmy Djaka, who dwell within the deep jungle caves that dot the islands. There the Djaka cultivate delicate Silver Lotus for their hidden rituals. The islands are a warren of swamps, marshes, quicksand, and predatory wildlife, chief of which are the many enormous man-eating slugs long used to ritually feed on those who would trespass against the Djaka.

The swamps themselves are a perilous place for the inexperienced or unwary. The few dry paths through these marshes are all kept privy by the Djaka. Dense clouds of swamp gas, marsh fog, and an endless tangle of drooping moss tends to make everything look the same. Many become hopelessly lost, go crazy, or circle for days before the end comes... usually a grisly one.





Legends of Xoth

העולם הישן של חוֹת, המסתורי והמפחיד, הוא מקור הסיפורים הללו.

*The World of Xoth is old, and many are its mysteries.
The past is cloaked in the mists of forgetfulness ...*

In the far distant, mythic past, the World of Xoth is said to have been dominated by monstrous, primal beings with godlike powers. Little is known about these Old Gods, but some say that their dominion ended when great sheets of ice enveloped their lands and buried them in frozen tombs beneath the Endless White Land. In warmer lands, lesser servitor races survived, among them a number of foul reptilians who worshipped the memory of the Old Gods and used primitive ape-men as food, slaves and sacrifice.

The ancient empire of the reptilians was finally overthrown when from among the ranks of early men rose a mysterious group of giants, who taught their lesser brethren the arts of science, sorcery and war. Known as the Young Gods, they defeated the abominations of old, banished the monstrous races into the night, and after their victory became the legendary first giant-kings of Kuth.

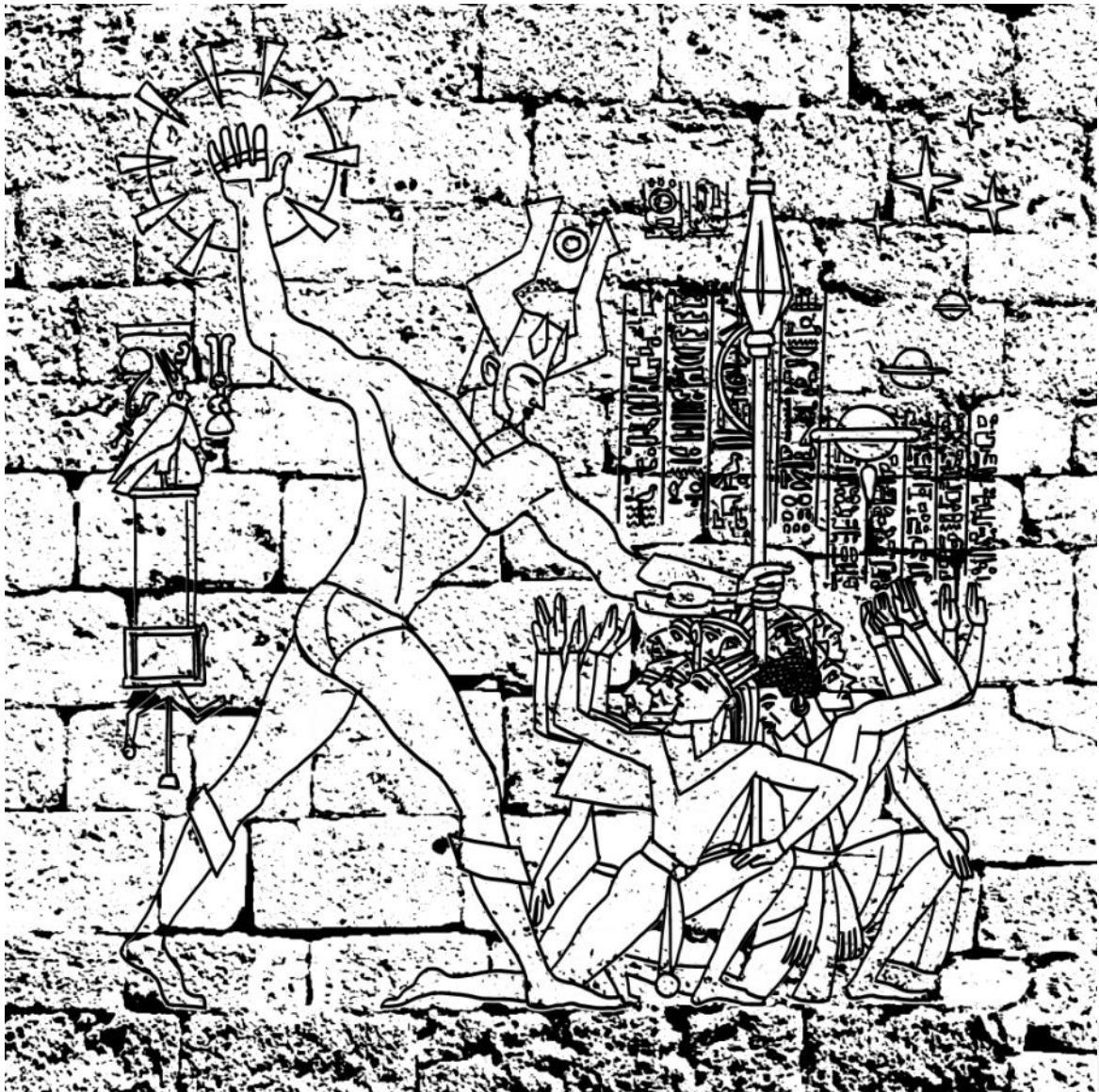
Though the largest kingdom by far and also the most powerful and advanced one, Elder Kuth was not the only realm. There was also evil, blood-drenched Ptahaana that sunk beneath the waves, and doubtlessly other mythic empires in the east. Decadence, civil strife, barbarian incursions, and, some say, the secret machinations of surviving servants of the Old Gods, did, after a period of greatness, finally bring about the downfall of Elder Kuth. The giant Kuthans passed into the realm of legend, but the decayed ruins of their cyclopean cities can still be glimpsed in the western wastes.

With the march of the centuries since the ruin of Elder Kuth, realms rose and fell. In the current age, the most powerful realm is the recently risen desert empire of Khazistan, followed by warlike Taraam in the northeast. Though already past the apogee of its greatness and wracked by intrigue, imperial Taraam receives tribute from Susrah and Nabastis, two loose confederacies of city-states rent by constant infighting and beset by their powerful northern neighbor. Isolated and protected by its mountain fastness, spider-haunted Lamu keeps to itself.

In the desert lands, Khazistan overshadows all other kingdoms and threatens both hoary Yar-Ammon with its mystery-shrouded tombs, and far western Jairan. Only distant Zadj is free from the shadow of powerful Khazistan, its ships and caravans bringing wealth from all corners of the World of Xoth to marble-pillared Iraab.

In the deep south, Azimba, land of the cities of stone, is the most advanced of the jungle kingdoms, and swamp-riddled Ikuna with its cannibal tribes the most primitive. Shoma, renowned for its mines and gold-adorned cattle herds, may be primitive, but is still far from savage.

The matriarchal jungle realm of Mazania is more myth than reality, even more so than wolf-haunted Tharag Thule in far frigid north. The realms of the distant east; Laksha, Ghoma, Azjan, and most of all distant Taikang, are hidden behind an even denser veil of legend and mystery.



The Dwellers Below

The true name of this once-great race of reptile-men has now been lost. Their empire spanned many lands, dotted with great ziggurats, and they used primitive ape-men as slaves, sacrifice and food. With the rise of man, they were gradually driven underground, where they became stunted, pale and lethargic.

Appearance: White-skinned albinos with grey scales on their shoulders and flat heads. The warriors are adorned with bone necklaces, while the sorcerer-priests wear grisly robes of human skin.

Religion: The reptilian Dwellers Below are sworn servants of the Old Gods, and worship all manner of abominations in their dark underground shrines.



The Sons of the Giant-Kings

The pureblooded giant-kings of Elder Kuth took human concubines, and the result of these unions were halfbreeds, exceptional humans who would usually (but not always) serve as loyal agents of their powerful masters.

Appearance: Inhumanly tall and heavily muscled, with booming voices. The warriors among them wielded huge swords crafted by the giant-kings, though some were also known to be sorcerers.

Religion: Believing themselves the sons of demigods, the Kuthan halfbreeds often served as high priests of their progenitors.



The Children of the Great Serpent

Also known as the Yalothans, the serpent-men were former masters of the jungles of the south. Many are sorcerers.

Appearance: The true form of the serpent-men is a tailed humanoid body topped with a snake head. But this race has the sinister ability to change shape, blending into human societies and manipulating them to further their own secret goals. When killed, a serpent-man always reverts to his true form.

Religion: The lord and creator of the serpent-men is known by many names, including Zanthiss, Satha and Hassith-Ka.



The Longskulls of Sunken Ptahaana

The bulk of the Isles of Ptahaana sunk beneath the waves in ancient times, perhaps as a result of failed sorceries. Small groups of Ptahaanans are believed to remain in the ruins of this bloodstained empire, scattered across the archipelago.

Appearance: Reported sightings of surviving Ptahaanans describe them as short of build, with bronze skin, and slightly slanted eyes. The Ptahaanans practice cranial deformation, binding the heads of infants in honor and imitation of their mysterious and godlike rulers. These rulers, presumably destroyed along with the Isles, were tall, with elongated skulls and fingers, and clad in voluminous robes that concealed blasphemously mutated bodies.

Religion: The ancient Ptahaanans are said to have worshipped Ia-Azutlatl, the «Blood-God» and «Opener of the Void», atop their stepped pyramids. No doubt traces of such eldritch sorcery can still be found in the primitive rituals of their current tribal beliefs.

תפילת שחרית תשס"ח

A collection of various random tables and tidbits related to the World of Xoth

1. curved dagger
2. Dar-Khee
3. caravan or caravanseraï
4. jewelry or gem
5. pirate ship
6. corrupt advisor
7. sewer tunnel
8. temple guardian
9. feat of desperate strength
10. cursed artifact or weapon
11. burglary or kidnapping
12. treachery or betrayal
13. naked female captive
14. perverted aristocrat
15. Amoth
16. sorcerous trap
17. drunken orgy
18. ancient law that demands a
life be taken
19. blood-red
20. gladiatorial pit
21. mad magician or ancient
mummy
22. old god from the stars
23. Pathar

24. maze of city streets
25. barren wildlands
26. savage or neanderthal
27. girdle of silk
28. elaborate human sacrifice
29. double-crossing
30. smuggler
31. peacock feathers or ostrich
plumes
32. ancient chariot
33. spider or spiderweb
34. escape under of cover of
night
35. well-guarded fortress
36. oath or exclamation
37. human vice or addiction
38. living for the day
39. port
40. concubine or temptress
41. black
42. dungeon
43. high priest
44. pyramid or ziggurat
45. forbidden tower
46. local guide
47. chance meeting
48. chieftain or prince
49. ghoul
50. pantherish grace
51. poisoned weapon or drink

52. cannibal or head-hunter
53. tent city
54. masked nomad
55. winged demon
56. slaver or kidnapper
57. arrogant noble
58. tyrannical government
59. wealthy merchant
60. secret society or hidden
complex
61. carnivorous ape
62. king of thieves
63. slave
64. yellow
65. grinning bronze or ivory idol
66. inhuman skull
67. Zhuul
68. lotus flower
69. two-handed sword
70. fist-sized gem
71. blue and gold tapestry
72. prison
73. ambush
74. sleeping giant snake
75. Ykhanthra
76. duel
77. eunuch
78. marketplace or bazaar
79. incense-burner
80. voluptuous princess

- Page 68

Random Sword & Sorcery (Table II)

- oath or honor
- blood
- mammoth or elephant tusks
- legend or lie
- dying or inherited curse
- betrayal or deception
- temple prostitute or temple virgin
- plague
- servitude or captivity
- banishment or exile
- king of kings
- desert or wasteland
- corruption
- dragon or giant reptile from a lost age
- moon or moonlight
- tentacled monstrosity
- arcane or sacred ritual
- snake-people
- heir or chosen one
- childbirth

Races

- Azimban
- Bhangari
- Djaka
- Ghazorite
- Ikuna
- Jairanian
- Khazistani
- Khazrajite
- Khoran
- Lamuran
- Mazanian
- Nabastissean
- Tharag Thulan
- Yar-Ammonite
- Zadjite
- Zorabi

Cities

- Mazad
- Achad
- Khargamum
- Khadar
- Ghezath
- Hamgatana
- Lamra
- Onar
- Ghezath
- Belthaar
- Zhaol
- Ghazor
- Yaataana
- Dipur
- Jhaddar
- Khazabad
- Zul-Bazzir
- Yemar
- Ibar
- Shan-Addah
- Khadis
- Amenti
- Akhet
- Pi-Fakhuum

- Iraab
- Al-Qazir
- Khariya
- Zimballah
- Katanga
- Boma-Ya
- Khora

Cults

- Al-Tawir
- Belet-Lil
- The Living Flame (Nameless God of Zadj)
- Jul-Juggah
- Yammosh
- Yaathra Yok
- Beast-Gods of Yar-Ammon
- Zothur (Zoth-Ur, Xoth-Ur)
- Ahyada
- Aklathu
- Baal-Khardah
- Ia-Azutlatl
- Maggash
- Nhakhramat
- Nwanga Zhaal
- Othabbhon
- Simatala
- Yadar
- Yibboth
- Yot-Kamoth
- Zanthiss
- Gods of Tharag Thule (Moon-God, Skull-God, Wolf-God)

Occupations

- artist
- assassin
- astrologer
- bandit
- beggar
- city guard
- commander
- concubine
- courtesan
- courtier
- craftsman
- cultist
- doctor
- drunken reveler
- entertainer
- eunuch
- gambler
- healer
- laborer
- madman
- mercenary
- merchant
- messenger
- noble
- nomad
- palace guard
- priest
- prostitute
- sage
- scribe
- servant
- slave
- slaver
- smuggler
- soldier

- soothsayer
- torturer
- thief
- thug
- trader

Punishments

- drawn and quartered
- impaled or beheaded
- hanged
- tortured
- flayed
- imprisoned
- whipped
- gauntlet
- enslaved
- impressed to civil or military service
- jailed
- humiliated
- stocks
- apprenticed
- fined
- probation
- court costs
- case dismissed
- favorable judgment
- beneficial judgment

Hit Locations (Humanoids)

- head/neck
- chest
- abdomen
- groin
- left hand
- left leg
- lower left arm
- lower right arm
- right hand
- right leg
- upper left arm/shoulder
- upper right arm/shoulder

Hit Locations (Monsters)

- head/neck
- left appendage
- left leg
- torso
- right appendage
- right leg
- tail
- internal organ
- tentacle, tusk or proboscis
- wing

Trade Goods

- ale
- arms
- armor
- dried fish
- dried fruits
- exotic cloth
- exotic feathers

- exotic goods
- fine lumber
- furs
- gems (rubies, emeralds, pearls, etc)
- gold
- grain
- incense
- ivory
- leather
- lotus
- lumber
- oil or tar
- raw metal
- regional cloth
- regional goods
- semi-precious stones (lapis lazuli, opals, topaz, etc)
- Susrahnite wine
- silk
- silver
- slaves
- spices
- wine
- special

Names (Table I)

- Jahwar
- Taziz
- Kamytzes
- Varazes
- Othbanes
- Ifuka
- Yetara
- Mwanza
- Gasparus
- Ranuga
- Zama
- Serathu
- Jabdar
- Nofruset
- Yatim
- Rashat
- Yasima
- Turim
- Narun
- Azif

Names (Table II)

- Akhtesh
- Yog Sodhi
- Methras
- Galan
- Ringur
- Kadima
- Laugra
- Melphas
- Hor-Tef
- Behruz
- Fu Teng
- Amkur
- Yasna
- Hasin
- Farad
- Arius
- Mu-Ram
- Yilak Mal
- Phocas
- Kemthradates

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Narcotic plants, hostile pygmies, giant slugs, and ancient evils — face them all in this mini-campaign! Suitable for character levels 4-6.

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