

BABYLON



ON WHICH FAME AND JUBILATION ARE
BESTOWED



A Roleplaying Game

G. P. Davis

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Designed by G. P. Davis



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0.0 Unwelcome Visitors

“What do you want?” the old dwarf asked in heavily accented Akkadian. He hobbled up the slope of the cave floor toward its entrance, where Šât-Ayya stood with her maid. The dwarf carried a tiny lamp before him and by the wan light of its flame, she had the vague impression that the interior of the cave was lined with shelves and cubbies, all brimful with clay tablets.

Šât-Ayya bowed her head by way of greeting, and said, “May Šamaš keep you well. My name is Šât-Ayya and this is my maid Ruttum.” She indicated the girl at her side. “I am a *nadītum* of Šamaš, of the *gagûm* of—”

The dwarf interrupted, “That don’t answer my question.” He had reached the cave mouth, and began shooing Šât-Ayya and Ruttum away from the doorstep with the back of his free hand.

The *nadītum* looked down and saw that they stood on the edges of a threadbare rug, one whose peculiar, geometric zigzag motif she vaguely recalled as having been depicted in the crumbling *bas reliefs* she had seen at Uruk — carvings made by the Sumerian dwarves over a thousand years ago.

She smiled, bowed, and motioned for Ruttum to join her in moving away from the rug. Dwarves were notoriously fastidious, and as Šât-Ayya looked over the hairless form of the squat being

in front of her, she wondered that a hermit living in the isolation of the Zagros Mountains would maintain a strict adherence to dwarvish grooming traditions. Common opinion had it that dwarves of both genders were naturally as hairy as their human equivalents, yet this dwarf, like all those of his reclusive people Šât-Ayya had ever seen, was completely hairless. Despite the cool atmosphere of the cave and the mountain, he wore only a kilt; again, an ancient tradition among his people.

Šât-Ayya slouched in an effort to mitigate the height difference between them. “Are you Lu-Bau? We’re looking for Lu-Bau,” she said.

“Dwarves preferred that you get to the point,” Annum-pī-Ayya, the *sanga* of Šamaš of Sippar had told her once.

The dwarf’s large eyes widened. “Aye! Now what do ye wa—.”

Lu-Bau stopped mid-sentence, and Šât-Ayya quickly suspected why; she heard sounds as if someone was clambering down the path behind them.

Šât-Ayya turned. It was Bēlānum, sword in hand. In the darkling shadows of the mountain, Šât-Ayya saw that red streaked the blade’s edge.

“Elamites,” the Babylonian foot soldier called, “And elves!”

Lu-Bau barely had time to repeat, “Elves!” before one hopped

over an outcropping that braced the path's wide defile. The agile creature carried a bow and wore a bronze helm and cuirass, in the style of the men of Anšan.

The elf fired an arrow at Bēlānum, and the young Babylonian had little time to react. The shaft struck him between his shoulder blades — Šât-Ayya actually heard the impact — and the wiry Akkadian collapsed.

Someone, a man, bellowed something further up the path. In the next instant, Labarna appeared, his face, arms, chest and cruelly-bladed axe red and glistening. The uncouth Hittite followed the same course taken by Bēlānum.

Behind her, Šât-Ayya heard the dwarf mutter something in Sumerian with a cadence that sounded like sorcery. Ruttum, her artful slave, had drawn a curved dagger from her garments and had started to move around the edge of the cave wall. Šât-Ayya reached out and grabbed her wrist. "Stay!" she ordered.

The sound of an explosion punctuated Šât-Ayya's command. On the other side of Ruttum, Sîn-māgir shimmered into view, the index finger of his right hand pointing at the outcropping where the archer had stood. Šât-Ayya followed the aim of his finger, just in time to catch the charred remains of the elf collapse in a heap. The Sipparite wizard had given up his invisibility to avenge Bēlānum.

"See to the dwarf," Sîn-māgir said, but whether to her or to her slave, Šât-Ayya could not tell, because he looked to the path, where Labarna had reached Bēlānum. In either case she should not tolerate his disrespectful tone, but she would reprimand the arrogant Sipparite later. He merely tugged at his immaculately braided and squared beard, and strode off in the direction of their fallen comrade.

Three — five — seven men now appeared at the end of the path. They were armed with swords, and wore bronze cuirasses identical to the one the dead elf had worn. Labarna had noticed them. He assumed a fighting stance in front of Bēlānum, whirling his axe all the while. Sîn-māgir began another sorcery.

Šât-Ayya realized she still held Ruttum's wrist. She let go and turned back to face the dwarf, who continued to mutter in his ancient tongue, and trace arcane diagrams in the air, to no appreciable effect. Šât-Ayya stepped onto the rug and thrust her hand between Lu-Bau's gesticulating arms. She pressed her palm onto his soft, smooth pate and forced him back into the cave.

This visibly upset the dwarf, and likely spoiled his sorcery, but Šât-Ayya repressed a smile. They had brought much more than dirt to this fastidious creature's threshold.

1.0 Introduction

“There is no king who by himself can be said to be really strong. There are ten or fifteen kings following Ḫammu-rapi, the master of Babylon, similarly for Rīm-Sîn, the master of Larsa, similarly for Ibal-pi-El, the master of Ešnunna, similarly for Amud-pi-El, the master of Qatna. Twenty kings are following Yarim-Lim, the master of Yamḥad.”

- A letter from Itūr-Asdu of Mari, to vassals of King Zimri-Lim, written ca. 1769.

Babylon, the twenty-fifth year of Ḫammu-rapi’s reign. For four hundred years, this minor town near the main course of the Euphrates has played little part in the affairs of Mesopotamia. But in the chaotic world of the Near East, the vicissitudes of war and culture can make a petty thug a prince, and a prince a beggar in the short span of a lifetime. Across the lands of Sumer and Akkad, a generation of rulers have extended their cities’ hegemony over their neighbors. They conspire against one another, and break alliances as quickly as they are formed. Cities are sacked, their foundations razed, their people deported or put to the sword. For twenty-five years the king of Babylon has fortified his capital, sent embassies to his peers abroad, and consolidated his power over the small territory and several city-states left to him by his forefathers.

This is a world already steeped in history, where traditions date back to the dawn of literate culture.

1.1 Using This Book; On Dating

The intent behind this book is to provide players with all the information necessary to run a pen-and-paper roleplaying game set in Mesopotamia during the reign of Ḫammu-rapi of Babylon. While much of the information presented here could easily be adapted to the world of the Ancient Near East set anytime before the capture of Babylon by Cyrus the Great in 540 BCE, the focus of this work is on that epoch commonly termed the Old Babylonian Period.

All of the setting information presented here represents the situation as of the New Year’s Festival occurring during the twenty-fifth year of Ḫammu-rapi’s reign. As will be seen from the timeline that follows, this is pegged at 1767 BCE, on the assumption that Ḫammu-rapi assumed the kingship in 1792 BCE. In truth, however, this dating is speculative, and this work follows the so-called “middle chronology.” The middle chronology is one of several theorized timelines put forward by modern scholars, who encounter difficulties with the precise dating of events that occur before the period cultural turmoil now-termed the Late Bronze Age Collapse.

Great effort has been taken to present the world of Babylon's First Dynasty as accurately as possible, so that campaigns can be run with a high degree of historical authenticity. Yet given the sporadic (and often serendipitous) preservation of reliable sources regarding the period, vast gaps still exist in our understanding of the day-to-day life in ancient Mesopotamia. Some license then, is necessary to present a coherent whole. When there is a disagreement among the sources or academics' interpretations of them, the choices made reflect those that best fit the narrative movement of the section. With that in mind, players should take caution that this is a game, and while considerable historical research went into its development, this is not an authoritative reference work, nor should it be relied upon in any way when one seeks real answers regarding scholarly opinion on its subjects.

Moreover, none of the information presented here is important enough that it should be allowed to detract from gameplay. Gamemasters are invited to pick and choose whatever facts satisfy players, and make up the rest. This is a game after all, and no one will mark you down if you ignore the existence of Elam, for instance, or even go so far as to turn Siwe-palar-huppak to an ogre or a vampire.

The place of fantasy, at last, deserves parting address. In

accordance with the objectives outlined above, the majority of the text of this book is presented as if the same rules of matter and energy that govern the real world also govern the setting of the campaign world. Therefore, while players' characters will, in keeping with the time period, necessarily believe in the existence of magic and the daily interventions of gods and demons, the world is in fact the same mundane place you have encountered every morning of your real life. Mesopotamia in the 1760s BCE overflows with opportunities for adventure even in the absence of the supernatural. Nevertheless, this is not to suggest that such as setting will satisfy players and play groups without exception, nor, in fact, should it!

That many players will want to adventure in the world of Fantastic Babylon is anticipated. Fantastic options and extensions of the game text have been added at appropriate spots. These are carefully delineated from the main text by black-bordered text boxes, and include all content within Chapters 9, 10, and 13.

1.2 The System

In addition to the setting information provided here, this book also presents a modified version of the OGL rules. This system takes up the bulk of the first third of this sourcebook. The author undertook the tedious inclusion of a full ruleset

for several reasons, chief among them so that this book could stand on its own if need be.

Players familiar with systems based in the OGL will discover that this ruleset differs from the majority in two significant ways. First, it lacks classes, instead using a unified level progression for all characters regardless of profession. This development was born from decades of frustration with the rigid mechanics of the class/multi-class system. Along with distinct classes, experienced gamers will notice that skill ranks now supersede the standard level progression for base attack bonuses and spells. As a result, spellcasters gain access to powerful spells faster; however, all spells are far easier to counter or disrupt.

Gamemasters and players are invited to use these rules, or replace them with their own. The author recognizes the peculiar mechanics of this work lack the pedigree of those with which groups will be familiar. It is fully expected that many will merely utilize this book as a sourcework for the world of Hammu-rapi, a use that remains above all the overriding intent of this book.

1.3 Characters in *Babylon, On Which Fame and Jubilation Are Bestowed*

As stated above, *Babylon, On Which Fame and Jubilation Are Bestowed* (“BFJB”) uses a modified

version of the OGL ruleset, one that dispenses with traditional classes for a classless, skill-driven character progression. The following is a brief overview of the next several sections, which detail character creation.

2.0 Ability Scores — There are six ability scores that lie at the heart of *BFJB*. This section explains their significance and how to generate them.

3.0 Character Origins — In the quarrelsome world of ancient Mesopotamia, nothing defines a player character’s outlook and allegiances like their city-state of birth. This section outlines city-states by nationality, and gives the ethnicity options available as a result. It also includes relevant notes about gender, sexual orientation, and social status. For players of *Fantastic BFJB*, this section also describes the non-human races available as player characters.

4.0 Experience and Character Progression — *BFJB* is a classless system. The section covers the class and level based bonuses available to characters, and details the mechanics related to character advancement.

5.0 Skills — In the unified system of *BFJB*, all relevant character skills from weapon proficiencies to spells are purchased with skill points. This section details how those points are handled, and the skills available to players.

6.0 Tamkārum — The “mercantile” section of this book, this chapter lists items and services available to characters for purchase, from simple loin cloths and kilts to expensive pieces of armor. It also explains Mesopotamian systems of payment and how players pay for things in a world without minted specie.

7.0 Residual Rules — This section covers the final, miscellaneous rules needed to kit out a player character, including those related to movement and encumbrance.

8.0 Combat — Like most RPGs, conflicts in *BFJB* often involve violence. The rules in this chapter explain the actions available to characters, and the normal progression of the combat round.

9.0 Sorcery — This chapter deals with the rules involving the learning and casting of spells.

10.0 Sorceries — This chapter gives full descriptions of the spells available in Fantastic *BFJB*.

11.0 The World and Culture of Babylon — The heart of this book, this chapter details the culture of the Ancient Near East at the time of Hammu-rapi, including the structure of society, its gods, its language, and its calendar, among other matters.

12.0 The Kingdom of Babylon — This book assumes that characters will begin play in the Babylonian heartland, regardless of their origin. This chapter contains a detailed

overview of several cities of the Kingdom of Babylon and provides a template for future supplements detailing the surrounding kingdoms.

13.0 Magical Items of the Kingdom of Babylon — Magic items are rare in the world of Fantastic *BFJB*. They are usually unique, potent, and their possession, perilous. As exceptional individuals, the player characters may encounter them in their travels. This chapter details the rules relating to magic items and provides examples of those known to have existed within the kingdom.

14.0 Bestiary — This chapter details hostile threats that may be encountered by player characters in two sections, one for standard *BFJB* and the other for games in the Fantastic setting.

15.0 Housekeeping — This final chapter clears up our loose ends. It contains a pronunciation guide, a glossary, and a bibliography.

2.0.0 Ability Scores

As in other OGL systems, a player begins the statistical aspect character creation by generating his or her six ability scores. These are the fundamental determining factors for all later mechanical operations of character creation and advancement.

2.1.1. Generating Ability Scores

Several methods exist to generate initial ability scores, which unmodified should generally fall between 3 and 18. While any option approved by your gamesmaster is ultimately valid, the popular “4d6 Method” is a suggested default. To generate a character using this method, the player should roll 4d6, ignoring the lowest die and totaling the remainder. He or she should then repeat roll five more times and assign each of the results to one of the six ability scores.

Ability Modifiers. At first level, each ability, after changes made because of race, has a modifier ranging from -5 to +5. Consult Table 2.1

The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that aren’t die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

Table 2.1: Ability Modifiers	
Score	Modifier
1	−5
2–3	−4
4–5	−3
6–7	−2
8–9	−1
10–11	0
12–13	+1
14–15	+2
16–17	+3
18–19	+4
20–21	+5
22–23	+6
24–25	+7
26–27	+8
28–29	+9
30–31	+10
32–33	+11
34–35	+12
36–37	+13
38–39	+14
40–41	+15
42–43	+16
44–45	+17
etc. . .	

The Abilities. Each ability partially describes your character and affects some of his or her actions.

Strength (STR)

Strength measures your character’s muscle and physical power. This ability is especially important in combat. Strength also limits the amount of equipment your character can carry.

You apply your character’s Strength modifier to:

- Melee attack rolls.

- Damage rolls when using a melee weapon or a thrown weapon (including a sling). (Exceptions: Off-hand attacks receive only one-half the character's Strength bonus, while two-handed attacks receive one and a half times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.)

- Athletics skill checks.
- Strength checks (for breaking down doors and the like).

Dexterity (DEX)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is important for characters who wear light or no armor at all, and for characters using a ranged attack, since as one with a bow.

You apply your character's Dexterity modifier to:

- Ranged attack rolls, including those for attacks made with bows, crossbows, throwing axes, and other ranged weapons.
- Armor Class (AC), provided that the character can react to the attack.
- Reflex saving throws, for avoiding attacks that you can escape by moving quickly.
- Most skills that involve acts of stealth or quick, agile movement.

Constitution (CON)

Constitution represents your character's health and stamina. A Constitution bonus increases a character's hit points.

You apply your character's Constitution modifier to:

- Each roll of a Hit Die (though a penalty can never drop a result below 1—that is, a character always gains at least 1 hit point each time he or she advances in level).
- Fortitude saving throws, for resisting poison and similar threats. If a character's Constitution score changes enough to alter his or her Constitution modifier, the character's hit points also increase or decrease accordingly.

Intelligence (INT)

Intelligence determines how well your character learns and reasons. This ability is important for any character who wants to have a wide assortment of skills. In a fantastic setting, it also determines a sorcerer's access to sorceries.

You apply your character's Intelligence modifier to:

- The number of languages your character knows at the start of the game.
- The number of skill points gained each level. (But your character always gets at least 1 skill point per level.)
- Skills that have as their basis memory, knowledge, and reasoning.

Wisdom (WIS)

Wisdom describes a character's willpower, common sense, perception, and intuition. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score.

You apply your character's Wisdom modifier to:

- Will saving throws (for negating the effect of *charm* and other sorceries).
- Heal, Perceive, and Survival checks.

Charisma (CHA)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting.

You apply your character's Charisma modifier to:

- Diplomacy, Disguise, Gather Information, and Perform checks.
- Checks that represent attempts to influence others.

When an ability score changes, all attributes associated with that score change accordingly. A character does not retroactively get additional skill points for previous levels if she increases her intelligence.



3.0 Character Origins

In the standard version of *BFJB*, player characters and non-player characters alike are all human. An individual character's genetic background confers no stat bonuses, nor should a character's culture affect his or her access to skills or professions, with the possible exception of primary language. This is in keeping with the cosmopolitan environment of Hammu-rapi's Babylon. As noted in his entry in section 12.2.1, the august ruler himself is ethnically an Amorite, as are several of his rival peers. Furthermore, it is noteworthy that in his code Hammu-rapi made no distinction between ethnic Amorites, Akkadians, or Elamites, for example. Instead, class dictated the rights, privileges and obligations of individuals in Babylon; thus the rule system outlined below attempts to preserve these distinctions.

As will be seen from the proceeding discussion, *BFJB* is designed with a decidedly pro-Babylon bias. This is not to suggest that players cannot (or should not) play characters from other city-states. While several of the skill choices below may be written with Babylonian custom in mind, they all remain accessible to characters from other city-states, under the theory that those city-states have comparable options available. With these caveats in mind, we can proceed to a discussion of

nationalities available to players, followed by a short description of ethnic backgrounds. Again, these will have little mechanical effect on the design of players' characters, but should be noted for roleplaying purposes.

3.1 City-States

The primary political and cultural entity of the ancient near east at the time of Hammu-rapi is the city-state. Cities during this era are usually situated behind high protective walls, and in the arid environment of Mesopotamia, always located near a river. Many boast additional suburban areas beyond their fortifications, in addition to satellite villages. Broad rings of fields surround city-states, watered by complex networks of irrigation ditches.

Every player character in *BFJB* should note their city-state of origin, as little else has as much bearing on that character's allegiances. The default setting assumes that player characters are from one of those city-states that fall under Babylonian hegemony in 1767 BCE. Chapter 12 describes the major cities of the Kingdom of Babylon in detail. Kingdoms and cities of the rest of the Ancient Near East are listed below, and will be detailed in forthcoming supplements.

While it is expected that players will create characters from other city-states, and perhaps from

those regions on the periphery of the Ancient Near East, they should consult their gamemaster before they do so, as the presence of several foreign-born player characters might create complications for the specific mission of his or her campaign.

Of course, as stated in section 1.1, the purpose of *BFJB* is to have fun. A creative GM should be able to shoehorn in the origin of an odd foreign-born PC, so long as he or she has notice of this fact in advance.

The following is intended to be a cursory survey of the home city-states available to players in the standard game, grouped by kingdom. This list is not meant to be exhaustive, but should provide enough choices to satisfy players.

With the exception of dwarves and human-born, mixed-race characters, non-human characters will not be citizens of the several city-states, but will have dwelt among their own peoples. If your intent is to play one of these non-human characters, skip to section 3.4.

Babylon. At the start of the default campaign year, Hammu-rapi reigns in Babylon (OB. *Bāb-ilim*). His influence extends to several of those cities nearest him. The oldest of these is Kiš, followed by Sippar. Babylon and nearby Borsippa (OB. *Barsip*) are less than half a millennia old.

All of these sites are detailed in depth in Chapter 12. The inhabitants of the Babylonian city-states are primarily ethnic Akkadians, though a powerful Amorite minority resides there as well.

Larsa. By the year 1767 BCE, the hegemony of the king of Larsa extends over the whole of southern Mesopotamia. This encompasses the majority of those ancient, cultural centers that have existed since the dawn of written history. While the residents of many of these city-states would profess to varying degrees of political autonomy from the king in Larsa, for now, Rim-Sîn ultimately determines the course of their actions.

All of the nine city-states given here represent important centers of the culture of Sumer and Akkad. They are Bad-tibira, Eridu, Isin, Lagaš, Larsa, Nippur (OB. *Nipuru*), Umma, Ur (OB. *Urim*), and Uruk.

Like the population of Babylon, the city-states of Larsa are thoroughly Akkadian, however, the Amorites are well-represented, especially among the ruling class. Moreover, given the proximity of cities like Lagaš to Elam, the kingdom also sports a number of Elamite residents, of all social classes.

Mari. Roughly ten years before the campaign year, the city-state

of Mari was part of Assyria, governed by no less than Yašmah-Adad, the second son of the King Šamši-Adad. But soon after the death of Šamši-Adad in 1776 BCE, an Amorite chieftain named Zimri-Lim deposed the Assyrian prince and set up Mari as an independent entity. As a result of its position on the trade route along the middle Euphrates, Mari was already a large and important commercial center. By 1767 BCE, Zimri-Lim's control extends to several cities in the region along the Euphrates and Ḥabur rivers, including Hīt, his capital Mari, Qattunān, Sagaratum, Terqa and Tuttul.

While many ethnic Akkadians remain in the Mariote cities, the populace is now majority Amorite.

Assyria. At the advent of this campaign, Assyria is a flagging power, still recovering from the loss of its great king Šamši-Adad several years before. At that time, Assyrian puppets controlled the cities in an area from the Zagros Mountains to the western bounds of Mari on the Middle Euphrates. Since that time however, Assyrian control has fallen back to the borders of Upper Mesopotamia.

The power and influence of Išme-Dagan (I), the current Assyrian king, extends from Aššur to the city-states of Nineveh (OB. Ninuwa) and Razamā. The people of these cities remain Akkadian

for the most part, but as in Babylon and the Larsan territories, an Amorite minority is on the rise.

Ešnunna. Centered on the banks of the Tigris, Ešnunna is surrounded by powerful kingdoms, with Assyria to its north, Babylonia and the Larsan cities to its south, and the aggressive nation of Elam to its east. In addition to the capital Ešnunna, King Ibal-pi-El (II)'s influence extends to Tutub. Ešnunna's people are ethnically Akkadian, although Elamites and Amorites are appreciable minorities.

Andariq. In the vacuum left by the decline of Assyria after the death of Šamši-Adad, the northern city-state of Andariq (or Andarik) has carved out a small sphere of influence along the northern reaches of the Ḥabur River. Its current king, Qarni-Lim, maintains close ties to the king of Mari; many see him as a virtual puppet ruler. From Andarig, Qarni-Lim's fragile rule extends to the cities of Kurdā and Šubat-Enlil. While a bare majority of the citizens of Andariq are Akkadian, given its northerly position, many other prominent minorities exist, including the ubiquitous Amorites, but also new arrivals from Asia Minor, including the Hurrians.

Yamḥad. Along with Qaṭna, the kingdom of Yamḥad is one of two

great western powers contemporaneous with Ḫammu-rapi. Centered on Ḫalab, the King of Yamḫad, Yarim-Lim (I) controls the northern trade routes to the Mediterranean. As a result, Yamḫad is a powerful nation, one that often meddles in the affairs of the smaller kingdoms of Mesopotamia. This loose confederation of city-states includes Ḫalab, as well as Alalah, Ebla and Ugarit (OB. *Ugaritum*). The people of Yamḫad are heavily Amorite during this time period, although a sizable minority among the northern city-states are Hurrian.

Qatna. Like its rival Yamḫad, Qatna (OB. *Qaṭanum*) is a region to the west of Mesopotamia, reaching as far as the shores of the Mediterranean. In 1767 BCE it is powerful enough to influence Mesopotamian matters of state. In addition to the city of Qatna, this kingdom includes the ancient site of Tadmīr (modern Palmyra). Like the people of Yamḫad, Amorites are the overwhelming majority in Qatna.

Elam. Situated in the upland and mountainous regions on the eastern edge of Mesopotamia proper, Elam is an ancient, military powerhouse that will time and again struggle for control over the city-states to its west. Currently ruled by the *sukkalmahḫum*

Siwe-palar-ḫuppak from Susā, Elam also includes the city of Anšan.

The people of Anšan are Elamite, with few exceptions. Susā has a substantial Akkadian population, as a result of repeated periods of falling under the hegemony of city-states of Sumer and Akkad. Elam, with its distinctive language and culture, is less likely to assimilate other peoples.

3.2 Culture

Once players have chosen their city-state of origin, they should proceed to determine their character's culture. As stated above, in the standard version of *BFJB*, culture confers no mechanical benefits or penalties. Moreover, all standard cultures are available to all players regardless of city-state, as every one of the following peoples are present in some proportion in every kingdom.

Players should note, however, that their specific selections might require more or less explanation. While there is nothing unusual, for instance, about an upper class Amorite bureaucrat in Babylon or Mari, an upper class Hurrian serving in the royal administration of Susā would require further development.

The following cultures are available to players in *BFJB*.

Akkadian. (OB. masc. sing. *Akkadûm*, OB. fem. sing. *Akkadītum*, Wr. ¹ URI, 𒂗𒊕)

This is the standard ethnicity in *BFJB*. At the time of Ḫammu-rapi, the Akkadians represent the primary ethnic component of Babylon, as well as those lands that fall under the hegemony of the kings Aššur and Ešnunna. They are less represented the city-states of Mari, Qaṭna, and especially Yamḥad, and are a sizable minority in the Elamite city-state of Susā. Like the Amorites after them, the Akkadians are a Semitic-speaking people. They first appear during the third millennium BCE, at which time they coexisted with the Sumerians.







By the time of Hammu-rapi, the language of the Akkadians has replaced Sumerian as the lingua franca of Mesopotamia. With the exception of the Amorite god Amurrûm, deities with Akkadian names are those whom the peoples of Babylon and Aššur primarily worship.

Akkadians from Babylon speak a dialect of Akkadian called Old Babylonian as their primary language, as do those from Ešnunna and with minor local variations, Mari. The Akkadians of Aššur, on the other hand, speak the sister-tongue Old Assyrian, again a dialect of Akkadian. At this point in history the two tongues remain similar enough that speakers of Old Babylonian and Old Assyrian will have little difficulty understanding one another. Differences, however, will be readily apparent; for instance, Old Assyrian lacks the vowel contractions common

to Old Babylonian, and exhibits several explicit variations in morphology and diction. In keeping with the focus of this work on Babylon, all Akkadian represented here will be that of Old Babylonian.

Amorite. (OB. masc. sing. *Amurrûm*, OB. fem. sing. *Amurriûm* Wr. MAR.TU, 𒈪𒍪𒌷)

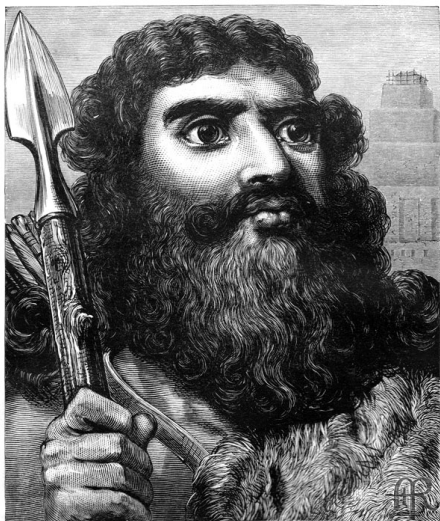
At the time of Ḫammu-rapi, the Amorites are relative newcomers to the lands of Sumer and Akkad. Ethnic Amorites founded the First Dynasty of Babylon, and in addition to the august king himself, counted the kings of Mari, Qaṭna, and Yamḥad among their number. The populace of those later three nations are primarily Amorite as well. Amorites dwelling in the city-states of Babylon and Ešnunna are allowed the option of either Amorite or the Old Babylonian dialect

¹ There are several ways to express the gentilic adjective, e.g., “(the/an) Akkadian.” While the mere writing of the cuneiform listed here may be appropriate in certain contexts, a perfunctory LÚ  (for the Akkadian *awīlum*, “man”) or MUNUS  (for the Akkadian *sinništum*, “woman”) would make the intent of the expression more clear. For instance, “Šamaš-nāšir, an Akkadian” could be written *Šamaš-nāšir awīl Akkade*,  (Šamaš-nāšir)   (LÚ URI^{ki}). Alternatively, one could forgo the Sumerian logograms listed in these descriptions and spell the term phonetically, e.g., e-lam-mu-ú-um,  for “Elamite.” For more on Old Babylonian cuneiform, see section 11.4.

of Akkadian as their primary language, while those of Mari, Qatna, and Yamḥad have only Amorite available to them. The Amorite minorities of Assyria speak primarily Old Assyrian. Given the cultural barriers to assimilation of non-native peoples in Elam, the Amorites of those city-states are permitted the option of Elamite, as well as their own tongue.

Elamite. (OB. masc. sing. *Elammûm*, OB. fem. sing. *Elammîtum* Wr. ELAM.MA, 𒂗𒍪)

The Elamites are a military powerhouse in the time of Ḫammu-rapi, so much so that early in his reign letters from the King of Elam are written to Ḫammu-rapi in the tone



of a superior speaking to the leader of a lesser state. The Elamites represent an ancient, culturally distinct entity in Mesopotamia, and as such, approach their western neighbors with a concomitant degree of arrogance. Elamites from every city-state speak

Elamite as their first language. This tongue is an isolate, unrelated to any known language before or since.

Ḫurrian. (OB. masc. sing. *Ḫurrûm*, OB. fem. sing. *Ḫurrîtum* Wr. phonetically, Ḫu-úr-ri, 𒄩𒆪𒄩)

The Ḫurrians are a people originating in the Taurus Mountains region, who by the time of Ḫammu-rapi have filtered down into the lands of the Levant and Mesopotamia. They are an appreciable minority in the city-states of the Northwest, including the kingdoms of Yamḥad, Qatna, Mari, and Andariq, and to a much lesser extent in the kingdoms of southern Mesopotamia and Elam.

The Ḫurrians appear ethnically distinct from the Semitic-speaking peoples of the Ancient Near East. As their primary language, they speak Ḫurrian, a language unrelated to any others available in *BFJB*.

3.3 Beyond the World of Mesopotamia

Beyond the city-states of the Ancient Near East are several other peoples and regions with mercantile and cultural connections to Mesopotamia. The following ethnicities provide players with atypical cultures and regions-of-origin that are again available to all player characters, at the gamemaster's discretion. Characters with these backgrounds may be recent arrivals to the lands

of Sumer and Akkad, or they may be second- or third-generation immigrants who were raised in a city-state.

Hittite. (OB. masc. sing. *Kanišûm*, after the city of Kaniš, modern Kültepe, OB. fem. sing. *Kanišîtum* Wr. phonetically, Ka-ni-šu-ú-um, 𐎲𐎠𐎶𐎶𐎶𐎶𐎶𐎶𐎶𐎶)

At the time of Hammu-rapi, the Hittites remain bottled up in Asia Minor. They have yet to have had any impact on the nations of the Ancient Near East. Hittite smiths during this era produce iron weapons and tools in small quantities. They speak their own language, one philologically distinct from the languages of Mesopotamia.

Gutian. (OB. masc. sing. *Gutiûm* or *Qutûm*, OB. fem. sing. *Gutîtum* or *Qutîtum* Wr. phonetically, Gu/Qú-ti-u-um, 𐎲𐎠𐎶𐎶𐎶𐎶𐎶𐎶𐎶𐎶 or Gu/Qú-tu-ú-um, 𐎲𐎠𐎶𐎶𐎶𐎶𐎶𐎶𐎶𐎶)

The Gutians are a tribal people who reside in the Zagros Mountains east of Assyria. Portrayed in Sumerian literature for centuries as uncultured barbarians, they established brief control over Mesopotamia at the end of the Old Akkadian Period, but are a flagging power by the time of Hammu-rapi. They are illiterate and speak their own language, an isolate.

Maganite. (OB. masc. sing.

Maganûm, OB. fem. sing. *Maganîtum* Wr. MÁ.GAN-ú-um, 𐎶𐎠𐎶𐎶𐎶𐎶𐎶𐎶𐎶𐎶)

Magan is a distant trading center, situated at the opposite end of the Persian Gulf and only reached by boat. The peoples of Mesopotamia have traded with the Maganites for centuries, and as a result, there exists in Magan a large Akkadian enclave. The land is an important source of copper for the city-states of Mesopotamia. Native Maganites speak their own language and do not write. Many also speak Akkadian.

Meluhḫa. (OB. masc. sing. *Meluhḫûm*, OB. fem. sing. *Meluhḫîtum* Wr. phonetically, Me-luḫ-ḫu-ú-um, 𐎶𐎠𐎶𐎶𐎶𐎶𐎶𐎶𐎶𐎶)

Like Magan, Meluhḫa is another distant region whose commercial relation with the city-states dates back to the Early Dynastic Period. Notable exports include pearls, carnelian and several varieties of wood. Located in the Indus River Valley, the people of Meluhḫa speak their own language, Harappan. They also have their own system of writing which appears incised in several media. Meluhḫans are, on the whole, darker-complected than Akkadians and Amorites.

Telmunite or Tilmunite. (OB. masc. sing. *Telmunûm*, OB. fem. sing. *Telmunîtum* Wr. DILMUN (MÍ.TUK), 𐎶𐎠𐎶𐎶, or phonetically, Te-el-mu-nu-u-um

3.4 Fantasy Races for Fantastic *BFJB*

Several additional racial backgrounds and cultural options are available to players in the fantastic version of *BFJB*. With the exception of the half-human races and the dwarves of Mesopotamia, all other non-human races are outsiders among the human populations of Mesopotamia.

God-touched. The god-touched are humans who possess a divine ancestor, either one of the quasi-divine “demons” like a *lamassum*, or even one of the gods themselves.

God-touched dwell among all the peoples of the city-states, but are more prevalent among peoples of Larsa, Elam and Assyria. Physically, they appear Akkadian, though humans of every description often note an otherworldly perfection in the lines of their face and form. In extreme circumstances, demon-like deformities have been noted — animal-like tails of every description, scales, claws, full-body coats of fur, and even back-jointed, goat-like legs and hooves — though these beings are rarely allowed to reach adulthood.

Regardless of their physical appearances, the god-touched are a quick-witted, charismatic lot, and often develop great followings about them. Scholars identify many of the greatest kings and heroes of

history as belonging to their number. As their primary language, god-touched speak that of the people among whom they are reared.

God-touched Racial Modifications:

- +2 Intelligence, +2 Charisma.
- +2 Racial Bonus on all Sorcery Checks.
- For all effects related to race, a god-touched is considered a human.

Half-elves. Given the misanthropic attitudes of the elves of the Ancient Near East, examples of unions between humans and their people are exceptional. The only city-states with a recognizable numbers of half-elves are those of Elam.

Half-elves in *BFJB* appear much like the humans among whom they reside, albeit with more sculpted features and slightly-pointed ears. As outcasts from elven society, they speak the language of their human parent.

Half-Elf Racial Modifications:

- Immunity to *sleep* sorcery and similar magical effects and a +2 racial bonus on saving throws against enchantment sorceries or effects.
- Low-Light Vision: A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under

these conditions.

- +1 racial bonus on Perceive checks.
- +2 racial bonus on Diplomacy checks.
- For all effects related to race, a half-elf is considered an elf.

Dwarves. In the fantastic world of BFJB, the dwarves are the only non-human race to be accepted as equals among the humans of Mesopotamia. In fact, the dwarves and the Sumerians are one and the same; they founded Mesopotamian civilization, and are the inventors of agriculture, alcohol, and writing, among other arts. Since the dawn of prehistory the dwarves have dwelt in peaceful coexistence with the Akkadians of Mesopotamia, although in recent centuries they have dwindled to a relative minority, unable to keep pace with their more prolific neighbors.

Dwarves are present among the peoples of Babylon, Ešnunna, and Larsa, and many of them hold positions of note in those kingdoms. They are rarer among the peoples of Assyria, and unknown among those kingdoms of the north and west. Among the elven-leaning, xenophobic cities of Elam, they are actively persecuted.

Sumerian dwarves are stocky and strong, though most humans find them rather dour and uninspiring. Even in an era when the fashion among their human

neighbors is for long hair and pleated beards, the dwarves keep to the Sumerian tradition of total body hair removal. They maintain Sumerian as their first language.

Dwarf Racial Modifications:

- +2 Constitution, -2 Charisma.
- Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against sorceries and sorceries-like effects.
- +1 racial bonus on attack rolls against elves.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.

Halflings. While the people of Mesopotamia have had commercial contact with the Halflings for centuries, few among them realize this, outside of the families

of merchants who ply the waters of the Persian Gulf. These little folk are in fact the native people of Telmun, their distant land featured in Sumerian fable as a paradise. Only the extraordinary halfling foregoes the peaceful, easy life prevalent in pleasant Telmun to undertake the dangerous journey to the squabbling lands of the north.

The halfling traveler will always find herself met with a mixture of suspicion and curiosity among the human peoples of the several city-states; however, halflings will be accepted to the same extent as any other foreigner. The only exception is again the cities of Elam, where they will be arrested, interrogated, and at best, imprisoned indefinitely.

Physically, halflings appear as small humans, with dark complexions, eyes and hair. Unlike humans and dwarves, they do not grow hair on their faces, though they have it in abundance on their large feet. The Halflings speak their own tongue, Telmunite, but given their commercial contacts, should have as little difficulty as the other races of learning the other tongues of Mesopotamia.

Halfling Racial Modifications:

- +2 Dexterity, -2 Strength.
- Small: As a Small creature, a halfling gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Stealth checks.

- Halfling base land speed is 20 feet.
- +1 racial bonus on all saving throws.
- +2 morale bonus on saving throws against fear: This bonus stacks with the halfling's +1 bonus on saving throws in general.
- +2 racial bonus on Perceive checks.

Elves. With two notable exceptions, the elves have little to do with the peoples of the Ancient Near East. Some scholars claim that the Sumerian Dwarves drove the Elves out of Mesopotamia proper sometime before the beginnings of recorded history. Whether or not this true, it is certain that today the two races feel a lasting enmity for one another.

Little is known among the humans of the city-states regarding the homes of the elves, except that they are located in distant places, for the most part inaccessible to outsiders. Many elves seem to hail from the mountainous regions of Elam, with whom they maintain diplomatic relations. Several smaller elven enclaves exist in the cedar forests that pepper the western-most regions of Qatna and Yamḥad. These elves engage in constant warfare with their neighbors, and it is a testament to the strength of the western Amorites that they keep them at bay.

Without exception, elves of

both regions are light complexioned, with dark eyes and dark, straight hair. They cannot grow beards. The elves speak their own language, which they endeavor to keep secret among their people. As such, they have never developed a system of writing and for record-keeping, and instead employ either Sumerian Dwarven or Akkadian cuneiform.

Elf Racial Modifications:

- +2 Dexterity, -2 Constitution.
- Elf base land speed is 30 feet.
- Immunity to magic *sleep* effects, and a +2 racial saving throw bonus against enchantment sorceries or effects.
- Low-Light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Perceive checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Perceive check to notice it as if she were actively looking for it.

Half-giants. As the tribal Gutians dwelling on the periphery of the civilized lands of Sumer and Akkad, half-giants have been considered antagonists for centuries. Only the elves are treated with more contempt by the remaining dwarves.

This uncivilized race does not indulge in trade with other

peoples, and the only agricultural activity they abide is the pasturing of sheep and goats. They are crude, dull-witted, and they do not write, qualities that are more than compensated (at least to them) by their enormous strength. The half-giant Gutians generally have reddish-brown hair, large, dark eyes, and ruddy complexions. They speak Gutian.

Half-giant Racial Modifications:

- +2 Strength, +2 Constitution, -2 Intelligence, -2 Charisma.
- Half-giant base land speed is 30 feet.
- Darkvision: Half-giants can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-giants can function just fine with no light at all.
- For all effects related to race, a half-giant is considered a giant.

3.5 Social Status

Social class, far more than ethnicity, gender, or any other relevant demographic dictates a character's access to professions and his or her place in the social architecture of the city-states. The following three social ranks are available to player characters.

Awīlum. The highest social caste among the people of Mesopotamia, the *awīlum* (OB. masc. sing.; *awīlū* masc. pl.; fem. sing.

awīlum, fem. plural *awīlātum*) is a free man of the topmost class. They have access to all professions, and the law favors them vis-à-vis the other classes. An *awīlum* (and an *awīl-tum*) can own property, participate in the bureaucracy, and may even become heads-of-state.

Muškēnum. The *muškēnum* (OB. sing.; *muškēnū* pl.) represent the lower free class of Mesopotamia. While they may hold property, they are generally poorer than the *awīlū* and the law does not protect them with the same force. Among this class are included the majority of those individuals who live in the unwallled towns, as well as those unsettled or recently settled nomadic peoples. Like an *awīlum*, a *muškēnum* is free to make his own choices regarding his occupation, even if limited by lack of wealth and status. Most professions remain open to him, though his lower rank may inhibit his advancement.

Wardum. A *wardum* (masc. sing.; *wardū* masc. pl.; *amtum* fem. sing.; *amātum* fem. pl.) is a member of the slave class of Babylon. Unless manumitted by their owners, slaves are not free people. The laws of the city-states protect them the least of any of the three classes, and often it is their owners, rather than the slaves themselves, who are considered the relevant party in a lawsuit. Slaves, as will be expected,

have little access to social advancement, and few professions are available to them unless freed.

Note that while these options are labeled in Old Babylonian terms, they reflect a basic social, legal, and economic stratification that exists at all places in the Ancient Near East at the time of Hammu-rapi. The Elamites, for instance, might identify these distinctions by different names; their effects, however, remain. See table 6.2 for starting wealth available to members of the individual social classes. The Profession entry in Chapter 5 details limitations imposed upon access to professions by a character's social class.

The three social designations are applicable to all of the non-human races, even the half-giants, who, though barbarian, maintain a comparable social stratification.

3.6 Gender and Family

*ša pīšu maṭu aššassu amat
pīya itti awīlī iššananni
pīya itti awīlī imtannānni*

“The wife of a man who speaks humbly is a slave. My mouth puts me on par with men. My mouth makes me counted among men.”

- Akkadian Proverb

Gender plays a role similar to that of social rank, albeit to a lesser extent. In the male-dominated world of Hammu-rapi, men

control the majority of bureaucratic positions, can serve in the army and be required to perform *corvée* duty. The law generally favors men vis-à-vis women of the same rank. While no law expressly prohibits free women from owning property, or engaging in a profession, this is uncommon at best, outside of a few notable professional situations such as the the nun-like *nadītum* (OB. sing.; *nadiātum* pl.) or the *sābītum* (“innkeeper” or “alewife”).

Moreover, the relative freedom of a free woman decreases when she marries. Men in Mesopotamia may take several wives, amongst whom there is a pecking order — the second wife serves at the behest of the first wife, likewise the third, the second, and so on down the line. Women may never take multiple husbands, however, widows may remarry, unless forbidden by the marriage contract between their parents and the first husband. Divorce is also permitted, and many marriage contracts explicitly contemplate this possibility, acting in some respect as modern prenuptial agreements.

Sexual orientation. Non-heterosexual relationships have existed throughout human history, and are not unknown in Mesopotamia. Kings, and even gods, have been known to take both male and female lovers. Sexual orientations of all stripes are tolerated to some degree, though the culture maintains a

pervasive, explicit bias towards heterosexual relationships.

In-game choices. In fantasy campaigns, and those less concerned with historical accuracy, gender roles are much less rigid. Indeed, regardless of setting, gamemasters should endeavor to allow players to create the kind of character they want to play. Does a player want to run a female foot-soldier? Should her presumptive player and the gamesmaster together lack the creativity to reconcile this role with the campaign, they are perhaps ill-suited to roleplaying games.



4.0 Experience and Character Progression

BFJB uses a class-less system, based in the OGL. All characters therefore advance by the same character progression. They receive the same number of character points every time they level and suffer the same restrictions on their use.

Players familiar with the specifics of the OGL will appreciate that it lacks any rules regarding character advancement. The following rules, therefore, represent additions to *BFJB*, to provide players a regime

for advancement.

Character Development. While GMs can have their players create characters of any level, a player character normally begins play at first level. As the group adventures together, their characters will begin to accumulate experience points. When these experience points total the number required to reach the next level, the player will automatically advances at the end of the game session. See Table 4.0.

There is little difference

Table 4.0: Character Advancement					
Level	XP Required	Ability Score Increases	Fort	Ref	Will
1	—	—	+0	+0	+0
2	1,500	—	+1	+1	+1
3	3,000	—	+2	+2	+2
4	6,000	1st	+2	+2	+2
5	9,000	—	+3	+3	+3
6	15,000	—	+3	+3	+3
7	24,000	—	+4	+4	+4
8	39,000	2nd	+4	+4	+4
9	54,000	—	+5	+5	+5
10	78,000	—	+5	+5	+5
11	92,000	—	+6	+6	+6
12	131,000	3rd	+6	+6	+6
13	185,000	—	+7	+7	+7
14	263,000	—	+7	+7	+7
15	355,000	—	+8	+8	+8
16	486,000	4th	+8	+8	+8
17	561,000	—	+9	+9	+9
18	824,000	—	+9	+9	+9
19	1,179,000	—	+10	+10	+10
20	1,665,000	5th	+10	+10	+10



in *BFJB* between adding a new level and developing a character at first level.

As Table 4.0 illustrates, character advancement differs from standard OGL systems in that characters receive no Base Attack Bonus when they progress. Attack bonuses are rather wholly dependent on skill points.

Moreover, the distinctions between class skills and non-class skills are eliminated. All characters begin play with $10 +$ their Intelligence Modifier points which can be used to purchase ranks in

any skill. Players use a similar metric, $6 +$ their Intelligence Modifier, to determine new skill points every time a character advances a level.

Finally, all characters have a uniform hit dice progression of $1d8$ per level.

5.0 Skills

While characters' ability scores represent these individuals at a fundamental mechanical level, skills in fact determine a character's actual abilities. At first level, characters begin with 10 + their Intelligence modifier skill points. At each subsequent level, characters gain 6 + their Intelligence Modifier skill points. These points are used to purchase skills. Unspent points are lost at the end of character creation/advancement; players cannot "bank" points. There is, moreover an important limit on the amount of ranks that can be purchased in any one skill — **a character cannot have more ranks than 3 + his or her level.**

5.1.1 Using Skills

When your character uses a skill, you make a skill check to see how well he or she does. The higher the result of the skill check, the better. Based on the circumstances, your result must match or beat a particular number (a DC or the result of an opposed skill check) for the check to be successful. The harder the task, the higher the number you need to roll. Circumstances can affect your check. A character who is free to work without distractions can make a careful attempt and avoid simple mistakes. A character who has lots of time can try over and over again, thereby assuring the best outcome. If others help, the character may succeed where otherwise he

or she would fail.

5.1.2 Skill Checks

A skill check takes into account a character's training (skill rank), natural talent (ability modifier), and luck (the die roll). It may also take into account his or her race's knack for doing certain things (racial bonus) or what armor he or she is wearing (armor check penalty), among other things.

To make a skill check, roll 1d20 and add your character's skill modifier for that skill. The skill modifier incorporates the character's ranks in that skill and the ability modifier for that skill's key ability, plus any other miscellaneous modifiers that may apply, including racial bonuses and armor check penalties. The higher the result, the better. **Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success, and a natural roll of 1 is not an automatic failure.**

Difficulty Class. Some checks are made against a Difficulty Class (DC). The DC is a number (set using the skill rules as a guideline) that you must score as a result on your skill check in order to succeed.

Opposed Checks. An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result

Table 5.1.1: Difficulty Class Examples	
Difficulty (DC)	Example (Skill Used)
Very easy (0)	Notice something large in plain sight (Perceive)
Easy (5)	Climb a knotted rope (Athletics)
Average (10)	Hear an approaching guard (Perceive)
Tough (15)	Rig a wagon wheel to fall off (Disable Device)
Challenging (20)	Swim in stormy water (Athletics)
Formidable (25)	Climb a rough wall of mud brick (Athletics)
Heroic (30)	Leap across a 30-foot chasm (Athletics)
Nearly impossible (40)	Track a detachment of enemy troops across hard ground after a sandstorm (Survival)

succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

Table 5.1.2: Opposed Checks Examples		
Task	Skill (Key Ability)	Opposing Skill (Key Ability)
Con someone	Bluff (Cha)	Sense Motive (Wis)
Pretend to be someone else	Disguise (Cha)	Perceive (Wis)
Hide from someone	Sneaking (Dex)	Perceive (Wis)
Make a bully backdown	Intimidate (Cha)	Special ¹
Sneak up on someone	Sneaking (Dex)	Perceive (Wis)
Steal an item from someone's person	Sleight of Hand (Dex)	Perceive (Wis)

¹ An Intimidate check is opposed by the target's level check, not a skill check. See the Intimidate skill description for more information.

Trying Again. In general, you can try a skill check again if you fail, and you can keep trying

indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

Untrained Skill Checks. Generally, if your character attempts to use a skill he or she does not possess, you make a skill check as normal. The skill modifier doesn't have a skill rank added in because the character has no ranks in the skill. Any other applicable modifiers, such as the modifier for the skill's key ability, are applied to the check.

Many skills can be used only by someone who is trained in them.

Favorable and Unfavorable Conditions. Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill check or a change to the DC of the skill check.

The chance of success can be altered in four ways to take into account exceptional circumstances.

1. Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for

the job, getting help from another character (see Combining Skill Attempts), or possessing unusually accurate information.

2. Give the skill user a –2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or having misleading information.

3. Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience or doing work that can be subpar.

4. Increase the DC by 2 to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

Conditions that affect your character's ability to perform the skill change the skill modifier. Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill modifier and a reduction in the check's DC have the same result: They create a better chance of success. But they represent different circumstances, and sometimes that difference is important.

Time and Skill Checks. Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move actions, or full-round actions. Types of actions define how long activities take to perform within

the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action.

These skill checks are not actions. Other skill checks represent part of movement.

Checks without Rolls. A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favorable conditions and eliminate the luck factor.

Taking 10. When your character is not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to take 10. In most cases, taking 10 is purely a safety measure—you know (or expect) that an average roll will succeed but fear that a poor roll might fail, so you elect to settle for the average roll (a 10). Taking 10 is especially useful in situations where a particularly high roll wouldn't help.

Taking 20. When you have plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round, one full-round

action, or one standard action), you are faced with no threats or distractions, and the skill being attempted carries no penalties for failure, you can take 20. In other words, eventually you will get a 20 on 1d20 if you roll enough times. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20.

Taking 20 means you are trying until you get it right, and it assumes that you fail many times before succeeding. Taking 20 takes twenty times as long as making a single check would take.

Since taking 20 assumes that the character will fail many times before succeeding, if you did attempt to take 20 on a skill that carries penalties for failure, your character would automatically incur those penalties before he or she could complete the task. Common “take 20” skills include Escape Artist, and Perceive.

Ability Checks and Caster Level Checks. The normal take 10 and take 20 rules apply for ability checks. Neither rule applies to caster level checks.

Combining Skill Attempts.

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

Individual Events. Often, several characters attempt some

action and each succeeds or fails independently. The result of one character’s Athletics check does not influence the results of other characters Athletics check.

Aid Another. You can help another character achieve success on his or her skill check by making the same kind of skill check in a cooperative effort. If you roll a 10 or higher on your check, the character you are helping gets a +2 bonus to his or her check, as per the rule for favorable conditions. (You can’t take 10 on a skill check to aid another.) In many cases, a character’s help won’t be beneficial, or only a limited number of characters can help at once.

In cases where the skill restricts who can achieve certain results you can’t aid another to grant a bonus to a task that your character couldn’t achieve alone.

Skill Synergy. It’s possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives the character a +2 bonus on skill checks with each of its synergistic skills, as noted in the skill description. In some cases, this bonus applies only to specific uses of the skill in question, and not to all checks. Some skills provide benefits on other checks made by a character, such as those checks required to use certain class features.

Ability Checks. Sometimes

a character tries to do something to which no specific skill really applies. In these cases, you make an ability check. An ability check is a roll of 1d20 plus the appropriate ability modifier. Essentially, you're making an untrained skill check. In some cases, an action is a straight test of one's ability with no luck involved. Just as you wouldn't make a height check to see who is taller, you don't make a Strength check to see who is stronger.

5.2. Skill Descriptions

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for purposes other than those noted here. Here is the format for skill descriptions.

Skill Name. The skill name line includes (in addition to the name of the skill) the following information.

Key Ability. The abbreviation of the ability whose modifier applies to the skill check. The exception is Speak Language, which has "None" as its key ability because the use of this skill does not require a check.

Trained Only. If this notation is included in the skill name line, you must have at least 1 rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained

or untrained use, they are covered in the Untrained section (see below).

Armor Check Penalty. If this notation is included in the skill name line, an armor check penalty applies (when appropriate) to checks using this skill. If this entry is absent, an armor check penalty does not apply.

The skill name line is followed by a general description of what using the skill represents. After the description are a few other types of information:

Check. What a character ("you" in the skill description) can do with a successful skill check and the check's DC.

Action. The type of action using the skill requires, or the amount of time required for a check.

Try Again. Any conditions that apply to successive attempts to use the skill successfully. If the skill doesn't allow you to attempt the same task more than once, or if failure carries an inherent penalty (such as with the Climb skill), you can't take 20. If this paragraph is omitted, the skill can be retried without any inherent penalty, other than the additional time required.

Special. Any extra facts that apply to the skill, such as special effects deriving from its use or bonuses that certain characters receive because of class or race.

Synergy: Some skills grant a

bonus to the use of one or more other skills because of a synergistic effect.

This entry, when present, indicates what bonuses this skill may grant or receive because of such synergies. See Table 4–5 for a complete list of bonuses granted by synergy between skills (or between a skill and a class feature).

Restriction. This entry indicates whether any restrictions

exist for the skill.

Untrained. This entry indicates what a character without at least 1 rank in the skill can do with it. If this entry doesn’t appear, it means that the skill functions normally for untrained characters (if it can be used untrained) or that an untrained character can’t attempt checks with this skill (for skills that are designated as “Trained Only”).

Table 5.2.0: Skills		
Skill	Key Ability	Untrained
Appraise	Int	Yes
Athletics	Str ¹	Yes
Bluff	Cha	Yes
Craft	Int	Yes
Diplomacy	Cha	Yes
Disable Device	Int	No
Disguise	Cha	Yes
Escape Artist	Dex ¹	Yes
Fighting	Str	Yes
Gymnastics	Dex ¹	Yes
Handle Animal	Cha	No
Heal	Wis	Yes
Intimidate	Cha	Yes
Knowledge	Int	No
Literacy	Int	No
Perceive	Wis	Yes
Perform	Cha	Yes
Profession	Wis	No
Sleight of Hand	Dex ¹	No
Speak Language	None	No
Sneaking	Dex ¹	Yes
Sorcery (Fantasy BFJB Only)	Int	No
Survival	Wis	Yes

¹Armor check penalty applies.

²Double the normal armor check penalty applies when using this skill to Swim.

APPRAISE (INT)

Check: You can appraise common or well-known objects with a DC 12 Appraise check. Failure means that you estimate the value at 50% to 150% (2d6+3 times 10%,) of its actual value.

In the fluctuating economies of the city-states, this is a valuable skill. Appraising a rare or exotic item requires a successful check against DC 15, 20, or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item's value.

A magnifying glass gives you a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem. A merchant's scale gives you a +2 circumstance bonus on Appraise checks involving any items that are valued by weight, including anything made of precious metals.

These bonuses stack.

Action: Appraising an item takes 1 minute (ten consecutive full-round actions).

Try Again: No. You cannot try again on the same object, regardless of success.

Synergy: If you have 5 ranks in any Craft skill, you gain a +2 bonus on Appraise checks related to items made with that Craft skill.

Untrained: For common items, failure on an untrained check means no estimate. For rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

ATHLETICS

(STR;

ARMOR CHECK PENALTY)

Like Gymnastics, the Athletics skill can be used in one of a number of situations. Skill ranks in Athletics count for each of the following scenarios.

Climbing

Check: With a successful Climb check, you can advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at one-quarter your normal speed. A slope is considered to be any incline at an angle measuring less than 60 degrees; a wall is any incline at an angle measuring 60 degrees or more.

A Climb check that fails by 4 or less means that you make no progress, and one that fails by 5 or more means that you fall from whatever height you have already attained.

A climber's kit gives you a +2 circumstance bonus on Climb checks.

The DC of the check depends on the conditions of the climb. Compare the task with those on the following table to determine an appropriate DC.

Climb DC	Example Surface or Activity
0	A slope too steep to walk up, or a knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a natural rock wall or a brick wall.
25	An overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface cannot be climbed.

Climb DC Modifier ¹	Example Surface or Activity
–10	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls (reduces DC by 10).
–5	Climbing a corner where you can brace against perpendicular walls (reduces DC by 5).
+5	Surface is slippery (increases DC by 5).

¹These modifiers are cumulative; use any that apply.

You need both hands free to climb, but you may cling to a wall with one hand while you cast a sorcery or take some other action that requires only one hand. While climbing, you can't move to avoid a blow, so you lose your Dexterity bonus to AC (if any). You also can't use a shield while climbing.

Any time you take damage

while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

Accelerated Climbing: You try to climb more quickly than normal. By accepting a –5 penalty, you can move half your speed (instead of one-quarter your speed).

Making Your Own Handholds and Footholds: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet of distance. As with any surface that offers handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a handaxe or similar implement can cut handholds in an ice wall.

Catching Yourself When Falling: It's practically impossible to catch yourself on a wall while falling. Make a Climb check (DC = wall's DC + 20) to do so. It's much easier to catch yourself on a slope (DC = slope's DC + 10).

Catching a Falling Character While Climbing: If someone climbing above you or adjacent to you falls, you can attempt to catch the falling character if he or she is within your reach. Doing so requires a successful melee touch attack against the falling character (though he or she can voluntarily forego any Dexterity bonus to AC if desired). If you hit, you must immediately attempt a Climb check (DC = wall's DC + 10). Success indicates that you catch the falling character, but his or her total weight, including equipment, cannot exceed your heavy load limit or you automatically fall. If you fail your Climb check by 4 or less, you fail to stop the character's fall but don't lose your grip on the wall. If you fail by 5 or

more, you fail to stop the character's fall and begin falling as well.

Action: Climbing is part of movement, so it's generally part of a move action (and may be combined with other types of movement in a move action). Each move action that includes any climbing requires a separate Climb check. Catching yourself or another falling character doesn't take an action.

Special: You can use a rope to haul a character upward (or lower a character) through sheer strength. You can lift double your maximum load in this manner.

A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC higher than 0, but it always can choose to take 10, even if rushed or threatened while climbing. If a creature with a climb speed chooses an accelerated climb (see above), it moves at double its climb speed (or at its land speed, whichever is slower) and makes a single Climb check at a -5 penalty. Such a creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Swimming

Check: Make a Swim check once per round while you are in the water. Success means you may swim at up to one-half your speed (as a

full-round action) or at one-quarter your speed (as a move action). If you fail by 4 or less, you make no progress through the water. If you fail by 5 or more, you go underwater.

If you are underwater, either because you failed a Swim check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to your Constitution score, but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your breath is reduced by 1 round. (Effectively, a character in combat can hold his or her breath only half as long as normal.) After that period of time, you must make a DC 10 Constitution check every round to continue holding your breath. Each round, the DC for that check increases by 1. If you fail the Constitution check, you begin to drown.

The DC for the Swim check depends on the water, as given on the table below.

Water	Swim DC
Calm water	10
Rough water	15
Stormy water	20 ¹

¹ You can't take 10 on a Swim check in stormy water, even if you aren't otherwise being threatened or distracted.

Each hour that you swim, you must make a DC 20 Swim check or take 1d6 points of nonlethal damage from fatigue.

Action: A successful Swim check allows you to swim one-quarter of your speed as a move action or one-half your speed as a full-round action.

Special: Swim checks are subject to double the normal armor check penalty and encumbrance penalty.

A creature with a swim speed can move through water at its indicated speed without making Swim checks. It gains a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. The creature always can choose to take 10 on a Swim check, even if distracted or endangered when swimming. Such a creature can use the run action while swimming, provided that it swims in a straight line.

BLUFF (CHA)

Check: A Bluff check is opposed by the target's Sense Motive check. See the accompanying table for examples of different kinds of bluffs and the modifier to the target's Sense Motive check for each one.

Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against you: The bluff is hard to believe, or the action that the target is asked to take goes against

its self-interest, nature, personality, orders, or the like. If it's important, you can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 bonus on its Sense Motive check because the bluff demands something risky, and the Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. A target that succeeds by 11 or more has seen through the bluff.

A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less) or believes something that you want it to believe. Bluff, however, is not a *suggestion* sorcery.

A bluff requires interaction between you and the target. Creatures unaware of you cannot be bluffed.

Feinting in Combat: You can also use Bluff to mislead an opponent in melee combat (so that it can't dodge your next attack effectively). To feint, make a Bluff check opposed by your target's Sense Motive check, but in this case, the target may add its base attack bonus to the roll along with any other applicable modifiers.

If your Bluff check result exceeds this special Sense Motive check result, your target is denied

its Dexterity bonus to AC (if any) for the next melee attack you make against it. This attack must be made on or before your next turn. Feinting in this way against a non-humanoid is difficult because it's harder to read a strange creature's body language; you take a -4 penalty on your Bluff check. Against a creature of animal Intelligence (1 or 2) it's even harder; you take a -8 penalty. Against a nonintelligent creature, it's impossible.

Feinting in combat does not provoke an attack of opportunity.

Creating a Diversion to Hide: You can use the Bluff skill to help you hide. A successful Bluff check gives you the momentary diversion you need to attempt a Hide check while people are aware of you. This usage does not provoke an attack of opportunity.

Delivering a Secret Message: You can use Bluff to get a message across to another character without others understanding it. The DC is 15 for simple messages, or 20 for complex messages, especially those that rely on getting across new information. Failure by 4 or less means you can't get the message across. Failure by 5 or more means that some false information has been implied or inferred. Anyone listening to the exchange can make a Sense Motive check opposed by the Bluff check you made to transmit in order to intercept your message (see

Sense Motive).

Action: Varies. A Bluff check made as part of general interaction always takes at least 1 round (and is at least a full-round action), but it can take much longer if you try something elaborate. A Bluff check made to feint in combat or create a diversion to hide is a standard action. A Bluff check made to deliver a secret message doesn't take an action; it is part of normal communication.

Try Again: Varies. Generally, a failed Bluff check in social interaction makes the target too suspicious for you to try again in the same circumstances, but you may retry freely on Bluff checks made to feint in combat. Retries are also allowed when you are trying to send a message, but you may attempt such a retry only once per round. Each retry carries the same chance of miscommunication.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on Diplomacy, Intimidate, and Sleight of Hand checks, as well as

on Disguise checks made when you know you're being observed and you try to act in character.

CRAFT (INT)

Like Knowledge and Perform, Craft is actually a number of separate skills. You could have several Craft skills, each with its own ranks, each purchased as a separate skill.

Check: You can practice your trade and make a decent living. You know how to use the tools of your trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems.

The basic function of the Craft skill, however, is to allow you to make an item of the appropriate type. The DC depends on the complexity of the item to be created. The DC, your check results, and the price of the item determine how long it takes to make a particular item. The item's finished price also determines the cost of raw materials.

To determine how much time and money it takes to make an item, follow these steps.

1. Find the item's price. Put the price in silver.
2. Find the DC from the table below.
3. Pay one-third of the item's price for the cost of raw materials.
4. Make an appropriate Craft check representing one week's

Bluff Examples	
Example Circumstances	Sense Motive Modifier
The target wants to believe you.	-5
The bluff is believable and doesn't affect the target much.	+0
The bluff is a little hard to believe or puts the target at some risk.	+5
The bluff is hard to believe or puts the target at significant risk.	+10
The bluff is way out there, almost too incredible to consider.	+20

work. If the check succeeds, multiply your check result by the DC. If the result \times the DC equals the price of the item in silver, then you have completed the item. (If the result \times the DC equals double or triple the price of the item in silver, then you've completed the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner.) If the result \times the DC doesn't equal the price, then it represents the progress you've made this week. Record the result and make a new Craft check for the next week. Each week, you make more progress until your total reaches the price of the item in silver.

If you fail a check by 4 or less, you make no progress this week.

If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Progress by the Day: You can make checks by the day instead of by the week. In this case your progress (check result \times DC) is $1/10$ of the item's price in silver.

Creating Masterwork Items: You can make a masterwork item - a weapon, suit of armor, shield, or tool that conveys a bonus on its use through its exceptional craftsmanship, not through being magical. To create a masterwork item, you create the masterwork component as if it were a separate item in addition to the standard item. The masterwork

component has its own price (15 shekels for a weapon or 10 shekels for armor or a shield) and a Craft DC of 20. Once both the standard component and the masterwork component are completed, the masterwork item is finished.

Note: The cost you pay for the masterwork component is one-third of the given amount, just as it is for the cost in raw materials.

Repairing Items: Generally, you can repair an item by making checks against the same DC that it took to make the item in the first place. The cost of repairing an item is one-fifth of the item's price.

When you use the Craft skill to make a particular sort of item, the DC for checks involving the creation of that item are typically as given on the following table.

Action: Does not apply. Craft checks are made by the day or week (see above).

Try Again: Yes, but each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Special: You may voluntarily add +10 to the indicated DC to craft an item. This allows you to create the item more quickly (since you'll be multiplying this higher DC by your Craft check result to determine progress). You must decide whether to increase the DC before you make each weekly or daily check.

Synergy: If you have 5 ranks

Item	Craft Skill	Craft DC
Armor or shield	Armorsmithing	10 + AC bonus
Shortbow	Bowmaking	12
Simple melee or thrown weapon	Weaponsmithing	12
Martial melee or thrown weapon	Weaponsmithing	15
Exotic melee or thrown weapon	Weaponsmithing	18
Mechanical trap	Trapmaking	Varies
Very simple item (wooden spoon)	Varies	5
Typical item (bronze pot)	Varies	10
High-quality item (bell)	Varies	15
Complex or superior item (lock)	Varies	20

in a Craft skill, you get a +2 bonus on Appraise checks related to items made with that Craft skill.

DIPLOMACY (CHA)

Check: You can change the attitudes of others (nonplayer characters) with a successful Diplomacy check; see Influencing NPC

Attitudes, below, for basic DCs. In negotiations, participants roll opposed Diplomacy checks, and the winner gains the advantage. Opposed checks also resolve situations when two advocates or diplomats plead opposite cases in a hearing before a third party.

Action: Changing others' attitudes with Diplomacy generally takes at least 1 full minute (10 consecutive full-round actions). In some situations, this time requirement may greatly increase. A rushed Diplomacy check can be made as a full-round action, but you take a –10 penalty on the check.

Try Again: Optional, but not recommended because retries usually do not work. Even if the initial Diplomacy check succeeds, the other character can be persuaded only so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

Initial Attitude	New Attitude (DC to achieve)				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	—	Less than 1	1	15	30
Friendly	—	—	Less than 1	1	20
Helpful	—	—	—	Less than 1	1

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Socially expected interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

Synergy: If you have 5 or more ranks in Bluff, Knowledge (nobility and royalty), or Sense Motive, you get a +2 bonus on Diplomacy checks.

Influencing NPC Attitudes: Use the table above to determine the effectiveness of Diplomacy checks (or Charisma checks) made to influence the attitude of a nonplayer character, or wild empathy checks made to influence the attitude of an animal or magical beast.

**DISABLE DEVICE
(INT; TRAINED ONLY)**

Check: The Disable Device check is made secretly, so that you don't necessarily know whether you've succeeded.

The DC depends on how tricky the device is. Disabling (or rigging or jamming) a fairly simple device has a DC of 10; more intricate and complex devices have higher DCs.

If the check succeeds, you disable the device. If it fails by 4 or less, you have failed but can try again. If you fail by 5 or more, something goes wrong. If the device is a trap, you spring it. If you're attempting some sort of sabotage, you think the device is disabled, but it still works normally.

You also can rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after

1d4 rounds or minutes of use).

Device	Time	Disable Device DC ¹	Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm a trap, reset a trap
Wicked	2d4 rounds	25	Disarm a complex trap

¹If you attempt to leave behind no trace of your tampering, add 5 to the DC.

Action: The amount of time needed to make a Disable Device check depends on the task, as noted above. Disabling a simple device takes 1 round and is a full-round action. An intricate or complex device requires 1d4 or 2d4 rounds.

Try Again: Varies. You can retry if you have missed the check by 4 or less, though you must be aware that you have failed in order to try again.

Special: If you beats a trap's DC by 10 or more, you can choose to study the trap, figure out how it works, and bypass it (along with your companions) without disarming it.

Other Ways to Beat a Trap: It's possible to ruin many traps without making a Disable Device check.

Ranged Attack Traps: Once a trap's location is known, the obvious way to ruin it is to smash the mechanism—assuming the mechanism can be accessed. Failing that, it's possible to plug up the holes from which the projectiles emerge.

Doing this prevents the trap from firing unless its ammunition does enough damage to break through the plugs.

Melee Attack Traps: These devices can be thwarted by smashing the mechanism or blocking the weapons, as noted above. Alternatively, if a character studies the trap as it triggers, he might be able to time his dodges just right to avoid damage. A character who is doing nothing but studying a trap when it first goes off gains a +4 dodge bonus against its attacks if it is triggered again within the next minute.

Pits: Disabling a pit trap generally ruins only the trapdoor, making it an uncovered pit. Filling in the pit or building a makeshift bridge across it is an application of manual labor, not the Disable Device skill. Characters could neutralize any spikes at the bottom of a pit by attacking them—they break just as daggers do.

DISGUISE (CHA)

Check: Your Disguise check result determines how good the disguise is, and it is opposed by others' Perceive check results. If you don't draw any attention to yourself, others do not get to make Perceive checks. If you come to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), it can be assumed that such observers are taking 10 on their Perceive

checks.

You get only one Disguise check per use of the skill, even if several people are making Spot checks against it. The Disguise check is made secretly, so that you can't be sure how good the result is.

The effectiveness of your disguise depends in part on how much you're attempting to change your appearance.

If you are impersonating a particular individual, those who know what that person looks like get a bonus on their Perceive checks according to the table below. Furthermore, they are automatically considered to be suspicious of you, so opposed checks are always called for.

Disguise	Disguise Check Modifier
Minor details only	+5
Disguised as different gender ¹	-2
Disguised as different race ¹	-2
Disguised as different age category ¹	-2 ²
¹ These modifiers are cumulative; use any that apply.	
² Per step of difference between your actual age category and your disguised age category. The steps are: young (younger than adulthood), adulthood, middle age, old, and venerable.	

Familiarity	Viewer's Perceive Check Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an individual makes a Perceive check to see through your disguise immediately upon meeting you and each hour thereafter. If you casually meet many different creatures, each for a short time,

check once per day or hour, using an average Perceive modifier for the group.

Action: Creating a disguise requires 1d3×10 minutes of work.

Try Again: Yes. You may try to redo a failed disguise, but once others know that a disguise was attempted, they'll be more suspicious.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on Disguise checks when you know that you're being observed and you try to act in character.

**ESCAPE ARTIST
(DEX;
ARMOR CHECK PENALTY)**

Check: The table below gives the DCs to escape various forms of restraints.

Ropes: Your Escape Artist check is opposed by the binder's Escape Artist check. Since it's easier to tie someone up than to escape from being tied up, the binder gets a +20 bonus on his or her check.

Manacles and Masterwork Manacles: The DC for manacles is set by their construction.

Tight Space: The DC noted on the table is for getting through a space where your head fits but your shoulders don't. If the space is long you may need to make multiple checks. You can't get through a space that your head does not fit through.

Grappler: You can make

an Escape Artist check opposed by your enemy's grapple check to get out of a grapple or out of a pinned condition (so that you're only grappling).

Restraint	Escape Artist DC
Ropes Binder's	Escape Artist Skill +20
Net, or similar sorcery	20
Snare sorcery	23
Manacles	30
Tight space	30
Masterwork manacles	35
Grappler	Grappler's grapple check result

Action: Making an Escape Artist check to escape from rope bindings, manacles, or other restraints (except a grappler) requires 1 minute of work. Escaping from a net or similar spell is a full-round action. Escaping from a grapple or pin is a standard action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.

Try Again: Varies. You can make another check after a failed check if you're squeezing your way through a tight space, making multiple checks. If the situation permits, you can make additional checks, or even take 20, as long as you're not being actively opposed.

FIGHTING (STR)

Like the Craft and Profession skills, this category actually encompasses a number of individual skills

related to distinct classes of martial and natural weapons. A character's ranks in a particular fighting represents his or her proficiency with said class of weapons and provides a metric for measuring their respective effectiveness.

Below are listed typical categories of fighting skills.

- Axes
- Blades
- Bows
- Hammers and Maces
- Pole-arms
- Unarmed Fighting (Fighting without a weapon, including brawling, punching and kicking)

In addition to these are several unique classes of weapon (e.g., slings, whips) along with exotic or foreign methods of fighting.

Ranks for these skills or weapon types must be purchased as above, for each individually.

Check: Special. See Chapter 8, Combat.

GYMNASTICS
(DEX; Armor Check Penalty)

Like Athletics, Gymnastics is actually a skill that covers several situations. Skill ranks in Gymnastics count toward all of the following:

Balance

Check: You can walk on a precarious surface. A successful check lets you move at half your speed along the surface for 1 round. A failure by 4 or less means you can't

move for 1 round. A failure by 5 or more means you fall. The difficulty varies with the surface, as follows:

Narrow Surface	Balance DC ¹	Difficult Surface	Balance DC ¹
7–12 inches wide	10	Uneven flagstone	10 ²
2–6 inches wide	15	Hewn stone floor	10 ²
Less than 2 inches wide	20	Sloped or angled floor	10 ²
¹ Add modifiers from Narrow Surface Modifiers, below, as appropriate.			
² Only if running or charging. Failure by 4 or less means the character can't run or charge, but may otherwise act normally.			

Narrow Surface Modifiers	
Surface	DC Modifier ¹
Lightly obstructed	+2
Severely obstructed	+5
Lightly slippery	+2
Severely slippery	+5
Sloped or angled	+2
¹ Add the appropriate modifier to the Balance DC of a narrow surface.	
These modifiers stack.	

Being Attacked while Balancing: You are considered flat-footed while balancing, since you can't move to avoid a blow, and thus you lose your Dexterity bonus to AC (if any). If you have 5 or more ranks in Balance, you aren't considered flat-footed while balancing. If you take damage while balancing, you must make another Balance check against the same DC to remain standing.

Accelerated Movement: You can try to walk across a precarious surface more quickly than normal. If you accept a –5 penalty, you can move your full speed as a move action. (Moving twice your speed in a

round requires two Balance checks, one for each move action used.) You may also accept this penalty in order to charge across a precarious surface; charging requires one Balance check for each multiple of your speed (or fraction thereof) that you charge.

Action: None. A Balance check doesn't require an action; it is made as part of another action or as a reaction to a situation.

Jump

Check: The DC and the distance you can cover vary according to the type of jump you are attempting (see below).

Your Jump check is modified by your speed. If your speed is 30 feet then no modifier based on speed applies to the check. If your speed is less than 30 feet, you take a -6 penalty for every 10 feet of speed less than 30 feet. If your speed is greater than 30 feet, you gain a +4 bonus for every 10 feet beyond 30 feet.

All Jump DCs given here assume that you get a running start, which requires that you move at least 20 feet in a straight line before attempting the jump. If you do not get a running start, the DC for the jump is doubled.

Distance moved by jumping is counted against your normal maximum movement in a round.

If you have ranks in Jump and you succeed on a Jump check, you land on your feet (when appropriate).

If you attempt a Jump check untrained, you land prone unless you beat the DC by 5 or more.

Long Jump: A long jump is a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. The DC for the jump is equal to the distance jumped (in feet).

If your check succeeds, you land on your feet at the far end. If you fail the check by less than 5, you don't clear the distance, but you can make a DC 15 Reflex save to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires a move action and a DC 15 Athletics · Climb check.

Long Jump Distance	Jump DC ¹
5 feet	5
10 feet	10
15 feet	15
20 feet	20
25 feet	25
30 feet	30

¹ Requires a 20-foot running start. Without a running start, double the DC.

High Jump: A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead. The DC is equal to 4 times the distance to be cleared.

If you jumped up to grab something, a successful check indicates that you reached the desired height. If you wish to pull yourself up, you can do so with a move action

and a DC 15 Climb check. If you fail the Jump check, you do not reach the height, and you land on your feet in the same spot from which you jumped. As with a long jump, the DC is doubled if you do not get a running start of at least 20 feet.

Obviously, the difficulty of reaching a given height varies according to the size of the character or creature. The maximum vertical reach (height the creature can reach without jumping) for an average creature of a given size is shown on the table below. (As a Medium creature, a typical human can reach 8 feet without jumping.)

Quadrupedal creatures don't have the same vertical reach as a bipedal creature; treat them as being one size category smaller.

High Jump Distance ¹	Jump DC ²
1 foot	4
2 feet	8
3 feet	12
4 feet	16
5 feet	20
6 feet	24
7 feet	28
8 feet	32
1 Not including vertical reach; see below.	
2 Requires a 20-foot running start. Without a running start, double the DC.	

Creature Size	Vertical Reach
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	1/2 ft.

Hop Up: You can jump up onto an object as tall as your waist, such as a table or small boulder, with a DC 10 Jump check. Doing so counts as 10 feet of movement, so if your speed is 30 feet, you could move 20 feet, then hop up onto a counter. You do not need to get a running start to hop up, so the DC is not doubled if you do not get a running start.

Jumping Down: If you intentionally jump from a height, you take less damage than you would if you just fell. The DC to jump down from a height is 15. You do not have to get a running start to jump down, so the DC is not doubled if you do not get a running start.

If you succeed on the check, you take falling damage as if you had dropped 10 fewer feet than you actually did.

Action: None. A Jump check is included in your movement, so it is part of a move action. If you run out of movement mid-jump, your next action (either on this turn or, if necessary, on your next turn) must be a move action to complete the jump.

Special: Effects that increase your movement also increase your jumping distance, since your check is modified by your speed.

Tumble

Check: You can land softly when you fall or tumble past opponents. You can also tumble to entertain an audience (as though using

the Perform skill). The DCs for various tasks involving the Tumble skill are given on the first table below.

Obstructed or otherwise treacherous surfaces, such as natural cavern floors or undergrowth, are tough to tumble through. The DC for any Tumble check made to tumble into such a square is modified as indicated on the second table below.

Tumble DC	Task
15	Treat a fall as if it were 10 feet shorter than it really is when determining damage.
15	Tumble at one-half speed as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you provoke attacks of opportunity normally. Check separately for each opponent you move past, in the order in which you pass them (player's choice of order in case of a tie). Each additional enemy after the first adds +2 to the Tumble DC.
25	Tumble at one-half speed through an area occupied by an enemy (over, under, or around the opponent) as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you stop before entering the enemy-occupied area and provoke an attack of opportunity from that enemy. Check separately for each opponent. Each additional enemy after the first adds +2 to the Tumble DC.

Surface Is . . .	DC Modifier
Lightly obstructed (scree, light rubble, shallow bog ¹ , undergrowth)	+2
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	+5
Lightly slippery (wet floor)	+2
Severely slippery (ice sheet)	+5
Sloped or angled	+2
¹ Tumbling is impossible in a deep bog.	

Accelerated Tumbling: You try to tumble past or through enemies more quickly than normal. By accepting a –10 penalty on your Tumble checks, you can move at your full speed instead of one-half your speed.

Action: Not applicable. Tumbling is part of movement, so a Tumble check is part of a move action.

Try Again: Usually no. An audience, once it has judged a tumbler as an uninteresting performer, is not receptive to repeat performances.

You can try to reduce damage from a fall as an instant reaction only once per fall.

Special: If you have 5 or more ranks in Tumble, you gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2 dodge bonus to AC.

If you have 5 or more ranks in Tumble, you gain a +6 dodge bonus to AC when executing the total defense standard action instead of the usual +4 dodge bonus to AC.

HANDLE ANIMAL (CHA; TRAINED ONLY)

Check: The DC depends on what you are trying to do.

Task	Handle Animal DC
Saddle, mount, ride, or dismount from a domesticated mount.	No check
Handle an animal	10
“Push” an animal	25
Teach an animal a trick	15 or 20 ¹
Train an animal for a general purpose	15 or 20 ¹
Rear a wild animal	15 + HD of animal
¹ See the specific trick or purpose below.	

Handle an Animal

This task involves commanding an animal to perform

a task or trick that it knows. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

“Push” an Animal

To push an animal means to get it to perform a task or trick that it doesn't know but is physically capable of performing. This category also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

Teach an Animal a Trick

You can teach an animal a specific trick with one week of work and a successful Handle Animal check against the indicated DC. An animal with an Intelligence score of 1 can learn a maximum of three tricks, while an animal with an Intelligence score of 2 can learn a maximum of six tricks. Possible tricks (and their associated DCs) include, but are not necessarily limited to, the following.

Attack (DC 20): The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids,

monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Come (DC 15): The animal comes to you, even if it normally would not do so.

Defend (DC 20): The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.

Down (DC 15): The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Fetch (DC 15): The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.

Guard (DC 20): The animal stays in place and prevents others from approaching.

Heel (DC 15): The animal follows you closely, even to places where it normally wouldn't go.

Perform (DC 15): The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

Seek (DC 15): The animal moves into an area and

looks around for anything that is obviously alive or animate.

Stay (DC 15): The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Track (DC 20): The animal tracks the scent presented to it. (This requires the animal to have the scent ability)

Work (DC 15): The animal pulls or pushes a medium or heavy load.

Train an Animal for a Purpose

Rather than teaching an animal individual tricks, you can simply train it for a general purpose. Essentially, an animal’s purpose represents a preselected set of known tricks that fit into a common scheme, such as guarding or heavy labor. The animal must meet all the normal prerequisites for all tricks included in the training package. If the package includes more than three tricks, the animal must have an Intelligence score of 2.

General Purpose	DC	General Purpose	DC
Combat riding	20	Hunting	20
Fighting	20	Performance	15
Guarding	20	Riding	15
Heavy labor	15		

An animal can be trained for only one general purpose, though if the creature is capable of learning additional tricks (above and beyond those included in its general

purpose), it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks does, but no less time.

Combat Riding (DC 20): An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes six weeks. You may also “upgrade” an animal trained for riding to one trained for combat riding by spending three weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal’s previous purpose and any tricks it once knew. Warhorses and riding dogs are already trained to bear riders into combat, and they don’t require any additional training for this purpose.

Fighting (DC 20): An animal trained to engage in combat knows the tricks attack, down, and stay. Training an animal for fighting takes three weeks.

Guarding (DC 20): An animal trained to guard knows the tricks attack, defend, down, and guard. Training an animal for guarding takes four weeks.

Heavy Labor (DC 15): An animal trained for heavy labor knows the tricks come and work. Training an animal for heavy labor takes two weeks.

Hunting (DC 20): An animal trained for hunting knows the tricks attack, down, fetch, heel,

seek, and track. Training an animal for hunting takes six weeks.

Performance (DC 15): An animal trained for performance knows the tricks come, fetch, heel, perform, and stay. Training an animal for performance takes five weeks.

Riding (DC 15): An animal trained to bear a rider knows the tricks come, heel, and stay. Training an animal for riding takes three weeks.

Rear a Wild Animal

To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once.

A successfully domesticated animal can be taught tricks at the same time it's being raised, or it can be taught as a domesticated animal later.

Action: Varies. Handling an animal is a move action, while pushing an animal is a full-round action. For tasks with specific time frames noted above, you must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before you attempt the Handle Animal check. If the check fails, your attempt to teach, rear, or train the animal fails and you need not complete the teaching, rearing, or training time. If the check succeeds, you must invest the remainder of the time to complete the teaching, rearing, or training. If the time is interrupted

or the task is not followed through to completion, the attempt to teach, rear, or train the animal automatically fails.

Try Again: Yes, except for rearing an animal.

Special: You can use this skill on a creature with an Intelligence score of 1 or 2 that is not an animal, but the DC of any such check increases by 5. Such creatures have the same limit on tricks known as animals do.

Untrained: If you have no ranks in Handle Animal, you can use a Charisma check to handle and push domestic animals, but you can't teach, rear, or train animals.

Ride an Animal

If you attempt to ride a creature that is ill suited as a mount, you take a -5 penalty on your Handle Animal checks. Check: Typical riding actions don't require checks. You can saddle, mount, ride, and dismount from a mount without a problem.

The following tasks do require checks.

Task	Handle Animal DC	Task	Handle Animal DC
Guide with knees	5	Leap	15
Stay in saddle	5	Spur mount	15
Fight with warmount	10	Control mount in battle	20
Cover	15	Fast mount or dismount	20 ¹
Soft fall	15		

¹ Armor check penalty applies.

Guide with Knees: You can react instantly to guide your mount with your knees so that you can use both hands in combat. Make your Handle Animal check at the start of your turn. If you fail, you can use only one hand this round because you need to use the other to control your mount.

Stay in Saddle: You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage. This usage does not take an action.

Fight with Warmount: If you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally. This usage is a free action.

Cover: You can react instantly to drop down and hang alongside your mount, using it as cover. You can't attack or cast sorceries while using your mount as cover. If you fail your Handle Animal check, you don't get the cover benefit. This usage does not take an action.

Soft Fall: You can react instantly to try to take no damage when you fall off a mount—when it is killed or when it falls, for example. If you fail your Handle Animal check, you take 1d6 points of falling damage. This usage does not take an action.

Leap: You can get your mount to leap obstacles as part of its movement. Use your Handle Animal modifier or the mount's Jump modifier, whichever is lower, to see

how far the creature can jump. If you fail your Handle Animal check, you fall off the mount when it leaps and take the appropriate falling damage (at least 1d6 points). This usage does not take an action, but is part of the mount's movement.

Spur Mount: You can spur your mount to greater speed with a move action. A successful Handle Animal check increases the mount's speed by 10 feet for 1 round but deals 1 point of damage to the creature. You can use this ability every round, but each consecutive round of additional speed deals twice as much damage to the mount as the previous round (2 points, 4 points, 8 points, and so on).

Control Mount in Battle: As a move action, you can attempt to control a light horse, pony, heavy horse, or other mount not trained for combat riding while in battle. If you fail the Handle Animal check, you can do nothing else in that round.

Fast Mount or Dismount: You can attempt to mount or dismount from a mount of up to one size category larger than yourself as a free action, provided that you still have a move action available that round. If you fail the Handle Animal check, mounting or dismounting is a move action. You can't use fast mount or dismount on a mount more than one size category larger than yourself.

Action: Varies. Mounting or dismounting normally is

a move action. Other checks are a move action, a free action, or no action at all, as noted above.

Special: If you are riding bareback, you take a -5 penalty on Handle Animal checks. If your mount has a military saddle you get a +2 circumstance bonus on Handle Animal checks related to staying in the saddle.

HEAL (WIS)

Check: The DC and effect depend on the task you attempt.

Task Heal	DC
First aid	15
Long-term care	15
Treat wound from caltrop	15
Treat poison	Poison's save DC
Treat disease	Disease's save DC

First Aid: You usually use first aid to save a dying character. If a character has negative hit points and is losing hit points (at the rate of 1 per round, 1 per hour, or 1 per day), you can make him or her stable. A stable character regains no hit points but stops losing them.

Long-Term Care: Providing long-term care means treating a wounded person for a day or more. If your Heal check is successful, the patient recovers hit points or ability score points (lost to ability damage) at twice the normal rate: 2 hit points per level for a full 8 hours of rest in a day, or 4 hit points per level for each full day of complete rest; 2 ability score points for a full 8 hours of rest in a day, or 4 ability score points for each full day of complete rest.

You can tend as many as six patients at a time. You need a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands. Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself.

Treat Poison: To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, you make a Heal check. The poisoned character uses your check result or his or her saving throw, whichever is higher.

Treat Disease: To treat a disease means to tend a single diseased character. Every time he or she makes a saving throw against disease effects, you make a Heal check. The diseased character uses your check result or his or her saving throw, whichever is higher.

Action: Providing first aid, treating a wound, or treating poison is a standard action. Treating a disease or tending a creature wounded by a *spike growth* or *spike stones* sorcery takes 10 minutes of work. Providing long-term care requires 8 hours of light activity.

Try Again: Varies. Generally speaking, you can't try a Heal check again without proof of the original check's failure. You can always retry a check to provide

first aid, assuming the target of the previous attempt is still alive.

INTIMIDATE (CHA)

Check: You can change another's behavior with a successful check. Your Intimidate check is opposed by the target's modified level check (1d20 + character level or Hit Dice + target's Wisdom bonus [if any] + target's modifiers on saves against fear). If you beat your target's check result, you may treat the target as friendly, but only for the purpose of actions taken while it remains intimidated. (That is, the target retains its normal attitude, but will chat, advise, offer limited help, or advocate on your behalf while intimidated. See the Diplomacy skill, above, for additional details.) The effect lasts as long as the target remains in your presence, and for 1d6×10 minutes afterward. After this time, the target's default attitude toward you shifts to unfriendly (or, if normally unfriendly, to hostile).

If you fail the check by 5 or more, the target provides you with incorrect or useless information, or otherwise frustrates your efforts.

Demoralize Opponent: You can also use Intimidate to weaken an opponent's resolve in combat. To do so, make an Intimidate check opposed by the target's modified level check (see above). If you win, the target becomes shaken for 1 round. A shaken character takes a -2 penalty on attack rolls, ability checks, and

saving throws. You can intimidate only an opponent that you threaten in melee combat and that can see you.

Action: Varies. Changing another's behavior requires 1 minute of interaction. Intimidating an opponent in combat is a standard action.

Try Again: Optional, but not recommended because retries usually do not work. Even if the initial check succeeds, the other character can be intimidated only so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

Special: You gain a +4 bonus on your Intimidate check for every size category that you are larger than your target. Conversely, you take a -4 penalty on your Intimidate check for every size category that you are smaller than your target.

A character immune to fear can't be intimidated, nor can nonintelligent creatures.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on Intimidate checks.

KNOWLEDGE (INT; TRAINED ONLY)

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body

of lore, possibly an academic or even scientific discipline.

Below are listed typical fields of study.

- Architecture and engineering (buildings, aqueducts, bridges, fortifications)

- Dungeoneering (aberrations, caverns, oozes, spelunking)

- Geography (lands, terrain, climate, people)

- History (royalty, wars, colonies, migrations, founding of cities)

- Local (legends, personalities, inhabitants, laws, customs, traditions, humanoids)

- Nature (animals, plants, seasons and cycles, weather, vermin)

- Nobility and royalty (lineages, heraldry, family trees, motives, personalities)

- Religion (gods and goddesses, mythic history, ecclesiastic tradition, cosmology, demons)

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

In many cases, you can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's HD. A successful check allows you to remember a bit of useful information about that monster.

For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

Action: Usually none. In most cases, making a Knowledge check doesn't take an action—you simply know the answer or you don't.

Try Again: No. The check represents what you know, and thinking about a topic a second time doesn't let you know something that you never learned in the first place.

Synergy:

If you have 5 or more ranks in Knowledge (architecture and engineering), you get a +2 bonus on Perceive checks made to find secret doors or hidden compartments.

If you have 5 or more ranks in Knowledge (geography), you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.

If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Survival checks made in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, or plains).

If you have 5 or more ranks in Knowledge (nobility and royalty), you get a +2 bonus on Diplomacy checks.

If you have 5 or more ranks in Knowledge (religion), you get a +2 bonus on any checks related to sorceries on the *Path of Mar-duk* list.

If you have 5 or more ranks in Knowledge (dungeoneering), you get a +2 bonus on Survival checks made while underground.

If you have 5 or more ranks in Survival, you get a +2 bonus on Knowledge (nature) checks.

Untrained: An untrained Knowledge check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

LITERACY

(INT; TRAINED ONLY)

Check: You can read writing in a specific language, sometimes even that written in an incomplete or archaic form. The base DC is 10 for the simplest messages, 15 for standard texts, and 20 or higher for intricate, exotic, or very old writing.

If the check succeeds, you understand the general content of a piece of writing about one tablet long (or the equivalent). If the check fails, make a DC 5 Wisdom check to see if you avoid drawing a false conclusion about the text. (Success means that you do not draw a false conclusion; failure means that you do.)

Both the Literacy check and (if necessary) the Wisdom check are made secretly, so that you can't tell whether the conclusion you draw is true or false.

You must purchase this skill for each language you wish to read or write, and you must already speak

that language. Not every language is written. Consult the table under the Speak Language skill entry for a list of literate languages and their scripts.

Action: Reading the equivalent of a single 25-line tablet of cuneiform takes 1 minute (ten consecutive full-round actions).

Try Again: No.

Synergy: If you have more than 5 ranks in literacy, you gain a +2 bonus on literacy checks of languages using similar scripts.

PERCEIVE (WIS)

Like Athletics and Gymnastics, the Perceive skill actually incorporates several separate sub-skills, all related to observation and perception. A skill rank purchased in Perceive counts as a rank in all of the following sub-skills.

Listening

Check: Your listening check is either made against a DC that reflects how quiet the noise is that you might hear, or it is opposed by your target's Sneaking check.

In the case of people trying to be quiet, the DCs given on the table could be replaced by Sneaking checks, in which case the indicated DC would be their average check result.

Action: Varies. Every time you have a chance to hear something in a reactive manner (such as when someone makes a noise or you move into a new

Listen DC	Sound
-10	A battle
0	People talking ¹
5	A person in medium armor walking at a slow pace (10 ft./round) trying not to make any noise.
10	An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise
15	A 1 st -level character using Sneaking to sneak past the listener
15	People whispering ¹
19	A cat stalking
30	An owl gliding in for a kill
¹ If you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language.	

Listen DC Modifier	Condition
+5	Through a door
+15	Through a stone wall
+1	Per 10 feet of distance
+5	Listener distracted

area), you can make a Perceive check without using an action. Trying to hear something you failed to hear previously is a move action.

Try Again: Yes. You can try to hear something that you failed to hear previously with no penalty.

Special: When several characters are listening to the same thing, a single 1d20 roll can be used for all the individuals' Listen checks.

A fascinated creature takes a -4 penalty on Perceive checks made as reactions.

A sleeping character may make listening checks at a -10 penalty. A successful check awakens the sleeper.

Sense Motive

Check: A successful check lets you avoid being bluffed (see the Bluff skill). You can also use this skill to determine when “something is up” (that is, something odd is going on) or to assess someone's trustworthiness.

Task	Sense Motive DC
Hunch	20
Sense enchantment	25 or 15
Discern secret message	Varies

Hunch: This use of the skill involves making a gut assessment of the social situation. You can get the feeling from another's behavior that something is wrong, such as when you're talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy.

Sense Enchantment: You can tell that someone's behavior is being influenced by an enchantment effect (by definition, a mind-affecting effect), even if that person isn't aware of it. The usual DC is 25, but if the target is dominated (see dominate person), the DC is only 15 because of the limited range of the target's activities.

Discern Secret Message: You may use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill. In this case, your Sense Motive check is opposed by the Bluff check of the character transmitting the message. For each piece of information relating to the message that you are missing, you

take a –2 penalty on your Sense Motive check. If you succeed by 4 or less, you know that something hidden is being communicated, but you can't learn anything specific about its content. If you beat the DC by 5 or more, you intercept and understand the message. If you fail by 4 or less, you don't detect any hidden communication. If you fail by 5 or more, you infer some false information.

Action: Trying to gain information with Sense Motive generally takes at least 1 minute, and you could spend a whole evening trying to get a sense of the people around you.

Try Again: No, though you may make a Sense Motive check for each Bluff check made against you.

Synergy: If you have 5 or more ranks in Sense Motive, you get a +2 bonus on Diplomacy checks.

Spot

Check: The Spot skill is used primarily to detect characters or creatures who are hiding. Typically, your Spot check is opposed by the Hide check of the creature trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it.

A Spot check result higher than 20 generally lets you become aware of an invisible creature near you, though you can't actually see it.

Spot is also used to detect

someone in disguise (see the Disguise skill), and to read lips when you can't hear or understand what someone is saying.

Spot checks may be called for to determine the distance at which an encounter begins. A penalty applies on such checks, depending on the distance between the two individuals or groups, and an additional penalty may apply if the character making the Spot check is distracted (not concentrating on being observant).

Condition	Penalty
Per 10 feet of distance	–1
Spotter distracted	–5

Read Lips: To understand what someone is saying by reading lips, you must be within 30 feet of the speaker, be able to see him or her speak, and understand the speaker's language. (This use of the skill is language-dependent.) The base DC is 15, but it increases for complex speech or an inarticulate speaker. You must maintain a line of sight to the lips being read.

If your Spot check succeeds, you can understand the general content of a minute's worth of speaking, but you usually still miss certain details. If the check fails by 4 or less, you can't read the speaker's lips. If the check fails by 5 or more, you draw some incorrect conclusion about the speech. The check is rolled secretly in this case, so that you don't know whether

you succeeded or missed by 5.

Action: Varies. Every time you have a chance to spot something in a reactive manner you can make a Spot check without using an action. Trying to spot something you failed to see previously is a move action. To read lips, you must concentrate for a full minute before making a Spot check, and you can't perform any other action (other than moving at up to half speed) during this minute.

Try Again: Yes. You can try to spot something that you failed to see previously at no penalty. You can attempt to read lips once per minute.

Special: A fascinated creature takes a -4 penalty on Spot checks made as reactions.

PERFORM (CHA)

Like Craft, Knowledge, and Profession, Perform is actually a number of separate skills.

You could have several Perform skills, each with its own ranks, each purchased as a separate skill.

Each of the nine categories of the Perform skill includes a variety of methods, instruments, or techniques, a small list of which is provided for each category below.

- Act (comedy, drama, mime)
- Comedy (buffoonery, joke-telling)
- Dance

- Instruments (String, Wind, Percussion)
- Oratory (epic, ode, storytelling)
- Sing (hymn, chant, melody)

Check: You can impress audiences with your talent and skill.

Perform DC	Performance
10	Routine performance.
15	Enjoyable performance.
20	Great performance.
25	Memorable performance.
30	Extraordinary performance.

A masterwork musical instrument gives you a +2 circumstance bonus on Perform checks that involve its use.

Action: Varies.

Try Again: Yes. Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

Special: In addition to using the Perform skill, you can entertain people with sleight of hand, tumbling, tightrope walking, and sorceries (especially illusions).

**PROFESSION
(WIS; TRAINED ONLY)**

Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks, each purchased

as a separate skill. While a Craft skill represents ability in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge.

Players should note that Profession skills have greater utility in *BFJB*. **This book gives GMs broad discretion in determining when a given situation will implicate a profession skill check.** Several scenarios are suggested below, along with the implicated profession:

Example scenario	Relevant Profession(s)
Determining the structural quality of an irrigation ditch	Farmer
Securing wage work	Day-laborer
Diagnosing the presence of illness from a man's appearance	Doctor, Barber
Selecting a quality net	Fisherman
Determining the quality of a bolt of cloth	Artisan
Knowledge of the caravan routes in regions beyond Mesopotamia	Merchant

Note that in some cases, a profession might verge into other specific skills. GMs, again in their discretion, can deal with this in one of three ways:

- Offer the player to choose which skill he or she uses;
- Give the player a bonus on the prime skill equal to half his or her profession bonus;
- Rule that the skill supersedes the use of the profession

in this instance.

Check: You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems. Answering a question within the purview of your occupation has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions). You can practice your trade and make a decent living, which will feed and clothe you and your family at a level appropriate to your profession in this locale.

Action: Not applicable.

Try Again: Varies. An attempt to use a profession skill to earn an income cannot be retried. You are stuck with whatever weekly wage your check result brought you. Another check may be made after a week to determine a new income for the next period of time. An attempt to accomplish some specific task can usually be retried.

See the table on the following page for professions available to characters in *BJFB*, as well as permitted social classes and suggestions for related knowledge and skills.

Alewife

OB. *sābītum*, wr. 𒍪𒍪𒍪𒍪 MÍ.KU-RUN.NA; for the male-counterpart, "Innkeeper," OB. *sābûm*, wr. 𒍪𒍪𒍪𒍪 LÚ.KURUN.NA

Beer is a principal staple

Profession	Allowed Social Classes	Suggested Related Knowledge and Skills
Alewife	A, M	Beer-making
Artisan	A, M, W	Crafts
Astrologer	A	The Night Sky, Religion
Barber	A, M, W	Medicine
Bureaucrat	A	Administration, History
Day-laborer	A, M	Agriculture
Diviner	A	Religion, History
Doctor	A	Medicine, Religion
Entertainer	A, M, W	Art, Performing
Exorcist-Priest	A	Religion
Farmer	M, W	Agriculture, Husbandry
Fisherman	M, W	Fishing
Judge	A	Law, History
<i>Nadītum</i>	A	Religion
Merchant	A, M	Appraisal, Bluff, Haggling
Moneylender	A	Appraisal, Commodity Prices
Priest	A	Religion, History
Prostitute	A, M, W	Anatomy, Medicine
Sailor	A, M, W	Boating
Scribe	A, M, W	History, Languages, Literacy
Shepherd	M, W	Husbandry, Survival
Soldier (or Mercenary)	A, M	Weapons, Armor
Thief	M, W	Sneaking, Thieving
Class Codes: A = <i>Awīlum</i> M = <i>Mušškēnum</i> W = <i>Slave</i>		

of the Mesopotamian diet, a working *awīlum* or *mušškēnum* in Babylon consuming a gallon a day on average. It follows then that the art of brewing plays a critical role in the life of a city. At the time of Ḥammu-rapi, this respected profession is one often practiced by women. While their day-to-day activities include the actual processes of brewing, alewives often delegate these tasks to *mušškēnū* subordinates or

slaves so that they can focus on those parts of their business coincident to the consumption of alcohol.

All alewives sell beer for consumption at home, but most also maintain taverns for the purpose. Laws §§108-111 of Ḥammu-rapi's Code govern alewives and taverns; Law § 110 expressly prohibits a *nadītum* from entering a tavern or participating in the business of selling alcohol.

Artisan

OB. var. as individual job-title, gen. OB. *ummiānum*, wr. syll. or 𒌦𒍪 UM.MI.A

Many separate professions fall under this heading, including that of architects, bakers, boatwrights, brick-makers, butchers, carpenters, cooks, gardeners, gold- and silver-smiths, home-builders, leather-workers, metalworkers, potters, tailors, and weavers, to name a few. Members of all three social classes can follow these occupations, slaves with the permission of their masters. The knowledge and skills incident to these professions are often passed from parent to child, or from master to apprentice. While men dominate virtually all of these occupations, women following any of them will rarely experience social approbation as a result of their sex.

Skills associated with the use of these professions involve not only the production of a final good, but also the sourcing of necessary raw materials and appraisal of the works of others.

Astronomer/Astrologer

OB. *tuṣšarrum*, wr. 𒌦𒍪 DUB.SAR

While Mesopotamians have studied the stars since the beginning of written history, this profession represents an occupation whose comprehension of celestial objects, cycles, and phenomena experiences rapid advancement during

the period of the First Dynasty. In the minds of the magic-believing people of the Ancient Near East, this body of knowledge includes both the study of the heavens and related calculations (i.e., modern astronomy), as well as the pseudo-scientific discipline of astrology.

Note that like the roles of diviner and exorcist-priest, this profession confers no magical proficiency in and of itself, even in a fantasy-based *BFJB* where magic exists.

Barber

OB. m. *gallābum*, wr. (𒌦)𒍪 (LÚ) ŠU.I; OB. f. *gallābtum*, wr. 𒌦-𒍪 MÍ.ŠU.I)

For millennia, barbering has been a respected profession in the Near East; in the world of *BFJB* it is held in an esteem equal to that of doctors and diviners. Barbers in ancient Mesopotamia not only cared for mens' hair and shaving needs, but also for their other cosmetic concerns, including the maintenance of teeth, nails, and skin. A barber, moreover, was infrequently expected to perform minor surgeries, such as the lancing of boils.

Often the barbers of rich and important men did the double duty of bodyguard, for if an *awīlum* cannot trust the man who applies a razor to his neck, or the scissors to his hair, whom can he trust? The Mesopotamian barber, then, is often found armed, if not with a sword, then at least with his kit containing a knife,

scissors, razors, and a surgical lancet, as well as the various creams and oils necessary to his occupation.

Bureaucrat

OB. var. as title

The governments of the several city-states could not operate without a corps of bureaucrats watching over the day-to-day operations of the cities. Among them are several distinct roles, including royal attendants who see to minor issues of statecraft and carry out the king's projects; the administrators who see to the maintenance of the kingdom's infrastructure and that a city's walls and irrigation canals are kept in good repair; tax-collectors and inspectors; and the itinerant diplomats dispatched to foreign kings.

Day-laborer

OB.m. *agrum*, wr. syll. 𒀭𒄀, ag-rum;

OB. f. *agirtum*, 𒀭𒄀𒄁𒄂

An occupation followed more often than not by a *muškēnum*, *agrû* provide unskilled labor for a meager wage. Often these tasks are related to agriculture, but the day-laborer must seek his wage where he can get it, in a warehouse, on a building project, or engaged in some of the more dangerous manufacturing tasks. Indeed, while a slave class exists to perform many of the menial tasks of the *awīlû*, as a commodity they are usually more valued than an *agrum*, and

slaves' masters often choose to train them to more skilled work.

In the world of ancient Mesopotamia, the day-laborer lives a short, scraping life. His experiences, moreover, provide him with few opportunities for advancement, and if he learns any associated skill, it is how to find drudge wage-work.

Diviner

OB. *bārûm*, wr. (𒂍)𒄀𒄁𒄂𒄃𒄄 (LÚ) MÁŠ.ŠU.GÍD.GÍD

Along with other the esoteric professions, this occupation confers no magical skill in an of itself, without regard to the fantastic content of the GM's campaign. Again like similar professions, the diviner is a respected individual in the society of the Ancient Near East. He is invariably an *awīlum*. Temples keep *bārû* in their employ, and every king has one or several among their closest advisors. Royal officials consult haruspices before every major decision, be it one that determines the course of a military campaign, or the placement of a royal building project.

Several phenomena are among those considered portentous by the Mesopotamians. These include dreams, the behavior of animals (especially birds), and deformities (OB. sing. *izbum*) observed in births among domestic creatures. The internal organs of animals (especially the *amūtum*, a sheep's liver;

and the *martum*, the gall bladder) are given special attention during the Old Babylonian Period.

A large body of omen texts exist, and as such, *bārû* must be at least literate in Akkadian, if not Sumerian. The omens in these texts are given as conditional sentences, e.g., “If the gall bladder and ‘the finger’ are matched, the assembly will not come to agreement.” Omen texts often exhibit peculiarities of syntax and terminology not found in other genres. Following are several Old Babylonian terms referring to portentous parts of the liver.

Jargon Peculiar to Liver Omens:

- “The Gate of the Palace” (OB. *bāb ekallim*, wr. 𒂗𒂗𒂗𒂗 KÁ É.GAL) — the umbilical fissure.

- “The Weapon” (OB. *kakkum*, wr. 𒊕 TUKUL) — a distinctive spot.

- “The Flap” (OB. *naplaštum*, wr. syll. 𒀭𒀭𒀭𒀭𒀭𒀭 na-ap-la-aš-tum) - A specific fold or lobe.

- “The Path” (OB. *padānum*, wr. syll. 𒀭𒀭𒀭𒀭𒀭 pa-da-a-num) — a normally flattish area located near the *naplaštum*.

- “The Foot” (OB. *šēpum*, wr. 𒀭𒀭 GÌR) — a distinctive spot.

Diviners are proficient in the methods of taking omens, their recorded meanings, and their proclamation.

Doctor

OB. *asûm*, wr. 𒂗𒂗 A.ZU

Among the magio-scientific occupations of 18th century Babylon, the doctor is the one that players will most often confuse with a modern professional. Indeed, the *asû* of the Ancient Near East do provide a kind of care that seems similar to that of modern general practitioners; ancient Mesopotamian doctors prescribe medicaments, suture wounds, set broken bones and even perform minor surgeries.

It is, however, important to remember that the medical knowledge of the Ancient Near East finds its foundation as much in the scientific reality of human suffering as in the vast body of millennia-old folklore and superstitions. Even in non-fantastic settings, Mesopotamian doctors will frequently suggest treatments based on the assumed presences of demons and their ilk, treatments which players should often accept with credulity.

Entertainer

OB. var. as job-title

Like that of artisan, many individual professions fall under this heading, including acrobat, contortionist, instrumentalist, and singer. At least since the beginnings of civilization, rich and poor alike have enjoyed experiencing the feats of the artiste. Whether an acrobat performing for a royal audience, or a poor hymn-singer paid to sing a prayer for a lost loved one, entertainment

is a profession where one can make a living, even if it is one that will rarely make practitioners rich.

Several exceptional *awīlū* and *awīlātum* are entertainers, however, the majority of these professions are filled by those of the *muškēnum* and slave classes. Male singers, moreover, are often castrati during this period; their unique voices are prized among the upper class of Mesopotamia. Infrequently, musicians are deliberately blinded in youth, according to a widely-held superstition that a musician's lack of sight makes him acutely receptive to the nuances of sound.

Exorcist-Priest

OB. *mašmaššum*¹, wr. 𒌦𒌦𒌦
LÚ.MAŠ.MAŠ

The exorcist-priest is an occupation in many ways unique to the ancient Near East. The *mašmaššum* performs a function that verges at times upon those of the diviner and the doctor — he treats the ill and unfortunate, based on observations of the world around them. As with the functions of the other pseudo-scientific professions, player characters in both magical and mundane *BFJB* campaigns will view their pronouncements with a modicum of credulity.

Exorcist-Priests are proficient

in the diagnosis and cure of those ills believed to be the result of malicious gods, demons, and other negative forces. A recommended course of treatment often involves incantations and ritual magic; for instance, a *mašmaššum* might recommend that a sufferer bury a clay simulacrum of himself under the doorstep of his home to avert some perceived curse, while the exorcist sings a ritualist prayer.

Farmer

OB. *ikkarum*, wr. 𒄩𒄩 ENGAR; or
iššiakkum, wr. 𒄩𒄩𒄩 ENSI₂

Life itself in Ancient Mesopotamia relies on the farmer. Along with plowing and sowing crops, Mesopotamian farmers maintain the important canals and ditches that irrigate their land.

Necessity requires farmers to work day in and day out. They live hard, short lives, and many times the only practical distinction between their lot and that of the day-laborer is its consistency. They are never *awīlum*, and indeed many *muškēnum* live and work as virtual serfs on the estates of the upper class. Slaves often farm as well, especially on lands owned by the temples.

In the lands beyond cities' walls where free *muškēnum* make up the majority of the population, virtually all of the landed residents are farmers.

Fisherman

¹ This spelling is a represents a hypothesized Old Babylonian construction based on the Middle Assyrian label for this profession.

OB. *bā'erum*, wr. (𒂍)𒍪𒍪 (LÚ) ŠU.ĦA)

As an occupation, fishing predates writing, agriculture, and the invention of the wheel. Fishermen, either alone or collectively, fish the rivers and streams of Mesopotamia, and especially the marshy regions of Southern Akkad. Implements in use during the Old Babylonian Period include small boats or rafts, as well as spears, nets, and the familiar hook and line.

A *bā'erum* has skill with all of these tools and their techniques, as well as choosing favorable spots and conditions conducive to catching fish. By itself, this occupation grants no knowledge of boating, beyond the use of the simplest, single person rafts.

Judge

OB. *dayyānum*, wr. 𒂍𒍪𒍪 DI.KUD

The judge is a special kind of bureaucrat, appointed either by government of the city-state or a temple to decide legal disputes. Judges can sit and decide cases alone, but often do so in small groups. Selected from the semi-prominent *awīlum* of their locality, many cannot read or write and so employ scribes in a secretarial capacity. While their roles do require some knowledge of prior precedents and royal edicts, they are given broad discretion, and often render an equitable verdict based solely on grounds they deem appropriate.

Player characters with this occupation will be accorded the social status afforded to a man of the bench, and they must endeavor to comport themselves accordingly if they wish to remain there. Corrupt or negligent judges are punished severely in Mesopotamian society. Law § 5 of Hammu-rapi's Code concerns judicial error -- the offending judge must repay 12 times the fine incorrectly assessed and is permanently removed from the bench.

Nadītum

OB. *nadītum*, wr. 𒂍𒍪𒍪 LUKUR


Nadiātum are a special class of free-women in 18th century Mesopotamia. Often, they live in cloistered neighborhoods, usually attached to a temple. Most cults prohibit *nadiātum* from having children. Of the several faiths that support *nadiātum*, that of Šamaš requires that they not marry. The cult of Marduk is less restrictive, allowing marriage, along with a second wife (usually the first bride's sister) to bear children on her behalf. They are also specifically prohibited (in CH § 110) from entering a tavern.

Within the temple cloister, a *nadītum* may own her own home and keep her own slaves. She may also own property outside the cloister, inherit and designate heirs, and may engage in business transactions like any *awīlum*.

Many *nadiātum* are literate, and they can engage in various other

professions whose fruits inevitably buttress the temple. A *nadītum* will have knowledge of the peculiar culture of their cloister, as well as learning of a religious nature taught by the cult of their temple's god.

Merchant

OB. *tamkārum*, wr. 
DAM.GÀR

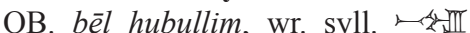

In their most basic role, merchants deal in the transport, marketing, and sale of goods. Beyond this however, there are wide variations in their day-to-day lives and duties.

Landed merchants are those who dwell within a city-state, and sale either goods that are locally produced, or purchased from traveling dealers. Itinerant merchants exhibit greater variation in economic status, ranging from the modest pedlar to representatives of large trading families. Both landed and traveling merchants can own and manage storehouses, sale wares out of their cart, or lease a makeshift stall in the local market.

All merchants have an affinity with the practices of haggling and will know information regarding the production and quality of the goods in which they trade. Local merchants, moreover, will have knowledge related to the local markets in which they reside, while traveling merchants must necessarily become familiar with those foreign cities and ports with which they have

contact, as well as those considerations implicit in traveling among the people and lands of the Ancient Near East.

Moneylender

OB. *bēl ḫubullim*, wr. syll. 
 be-el ḫu-bu-lim

Moneylenders are the nascent bankers and insurance agents of Ancient Mesopotamia. Rich *awīlû*, they have a large amount of capital at their disposal and lend a portion of it to individuals and corporations at agreed upon interest rates. For loans of silver, this rate is 20% per annum (which works out to one shekel per *mina* per month). For loans of grain, it is 33 1/3 %.

These rates are preserved in CH § 88. CH § 89 punishes any lender who charges a higher rate with forfeiture of the principal obligation. Beyond this prohibition on usurious rates, moneylenders must also consider the possibility that a king can issue an *andurārum*, a royal decree forgiving all debts, at any time.

Moneylenders have skills related to dealings in grain and silver, and those related to the behaviors of the economies of the Ancient Near East. Success at moneylending can mean a comfortable life, while those that risk poorly at it may end up in prison or worse.

Priest

OB. var. according to specific

function or role, gen. OB. *pašišum* wr. syll. and 𒀭𒍪 GUDU₄

Among the *awīlû* of the city-states, no profession is held in higher esteem than that of the priests. In addition to performing the peculiar rites of their god, priests serve as administrators of their temples. Mesopotamian theology requires that the priestly staff clothe, feed and wash the image of their god, along with this holy house.

Priestly knowledge includes the doctrines and practices of their particular cult. Priests do not have to be literate, and many cannot read or write. The fortunes of a priest (both socially and economically) are tied to that of their temple. Senior priests of prestigious faiths live lives more extravagant than some kings, while those of less patronized gods are often subsist on little more than *muškēnum* laborers.

Prostitute

OB.¹ *ḫarīmtum*, wr. (𒅗)𒅗𒅗𒅗 (MÍ)KAR.KID or *šamḫatum*/*šamkatum* wr. syll.

Prostitution exists in Ancient Mesopotamia, where men and women of all three classes can practice the profession. Working conditions, rates of pay, and one's ability to chose one's clients all improve as a prostitute moves up in social class. This occupation provides skills related to the sale and performance of sexual acts, as well as the solicitation of clients.

As noted in Chapter 11, there is no contemporary evidence for the existence of temple prostitutes during the Old Babylonian Period, and certainly nothing like the practices outlined in Chapter 199 of Herodotus' Ἱστορίαι.

Sailor

OB. *malāḫum*, wr. 𒍪𒍪𒍪 MĀ.LAH₅

This profession represents two distinct nautical occupations whose skill-sets have little overlap.

The first vocation is the more common, that of the pilots of the boats and barges that go upon the rivers and inland waters of the Near East. During the Old Babylonian Period, a pilot allowed the river current to propel his or her watercraft downstream. For the return trip, the Mesopotamians used animals or men traveling along the riverbank to haul their vessels upstream against the current.

The tasks and dangers

¹Throughout the 20th century, several Akkadian terms were identified with the role of prostitute. *Qadištu* (wr. NU.GIG) is among these, and players may discover it cited in other sources as such. While the etymology of this term indicates a woman with a culturally-proscribed role, the context of the use of *qadištu* in the Old Babylonian Era does not include references to sexual services (in later periods, it may). For our purposes, the *qadištu* is a non-cloistered free woman in the service of Adad or Šala, who may marry, bear children, and own property in her own right.

associated with this work remain distinct from the second form of this profession, which instead covers the mastery of rudimentary sailing vessels that ply the waters of the Persian Gulf. Sailing technology is still in its infancy, and pilots have only meager control over the sails of their vessels. As a result they never voluntarily travel out-of-sight of the coastline.

Scribe

OB. *tupšarrum*, wr. 𐎶𐎶𐎶𐎶
DUB.SAR

In the world of Ancient Mesopotamia, literacy is exceedingly rare, even among the highest ranks of the *awīlum*. Scribes therefore perform a critical function, and they can find easy employment as amanuenses, messengers and archivists.

Note the profession of scribe itself confers no language skills, and scribe players must purchase these in the normal fashion. Instead, the profession of scribe grants a knowledge of scribal practices, the ability to take dictation quickly, to present the contents of a tablet in a formal situation, and a familiarity with the various kinds of clay media employed in cuneiform, their collection and preservation.

Shepherd

OB. *rē'ûm*, wr. 𐎶𐎶𐎶 SI-PA(D), also OB. *nāqidum*, wr. 𐎶𐎶 NA.GADA

Living little better than

day-laborers, shepherding is one of the least reputable employments available in the Ancient World. Whether watching their own flocks, those of the *awīlû*, or the temples, shepherds often eke out lonely lives on the verges of urban society. Frequently, a shepherd earns little more than is required to keep himself fed; many do not have homes, and all have very little in the way of material possessions.

Rē'û are proficient in the herding and defense of their flocks. They are able to treat minor wounds and ailments which regularly affect their stock, as well as deal with ancillary cares such as lambing, shearing, and selling the animals for meat. The occupation of shepherd also confers a kind of knowledge akin to a lesser version of the survival skill — shepherds are used to passing cold nights outside, away from human habitation.




Soldier

OB. *rēdûm*, wr. 𐎶𐎶𐎶 AGA.ÚS

Whether employed in the army of a city-state, hired out as a mercenary, or wandering about as a barbarian raider, a professional soldier is familiar with the circumstances and paraphernalia of a life of war. This skill confers a knowledge of the military culture of the Ancient Near East, a familiarity (but not a proficiency) with the weapons of campaign, and a comprehension of tactics and battle strategy.

Much like that of the shepherd, the soldier's occupation grants him a limited kind of survival skill when at war beyond the walls of his city-state. As compensation, soldiers often receive the lease of a plot of land (OB. *ilkum*) held subject to their obligation to serve in the king's army.

Thief

OB. *šarrāqum*, wr. syll.  *ša-ra-qú-um* and ()  (LÚ)NÍ.ZU; note also *hab-bātum* "robber", wr. syll.

This occupation manifests itself in various forms, from the child pick-pocket, to the highway bandit or the urban house-breaker, through to the wealthy fence. While not a profession in the same sense as that of doctor or priest, success at thievery requires as much training and practice.

Indeed, on occasion, the rewards can be greater; however, so too are the risks. Several of Hammurapi's laws prescribe execution as the appropriate penalty for violators (CH §§ 6-10, §§ 259-260 theft; CH §§ 14-15, kidnapping; CH §§ 16-17, abetting escaped slaves; CH § 21, burglary; CH § 22, robbery; CH § 25, looting).

Like that of the sailor, the knowledge associated with the occupation of thief will differ from character to character, depending on the kind scoundrel they are.

SLEIGHT OF HAND (DEX; TRAINED ONLY; ARMOR CHECK PENALTY)

Check: A DC 10 Sleight of Hand check lets you palm a coin-sized, unattended object. Performing a minor feat of legerdemain, such as making a ring disappear, also has a DC of 10 unless an observer is determined to note where the item went.

When you use this skill under close observation, your skill check is opposed by the observer's Perceive check. The observer's success doesn't prevent you from performing the action, just from doing it unnoticed.

You can hide a small object (including a light weapon or an easily concealed ranged weapon, such as a dart or sling) on your body. Your Sleight of Hand check is opposed by the Perceive check of anyone observing or frisking you. In the latter case, the searcher gains a +4 bonus on the Perceive check, since it's generally easier to find such an object than to hide it. A dagger is easier to hide than most light weapons, and grants you a +2 bonus on your Sleight of Hand check to conceal it. An extraordinarily small object, such as a ring, grants you a +4 bonus on your Sleight of Hand check to conceal it, and heavy or baggy clothing (such as a cloak) grants you a +2 bonus on the check.

Drawing a hidden weapon is a standard action and doesn't provoke

an attack of opportunity.

If you try to take something from another creature, you must make a DC 20 Sleight of Hand check to obtain it. The opponent makes a Perceive check to detect the attempt, opposed by the same Sleight of Hand check result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item.

You can also use Sleight of Hand to entertain an audience as though you were using the Perform skill. In such a case, your “act” encompasses elements of legerdemain, juggling, and the like.

Sleight of Hand DC	Task
10	Palm a coin-sized object, make a ring disappear
20	Lift a small object from a person

Action: Any Sleight of Hand check normally is a standard action. However, you may perform a Sleight of Hand check as a free action by taking a –20 penalty on the check.

Try Again: Yes, but after an initial failure, a second Sleight of Hand attempt against the same target (or while you are being watched by the same observer who noticed your previous attempt) increases the DC for the task by 10.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on Sleight of Hand checks.

Untrained: An untrained Sleight of Hand check is simply a Dexterity check. Without actual training, you can’t succeed on any Sleight of Hand check with a DC higher than 10, except for hiding an object on your body.

SNEAKING

(DEX;

ARMOR CHECK PENALTY)

Like Athletics and Gymnastics, the Sneaking skill actually incorporates several separate sub-skills. A skill rank purchased in Sneaking counts as a rank in all of the following sub-skills.

Hide

Check: Your Sneaking check is opposed by the Perceive check of anyone who might see you. You can move up to one-half your normal speed and hide at no penalty. When moving at a speed greater than one-half but less than your normal speed, you take a –5 penalty. It’s practically impossible (–20 penalty) to hide while attacking, running or charging.

A creature larger or smaller than Medium takes a size bonus or penalty on hiding checks depending on its size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –12, Colossal –16.

You need cover or concealment in order to attempt a hiding check. Total cover or total

concealment usually (but not always; see Special, below) obviates the need for a Sneaking check, since nothing can see you anyway.

If people are observing you, even casually, you can't hide. You can run around a corner or behind cover so that you're out of sight and then hide, but the others then know at least where you went.

If your observers are momentarily distracted (such as by a Bluff check; see below), though, you can attempt to hide. While the others turn their attention from you, you can attempt a Hide check if you can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot per rank you have in Sneaking.) This check, however, is made at a -10 penalty because you have to move fast.

Sniping: If you've already successfully hidden at least 10 feet from your target, you can make one ranged attack, then immediately hide again. You take a -20 penalty on your Sneaking check to conceal yourself after the shot.

Creating a Diversion to Hide: You can use Bluff to help you hide. A successful Bluff check can give you the momentary diversion you need to attempt a Hide check while people are aware of you.

Action: Usually none. Normally, you make a Sneaking check as part of movement, so it doesn't take a separate action. However, hiding immediately after a ranged attack (see

Sniping, above) is a move action.

Special: If you are invisible, you gain a +40 bonus on hiding checks if you are immobile, or a +20 bonus on hiding checks if you're moving.

Move Silently

Check: Your moving silently check is opposed by the Perceive check of anyone who might hear you. You can move up to one-half your normal speed at no penalty. When moving at a speed greater than one-half but less than your full speed, you take a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging. Noisy surfaces, such as bogs or undergrowth, are tough to move silently across. When you try to sneak across such a surface, you take a penalty on your Move Silently check as indicated below.

Surface	Check Modifier
Noisy (scree, shallow or deep bog, undergrowth, dense rubble)	-2
Very noisy (dense undergrowth, deep snow)	-5

Action:None. A Sneaking check is included in your movement or other activity, so it is part of another action.

SPEAK LANGUAGE

The Speak Language skill doesn't work like other skills. Languages work as follows.

- You start at 1st level

Language	Principal Regions Spoken	Written
Mesopotamia		
Akkadian	Babylon, Ešnunna, Larsa, Mari, Upper Mesopotamia	Yes; cuneiform script
Amorite	Yamḥad, Qaṭna, Mari	No
Elamite	Elam	Yes; modern and proto-Elamite cuneiform script; Linear Elamite peculiar
Guitan*	Zagros Mountains	No
Hittite	Asia Minor	Yes; cuneiform
Hurrian	Yamḥad, Qaṭna, Andariq	Yes; cuneiform
Sumerian**	Historically lower Mesopotamia; no longer actively spoken	Yes; cuneiform
Beyond Mesopotamia		
Dilmunite***	Dilmun	No
Egyptian	Egypt	Yes; two varieties of writing exist, hieroglyphics and a script called hieratic
Magan	Magan	No
Meluhḥa	Indus River Valley	Yes; Harappan
Fantastic Languages		
Elvish	In the Cedar Forests of Yamḥad, and among the mountain communities of Elam	No
* The tongue of the half-giants in <i>BFJB</i> ** Sumerian and Dwarven are one in the same in Fantastic <i>BFJB</i> *** The tongue of the Halflings in <i>BFJB</i>		

knowing one or two spoken languages (based on your ethnicity and city-state), plus an additional number of languages equal to half your starting Intelligence bonus, rounded down.

- You can purchase a language just like any other skill, but instead of buying a rank in it, you choose a new language that you can speak.

- Merely speaking a language does not confer literacy. You must purchase ranks in literacy

skills in those languages you wish to read and write after you have purchased its spoken equivalent. Note that not every language has a written variant, and most are based on Sumerian cuneiform.

- You don't make language checks. You either know a language or you don't.

Action: Not applicable.
Try Again: Not applicable. There are no Speak

Language checks to fail.

SORCERY
(INT; TRAINED ONLY;
FANTASTIC *BFJB* ONLY)

In Fantasy *BFJB*, this skill has two distinct applications.

First, it can be used to identify sorceries as they are cast, as well as magical phenomena and

Sorcery DC	Task
15 + sorcery level	Identify a sorcery being cast. (You must see or hear the sorcery's verbal or somatic components.) No action required. No retry.
15 + sorcery level	Cast a sorcery from a tablet. The first time you attempt this, you must spend 8 hours of studying the sorcery. This is different from "learning" a sorcery. See section 9.3.
20 + sorcery level	Identify a sorcery that's already in place and in effect. You must be able to see or detect the effects of the sorcery. No action required. No retry.
20 + sorcery level	Identify materials created or shaped by magic, such as noting that an stone wall is the result of <i>wall of stone</i> . No action required. No retry.
25 + sorcery level	After rolling a saving throw against a sorcery targeted on you, determine what that sorcery was. No action required. No retry.
25	Identify a potion. Requires 1 minute. No retry.
20	Draw a diagram to allow <i>dimensional anchor</i> to be cast. Requires 10 minutes. No retry. This check is made secretly so you do not know the result.
30 or higher	Understand a strange or unique magical effect, such as the effects of a magic stream. Time required varies. No retry.

paraphernalia as they are encountered. In this way, the Sorcery skill functions not unlike a Knowledge skill related to magic and its effects.

Check: You can identify sorceries and magic effects. The DCs for Sorcery checks relating to various tasks are summarized on the table above.

Action: Varies, as noted above.

Try Again: See above.

The second use of the Sorcery skill is to acquire and cast sorceries themselves. For each Sorcery skill rank a player purchases, he or she gains one sorcery point. This total is further modified by his or her Intelligence bonus. These sorcery points are used to cast sorceries of at a cost equal to the level of the sorcery.

Sorcery-casting characters must also spend skill points independently on individual Sorcerous Paths to learn sorceries. At first level, a character may choose up to four Sorcerous Paths to develop. As characters advance in level there is no limit to the number of Sorcerous Paths that may be developed; however, characters cannot develop ranks in new Sorcerous Paths unless they first research the new Path, encounter a tablet containing this information, or find a knowledgeable tutor. For more on magic and spending skill points to learning sorceries, see chapters 9 and 10.

SURVIVAL (WIS)

Check: You can keep yourself and others safe and fed in the wild. The table below gives the DCs for various tasks that require Survival checks.

Survival DC	Task
10	Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.
15	Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15.
15	Keep from getting lost or avoid natural hazards, such as quicksand.
15	Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 15, you can predict the weather for one additional day in advance.
Varies	Follow tracks.

Action: Varies. A single Survival check may represent activity over the course of hours or a full day. A Survival check made to find tracks is at least a full-round action, and it may take even longer.

Try Again: Varies. For getting along in the wild or for gaining the Fortitude save bonus noted in the table above, you make a Survival

check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Survival check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Special: If you have 5 or more ranks in Survival, you can automatically determine where true north lies in relation to yourself.

Synergy: If you have 5 or more ranks in Survival, you get a +2 bonus on Knowledge (nature) checks.

If you have 5 or more ranks in Knowledge (dungeoneering), you get a +2 bonus on Survival checks made while underground.

If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Survival checks in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, and plains).

If you have 5 or more ranks in Knowledge (geography), you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.

If you have 5 or more ranks in Percieve, you get a +2 bonus on Survival checks to find or follow tracks.

6.0 Tamkārum

Media of Exchange. Unlike many pen and paper RPGs, coinage does not exist in *BFJB*. Instead, the primary unit of economic valuation is based on weights of silver, with the shekel (OB. *šiqlum*, wr. GÍN 𐎂, the equivalent of 8.3 grams or .29 ounces) the most convenient for character creation purposes. A second method of valuation, one based on the equivalent value of a weight of grain, also exists. Consult the table below for greater

and smaller units of weight. In Hammu-rapi’s era, one shekel of silver was valued at 180 “grains” (OB. sing. *uṭṭatum*, pl. *uṭṭātum*) of barley, i.e., enough grains to fill a 1 liter container (about 1.06 quarts).

It is important for players to remember that while values are expressed in these terms, player characters and NPCs do not always deal in actual silver or even in grains of barley; indeed, merchants commonly exchange trade goods without using currency.

Table 6.0								
English	OB.	Wr.	Metric	US	𐎗	𐎂	𐎒𐎗	𐎒𐎗𐎒
Grain	<i>uṭṭatum</i>	𐎗 ŠE	.05 g.	.0018 oz.	1	1/180	1/10,800	1/648,000
Shekel	<i>šiqlum</i>	𐎂 GÍN	8.3 g.	.293 oz.	180	1	1/60	1/3,600
Mina	<i>manûm</i>	𐎒𐎗 MA.NA	500 g.	1.10 lbs.	10,800	60	1	1/60
Talent	<i>biltum</i>	𐎒𐎗𐎒(𐎒𐎗) GÚ(.UN)	30 kg.	66.14 lbs.	648,000	3,600	60	1



6.1 Starting Wealth

During character creation, a character begins with an amount of wealth based on their social class. As stated above, while this is expressed in terms of shekels of silver, conceptually, the character does not have that amount of silver on hand. Instead, he or she has an equivalent valuation of trade goods, slaves, commercial securities, or other materials that can be used to satisfy a debt for purchase of goods.

As a means of comparison, some trade goods are detailed below.

Table 6.1: Trade Goods	
Cost	Item
0.5 shekel	One pint of common quality oil
1 shekel	One liter of barley (180 grains), or 20 shekels of copper
1.5 shekels	One pint of high-quality oil
2 shekels	One pig
3 shekels	1 shekel of gold ¹
4 shekels	One pig, or one sheep
6 shekels	One cow
10 shekels	One ox or one talent of wool

The following table sets out starting wealth available to new player characters.

¹Players and GMs alike take note, this is not the 10:1 ratio found in other fantasy games. While historically (at the time of Hammu-rapi's great-grandfather), this equivalency did exist, throughout the Old Babylonian Era the value of silver increased relative to gold. The current rate is based on *Textes cunéiformes, Musées du Louvre* 1 101 (Paris 1910 ff.), a tablet from Sippar dated to the 35th year of Hammu-rapi's reign.

Table 6.1.2: Starting Wealth	
<i>Awīlum</i> / <i>Awīltum</i>	50 shekels
<i>Mušḫēnum</i>	5 shekels
<i>Wardum</i> / <i>Amtum</i>	0.5 shekels

Selling Loot. In general, a character can sell something for half its listed price.

Trade goods are the exception to the half-price rule. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself.

6.2 Weapons

Weapon Categories. Weapons are grouped into several interlocking sets of categories.

These categories pertain to what training is needed to become proficient in a weapon's use (axes, bows, long blades, etc.), the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), its relative encumbrance (light, one-handed, or two-handed), and its size (Small, Medium, or Large).

Weapon classes. All characters may employ any weapon, but to do so with any degree of skill a player must have purchased skill ranks in the appropriate style of the Fighting skill. The main styles are axes, blades, bows, hammers and maces, and pole-arms. To become skilled in exotic or unusual weapons (whips or slings, for instance), a character must devote

skill ranks to these specifically.

Melee and Ranged Weapons. Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee.

Reach Weapons. Lances, longspears, and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him or her. Most reach double the wielder's natural reach, meaning that a typical Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.

Double Weapons. Quarterstaves are double weapons. A character can fight with both ends of a double weapon as if fighting with two weapons, but he or she incurs all the normal attack penalties associated with two-weapon combat, just as though the character were wielding a one-handed weapon and a light weapon.

The character can also choose to use a double weapon two handed, attacking with only one end of it. A creature wielding a double weapon in one hand can't use it as a double

weapon—only one end of the weapon can be used in any given round.

Thrown Weapons. Daggers, clubs, shortspears, spears, darts, javelins, light hammers, and nets are thrown weapons. The wielder applies his or her Strength modifier to damage dealt by thrown weapons (except for splash weapons). It is possible to throw a weapon that isn't designed to be thrown (that is, a melee weapon that doesn't have a numeric entry in the Range Increment column on Table: Weapons), but a character who does so takes a -4 penalty on the attack roll. Throwing a light or one-handed weapon is a standard action, while throwing a two-handed weapon is a full-round action. Regardless of the type of weapon, such an attack scores a threat only on a natural roll of 20 and deals double damage on a critical hit. Such a weapon has a range increment of 10 feet.

Projectile Weapons. Slings, shortbows, and composite shortbows are projectile weapons. Most projectile weapons require two hands to use (see specific weapon descriptions). A character gets no Strength bonus on damage rolls with a projectile weapon unless it's a specially built composite shortbow, specially built composite longbow, or sling. If the character has a penalty for low Strength, apply it to damage rolls when he or she uses a bow or a sling.

Ammunition. Projectile weapons use ammunition: arrows (for bows) or sling bullets (for slings). When using a bow, a character can draw ammunition as a free action; slings require an action for reloading. Generally speaking, ammunition that hits its target is destroyed or rendered useless, while normal ammunition that misses has a 50% chance of being destroyed or lost.

Light, One-Handed, and Two-Handed Melee Weapons. This designation is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a melee weapon, when wielded by a character of the weapon's size category, is considered a light weapon, a one-handed weapon, or a two-handed weapon.

Light. A light weapon is easier to use in one's off hand than a one-handed weapon is, and it can be used while grappling. A light weapon is used in one hand. Add the wielder's Strength bonus (if any) to damage rolls for melee attacks with a light weapon if it's used in the primary hand, or one-half the wielder's Strength bonus if it's used in the off hand. Using two hands to wield a light weapon gives no advantage on damage; the Strength bonus applies as though the weapon were held in the wielder's primary hand only. An unarmed strike is always considered a light weapon.

One-Handed. A one-handed

weapon can be used in either the primary hand or the off hand. Add the wielder's Strength bonus to damage rolls for melee attacks with a one-handed weapon if it's used in the primary hand, or 1/2 his or her Strength bonus if it's used in the off hand. If a one-handed weapon is wielded with two hands during melee combat, add 1-1/2 times the character's Strength bonus to damage rolls.

Two-Handed. Two hands are required to use a two-handed melee weapon effectively. Apply 1-1/2 times the character's Strength bonus to damage rolls for melee attacks with such a weapon.

Weapon Size. Every weapon has a size category. This designation indicates the size of the creature for which the weapon was designed.

A weapon's size category isn't the same as its size as an object. Instead, a weapon's size category is keyed to the size of the intended wielder. In general, a light weapon is an object two size categories smaller than the wielder, a one-handed weapon is an object one size category smaller than the wielder, and a two-handed weapon is an object of the same size category as the wielder.

Inappropriately Sized Weapons. A creature can't make optimum use of a weapon that isn't properly sized for it. A cumulative -2 penalty applies on attack rolls for each

size category of difference between the size of its intended wielder and the size of its actual wielder.

The measure of how much effort it takes to use a weapon (whether the weapon is designated as a light, one-handed, or two-handed weapon for a particular wielder) is altered by one step for each size category of difference between the wielder’s size and the size of the creature for which the weapon was designed. If a weapon’s designation would be changed to something other than light, one-handed, or two-handed by this alteration, the creature can’t wield the weapon at all.

Improvised Weapons. Sometimes objects not crafted to be weapons nonetheless see use in combat. Because such objects are not designed for this use, characters do not normally have skill fans in Fighting with them. To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised weapon scores a threat on a natural roll of 20 and deals double damage on a critical hit. An improvised thrown weapon has a range increment of 10 feet.

6.3 Weapon Qualities

Here is the format for weapon entries (given as column headings on Table 6.4: Weapons, below).

Cost. This value is the weapon’s cost in shekels of silver (abbreviated “šql”). The cost includes miscellaneous gear that goes with the weapon.

This cost is the same for a Small or Medium version of the weapon. A Large version costs twice the listed price.

Damage. The Damage columns give the damage dealt by the weapon on a successful hit. The column labeled “Dmg (S)” is for Small weapons. The column labeled “Dmg (M)” is for Medium weapons. If two damage ranges are given then the weapon is a double weapon. Use the second damage figure given for the double weapon’s extra attack. Table 6.3: Tiny and Large Weapon Damage gives weapon damage values for weapons of those sizes.

Table 6.3: Tiny and Large Weapon Damage		
Medium Weapon Damage	Tiny Weapon Damage	Large Weapon Damage
1d2	—	1d3
1d3	1	1d4
1d4	1d2	1d6
1d6	1d3	1d8
1d8	1d4	2d6
1d10	1d6	2d8
1d12	1d8	3d6
2d4	1d4	2d6
2d6	1d8	3d6
2d8	1d10	3d8
2d10	2d6	4d8

Critical. The entry in this column notes how the weapon is used with the rules for critical hits.

When your character scores a critical hit, roll the damage two, three, or four times, as indicated by its critical multiplier (using all applicable modifiers on each roll), and add all the results together.

Exception. Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.

x2: The weapon deals double damage on a critical hit.

x3: The weapon deals triple damage on a critical hit.

x3/x4: One head of this double weapon deals triple damage on a critical hit. The other head deals quadruple damage on a critical hit.

x4: The weapon deals quadruple damage on a critical hit.

19–20/x2: The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 19–20.)

18–20/x2: The weapon scores a threat on a natural roll of 18, 19, or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 18–20.)

Range Increment. Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative –2 penalty on the attack roll. A thrown weapon has

a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Weight. This column gives the weight of a Medium version of the weapon. Halve this number for Small weapons and double it for Large weapons.

Type. Weapons are classified according to the type of damage they deal: bludgeoning, piercing, or slashing. Some monsters may be resistant or immune to attacks from certain types of weapons. Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.

In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

Fighting Skill Required. The special variety of skill in Fighting in which ranks will yield skill bonuses to attack with the weapon.

Special. Some weapons have special features. See the weapon descriptions for details.

6.4 Weapon Descriptions

Table 6.4: Weapons								
Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²	Fighting Skill Required
<i>Unarmed Attacks</i>								
Unarmed strike	—	1d2 ³	1d3 ³	x2	—	—	Bludgeoning	Unarmed
<i>Light Melee Weapons</i>								
Dagger	0.3 šql	1d3	1d4	19–20/x2	10 ft.	1 lb.	Piercing or slashing	Blades
Mace, light	0.5 šql	1d4	1d6	x2	—	4 lb.	Bludgeoning	Hammers and Maces
Sickle	0.1 šql	1d4	1d6	x2	—	2 lb.	Slashing	Pole-arms
<i>One-Handed Melee Weapons</i>								
Club	—	1d4	1d6	x2	10 ft.	3 lb.	Bludgeoning	Hammers and Maces
Mace, heavy	0.75 šql	1d6	1d8	x2	—	8 lb.	Bludgeoning	Hammers and Maces
Shortspear	0.1 šql	1d4	1d6	x2	20 ft.	3 lb.	Piercing	Pole-arms
<i>Two-Handed Melee Weapons</i>								
Longspear ⁴	0.2 šql	1d6	1d8	x3	—	9 lb.	Piercing	Pole-arms
Quarterstaff ⁵	—	1d4/1d4	1d6/1d6	x2	—	4 lb.	Bludgeoning	Pole-arms
Spear	0.5 šql	1d6	1d8	x3	20 ft.	6 lb.	Piercing	Pole-arms
<i>Ranged Weapons</i>								
Dart	0.1 šql	1d3	1d4	x2	20 ft.	1/2 lb.	Piercing	Specific
Javelin	0.2 šql	1d4	1d6	x2	30 ft.	2 lb.	Piercing	Pole-arms
Sling	—	1d3	1d4	x2	50 ft.	0 lb.	Bludgeoning	Specific
Bullets, sling (10)	—	—	—	—	—	5 lb.	—	
Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²	
<i>Light Melee Weapons</i>								
Hammer, light	0.2 šql	1d3	1d4	x2	20 ft.	2 lb.	Bludgeoning	Hammers and Maces
Handaxe	0.2 šql	1d4	1d6	x3	—	3 lb.	Slashing	Blades
Pick, light	0.1 šql	1d3	1d4	x4	—	3 lb.	Piercing	Specific
Sap	0.3 šql	1d4 ³	1d6 ³	x2	—	2 lb.	Bludgeoning	Specific
Shield, light	special	1d2	1d3	x2	—	special	Bludgeoning	Sheilds
Spiked shield, light	special	1d3	1d4	x2	—	special	Piercing	Shields
Sword, short	1 šql	1d4	1d6	19–20/x2	—	2 lb.	Piercing	Blades
<i>One-Handed Melee Weapons</i>								
Pick, heavy	0.75 šql	1d4	1d6	x4	—	6 lb.	Piercing	Specific
Shield, heavy	special	1d3	1d4	x2	—	special	Bludgeoning	Shields
Spiked shield, heavy	special	1d4	1d6	x2	—	special	Piercing	Shields
Warhammer	1.5 šql	1d6	1d8	x3	—	5 lb.	Bludgeoning	Hammers and Maces

<i>Two-Handed Melee Weapons</i>								
Greataxe	3 šql	1d10	1d12	x3	—	12 lb.	Slashing	Specific
Greatclub	1 šql	1d8	1d10	x2	—	8 lb.	Bludgeoning	Specific
Flail, heavy	1.5 šql	1d8	1d10	19–20/x2	—	10 lb.	Bludgeoning	Specific
Lance ⁴	2 šql	1d6	1d8	x3	—	10 lb.	Piercing	Specific
Scythe	0.75 šql	1d6	2d4	x4	—	10 lb.	Piercing or slashing	Pole-arms
<i>Ranged Weapons</i>								
Shortbow	1 šql	1d4	1d6	x3	60 ft.	2 lb.	Piercing	Bows
Arrows (20)	0.2 šql	—	—	—	—	3 lb.	—	
Shortbow, composite	5 šql	1d4	1d6	x3	70 ft.	2 lb.	Piercing	
Arrows (20)	0.6 šql	—	—	—	—	3 lb.	—	
Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight¹	Type²	
<i>One-Handed Melee Weapons</i>								
Whip ⁴	1 šql	1d2 ³	1d3 ³	x2	—	2 lb.	Slashing	Specific
<i>Ranged Weapons</i>								
Net	1 šql	—	—	10 ft.	6 lb.	—		Specific
¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.								
² When two types are given, the weapon is both types if the entry specifies “and,” or either type (player’s choice at time of attack) if the entry specifies “or.”								
³ The weapon deals nonlethal damage rather than lethal damage.								
⁴ Reach weapon.								
⁵ Double weapon.								

Weapons found on Table 6.4: Weapons that have special options for the wielder (“you”) are described below.

Arrows: An arrow used as a melee weapon is treated as a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier x2). Arrows come in a leather quiver that holds 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Bullets, Sling: Bullets come in a leather pouch that holds 10 bullets. A bullet that hits its target is

destroyed; one that misses has a 50% chance of being destroyed or lost.

Dagger: You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body (see the Sleight of Hand skill).

Heavy Flail: With a flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

Javelin: Since it is not designed for melee, you are treated as nonproficient with it and take a –4 penalty on attack rolls if you use a javelin as a melee weapon.

Longspear: A longspear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

Net: A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a sorcery, it must make a DC 15 Sorcery check or be unable to cast the sorcery.

An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action).

A net is useful only against creatures within one size category of you.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a –4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

Quarterstaff: A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a quarterstaff in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Scythe: A scythe can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.

Shield, Heavy or Light: You can bash with a shield instead of using it for defense. See Armor for details.

Shortbow: You need at least two hands to use a bow, regardless of its size. You can use a shortbow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a shortbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite shortbow (see below) but not a

regular shortbow.

Shortbow, Composite: You need at least two hands to use a bow, regardless of its size. You can use a composite shortbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is lower than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite shortbow requires a Strength modifier of +0 or higher to use with proficiency. A composite shortbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 1 shekel to its cost.

For purposes of weapon proficiency, a composite shortbow is treated as if it were a shortbow.

Shortspear: A shortspear is small enough to wield one-handed. It may also be thrown.

Sickle: A sickle can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped.

Sling: Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but

not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you and you take a -1 penalty on attack rolls.

Spear: A spear can be thrown. If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against a charging character.

Spiked Shield, Heavy or Light: You can bash with a spiked shield instead of using it for defense. See Armor for details.

Strike, Unarmed: A Medium character deals 1d3 points of nonlethal damage with an unarmed strike. A Small character deals 1d2 points of nonlethal damage. The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus on weapon damage rolls.

An unarmed strike is always considered a light weapon.

Whip: A whip deals nonlethal damage. It deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. The whip is treated as a melee weapon with 15-foot reach, though you don't threaten the area into which you can make

an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon.

You can make trip attacks with a whip. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped.

When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).

Masterwork Weapons.

A masterwork weapon is a finely crafted version of a normal weapon. Wielding it provides a +1 enhancement bonus on attack rolls.

You can't add the masterwork quality to a weapon after it is created; it must be crafted as a masterwork weapon (see the Craft skill). The masterwork quality adds 15 shekels to the cost of a normal weapon or a single unit of ammunition.

Masterwork ammunition is damaged (effectively destroyed) when used. The enhancement bonus of masterwork ammunition does not stack with any enhancement bonus of the projectile weapon firing it.

All magic weapons are

automatically considered to be of masterwork quality. The enhancement bonus granted by the masterwork quality doesn't stack with the enhancement bonus provided by the weapon's magic.

Even though some types of armor and shields can be used as weapons, you can't create a masterwork version of such an item that confers an enhancement bonus on attack rolls. Instead, masterwork armor and shields have lessened armor check penalties.

6.5 Armor

Armor Qualities. In the historical era of *BFJB*, the relative simplicity of the armor available to player characters means that they suffer no proficiency bonus or penalties vis-à-vis anyone else.

Armor and shields can take damage from some types of attacks.

Here is the format for armor entries (given as column headings on Table 6.5: Armor and Shields, below).

Cost. The cost of the armor for Small or Medium humanoid creatures. See *Armor for Unusual Creatures*, below, for armor prices for other creatures.

Armor/Shield Bonus. Each armor grants an armor bonus to AC, while shields grant a shield bonus to AC. The armor bonus from a suit of armor doesn't stack with other effects or items that grant an armor

bonus. Similarly, the shield bonus from a shield doesn't stack with other effects that grant a shield bonus.

Maximum Dex Bonus. This number is the maximum Dexterity bonus to AC that this type of armor allows. Heavier armors limit mobility, reducing the wearer's ability to dodge blows. This restriction doesn't affect any other Dexterity-related abilities.

Even if a character's Dexterity bonus to AC drops to 0 because of armor, this situation does not count as losing a Dexterity bonus to AC.

Your character's encumbrance (the amount of gear he or she carries) may also restrict the maximum Dexterity bonus that can be applied to his or her Armor Class.

Shields do not affect a character's maximum Dexterity bonus.

Armor Check Penalty. Any armor heavier than leather hurts a character's ability to use some skills. An armor check penalty number is the penalty that applies to Athletics, Escape Artist, Gymnastic, Sleight of Hand and Sneaking checks by a character wearing a certain kind of armor. Double the normal armor check penalty is applied to Athletics - Swim checks. A character's encumbrance (the amount of gear carried, including armor) may also apply an armor check penalty.

If a character is wearing

armor and using a shield, both armor check penalties apply.

Sleeping in Armor: A character who sleeps in medium or heavy armor is automatically fatigued the next day. He or she takes a -2 penalty on Strength and Dexterity and can't charge or run. Sleeping in light armor does not cause fatigue.

Spell Failure. Armor interferes with the gestures that a spellcaster must make to cast a spell that has a somatic component. Spellcasters face the possibility of spell failure if they're wearing armor.

Casting Sorceries in Armor: A character who casts sorceries while wearing armor must usually make an sorcery failure roll. The number in the Sorcery Failure column on Table 6.5: Armor and Shields is the chance that the sorcery fails and is ruined. If the sorcery lacks a somatic component, however, it can be cast with no chance of sorcery failure.

If a character is wearing armor and using a shield, add the two numbers together to get a single sorcery failure chance.

Speed. Medium or heavy armor slows the wearer down. The number on Table 6.5: Armor and Shields is the character's speed while wearing the armor. Humans, elves, half-elves, and half-giants have an unencumbered speed of 30 feet. They use the first column. Dwarves and halflings have an unencumbered speed of 20 feet. They use the second column. Remember,

however, that a dwarf’s land speed remains 20 feet even in medium or heavy armor or when carrying a medium or heavy load.

Shields do not affect a character’s speed.

Weight. This column gives the weight of the armor sized for a Medium wearer. Armor fitted for Small characters weighs half as much, and armor for Large characters weighs twice as much.

Armor Descriptions. Any special benefits or accessories to the types of armor found on Table 6.5: Armor and Shields are described below.

Breastplate, Bronze: It comes with a helmet and greaves.

Buckler: This small metal shield is worn strapped to your forearm. You can use a bow or crossbow without penalty while carrying it. You can also use your shield arm to wield a weapon (whether you are using an off-hand weapon or using your off hand to help wield a two-handed weapon), but you take a –1 penalty on attack rolls while doing so. This penalty stacks with those that may apply for fighting with your off hand and for fighting with two weapons. In any case, if you use a weapon in your off hand, you don’t get the buckler’s AC bonus for the rest of the round.

You can’t bash someone with a buckler.

Table 6.5: Armor and Shields								
Armor	Cost	Armor/ Shield Bonus	Max. Dex Bonus	Armor Check Penalty	Sorcery Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Weight ¹
Light armor								
Padded	0.5 šql	+1	+8	0	5%	30 ft.	20 ft.	10 lb.
Leather	1 šql	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Studded leather	1.5 šql	+3	+5	–1	15%	30 ft.	20 ft.	20 lb.
Hide	1.5 šql	+3	+4	–3	20%	20 ft.	15 ft.	25 lb.
Breast- plate, Bronze	3 šql	+5	+3	–4	25%	20ft.	15ft.	30lb.
Shields								
Buckler	0.5 šql	+1	—	–1	5%	—	—	5 lb.
Shield, light wooden	1 šql	+1	—	–1	5%	—	—	5 lb.
Shield, light bronze	2 šql	+1	—	–1	5%	—	—	6 lb.
Shield, heavy wooden	2 šql	+2	—	–2	15%	—	—	10 lb.
Shield, heavy bronze	3 šql	+2	—	–2	15%	—	—	15 lb.
¹ Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.								

Shield, Heavy, Wooden or Bronze: You strap a shield to your forearm and grip it with your hand. A heavy shield is so heavy that you can't use your shield hand for anything else.

Wooden or Bronze: Wooden and bronze shields offer the same basic protection, though they respond differently to special attacks.

Shield Bash Attacks: You can bash an opponent with a heavy shield, using it as an off-hand weapon. See Table 6.4: Weapons for the damage dealt by a shield bash. Used this way, a heavy shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a heavy shield as a one-handed weapon. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

Shield, Light, Wooden or Bronze: You strap a shield to your forearm and grip it with your hand. A light shield's weight lets you carry other items in that hand, although you cannot use weapons with it.

Wooden or Bronze: Wooden and bronze shields offer the same basic protection, though they respond differently to special attacks.

Shield Bash Attacks: You can bash an opponent with a light shield,

using it as an off-hand weapon. See Table 6.4: Weapons for the damage dealt by a shield bash. Used this way, a light shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a light shield as a light weapon. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

Shield Spikes: When added to your shield, these spikes turn it into a martial piercing weapon that increases the damage dealt by a shield bash as if the shield were designed for a creature one size category larger than you. You can't put spikes on a buckler. Otherwise, attacking with a spiked shield is like making a shield bash attack (see above).

An enhancement bonus on a spiked shield does not improve the effectiveness of a shield bash made with it, but a spiked shield can be made into a magic weapon in its own right.

Masterwork Armor. Just as with weapons, you can purchase or craft masterwork versions of armor or shields. Such a well-made item functions like the normal version, except that its armor check penalty is lessened by 1.

A masterwork suit of armor or shield costs an extra 10 shekels

over and above the normal cost for that type of armor or shield.

The masterwork quality of a suit of armor or shield never provides a bonus on attack or damage rolls, even if the armor or shield is used as a weapon.

All magic armors and shields are automatically considered to be of masterwork quality.

You can't add the masterwork quality to armor or a shield after it is created; it must be crafted as a masterwork item.

Armor For Unusual Creatures. Armor and shields for unusually big creatures, unusually little creatures, and nonhumanoid creatures have different costs and weights from those given on Table 6.5: Armor and Shields. Refer to the appropriate line on the table below and apply the multipliers to cost and weight for the armor type in question.

	Humanoid	Nonhumanoid		
Size	Cost	Weight	Cost	Weight
Tiny or smaller ¹	x1/2	x1/10	x1	x1/10
Small	x1	x1/2	x2	x1/2
Medium	x1	x1	x2	x1
Large	x2	x2	x4	x2
Huge	x4	x5	x8	x5
Gargantuan	x8	x8	x16	x8
Colossal	x16	x12	x32	x12

¹ Divide armor bonus by 2.

Getting Into and Out of Armor. The time required to don armor depends on its type; see the table below.

Don. This column tells how long it takes a character to put the armor on. (One minute is 10 rounds.) Readyng (strapping on) a shield is only a move action.

Don Hastily. This column tells how long it takes to put the armor on in a hurry. The armor check penalty and armor bonus for hastily donned armor are each 1 point worse than normal. Remove: This column tells how long it takes to get the armor off. Loosing a shield (removing it from the arm and dropping it) is only a move action.

Donning Armor			
Armor Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Padded, leather, hide, or studded leather	1 minute	5 rounds	1 minute ¹
Breastplate	4 minutes ¹	1 minute	1 minute ¹

¹ If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.

6.6 Goods and Services

Adventuring Gear. A few of the pieces of adventuring gear found on Table 6.6: Goods and Services are described below, along with any special benefits they confer on the user ("you").

Crowbar: A crowbar it grants a +2 circumstance bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as

Table 6.6: Goods and Services**Adventuring Gear**

Item	Cost	Weight
Backpack (empty)	0.2 šql	2 lb. ¹
Basket (empty)	0.05 šql	1 lb.
Bedroll	0.1 šql	5 lb. ¹
Bell	0.1 šql	—
Blanket	0.05 šql	3 lb. ¹
Block and tackle	0.01 šql	5 lb.
Bucket (empty)	0.05 šql	2 lb.
Chalk, 1 piece	0.05 šql	—
Chest (empty)	0.5 šql	25 lb.
Clay, Writing	0.1 šql	1 lb.
Crowbar	0.2 šql	5 lb.
Cylinder Seal	3 šql	—
Firewood (per day)	0.2 šql	20 lb.
Fishhook	0.01 šql	—
Fishing net, 25 sq. ft.	1 šql	5 lb.
Flask (empty)	0.01 šql	1-1/2 lb.
Flint and steel	0.1 šql	—
Grappling hook	0.5 šql	4 lb.
Hammer	0.2 šql	2 lb.
Jug, clay	0.05 šql	9 lb.
Ladder, 10-foot	0.1 šql	20 lb.
Lamp, common	0.05 šql	1 lb.
Mirror, bronze	1 šql	1/2 lb.
Mug/Tankard, clay	0.07 šql	1 lb.
Pick, miner's	0.1 šql	10 lb.
Pitcher, clay	0.05 šql	5 lb.
Piton	0.25 šql	1/2 lb.
Pole, 10-foot	0.5 šql	8 lb.
Pot, bronze	0.25 šql	10 lb.
Rope (50 ft.)	0.25 šql	10 lb.
Sealing Wax	0.75 šql	1 lb.
Sewing needle	0.05 šql	—
Soap (per lb.)	0.2 šql	1 lb.
Spade or shovel	0.1 šql	8 lb.
Stylus, Reed	0.01 šql	—
Tent	2 šql	20 lb. ¹
Torch	0.05 šql	1 lb.
Waterskin	0.05 šql	4 lb. ¹
Whetstone	0.1 šql	1 lb.

Tools and Skill Kits

Item	Cost	Weight
Artisan's tools	3 šql	5 lb.
Artisan's tools, masterwork	30 šql	5 lb.
Doctor's kit	25 šql	1 lb.
Small idol, wooden	0.75 šql	—
Small idol, embellished	2 šql	1 lb.
Musical instrument, common	1 šql	3 lb. ¹
Musical instrument, masterwork	50 šql	3 lb. ¹
Scale, merchant's	.75 šql	1 lb.
Thieves' tools	3 šql	1 lb.
Thieves' tools, masterwork	40 šql	2 lb.
Tool, masterwork	45 šql	1 lb.

Clothing

Item	Cost	Weight
Artisan's outfit	0.1 šql	4 lb. ¹
Priest's vestments	3 šql	6 lb. ¹
Courtier's outfit	10 šql	6 lb. ¹
Entertainer's outfit	1 šql	4 lb. ¹
<i>Mušķēnum's</i> outfit	0.05 šql	2 lb. ¹
Noble <i>Awīlum's</i> outfit	20 šql	10 lb. ¹
Royal outfit	45 šql	15 lb. ¹
Traveler's outfit	0.5 šql	5 lb. ¹

Food, Drink, and Lodging

Item	Cost	Weight
Beer		
Gallon	0.5 šql	8 lb.
Mug	0.07 šql	1 lb.
Banquet (per person)	4 šql	—
Inn stay (per day)		
Good	1 šql	—
Common	0.5 šql	—
Poor	0.25 šql	—
Meals (per day)		
Good	0.5 šql	—
Common	0.25 šql	—
Poor	0.1 šql	—

Mounts and Related Gear		
Item	Cost	Weight
Bridle	1 šql	1 lb.
Dog, guard	0.75 šql	—
Donkey or mule	3.5 šql	—
Feed (per day)	0.02 šql	10 lb.
Saddle		
Military	10 šql	30 lb.
Pack	5 šql	15 lb.
Riding	7 šql	25 lb.
Saddlebags	0.5 šql	8 lb.
Stabling (per day)	0.1 šql	—
Transport		
Item	Cost	Weight
Cart	3 šql	200 lb.
River barge	5 šql	150 lb.
Sailing ship	100 šql	—
Wagon	7 šql	400 lb.
Services and Slaves		
Service	Cost	
Hireling, untrained	1 šql and 1 <i>parsiktum</i> (60 l) of grain / month	
Messenger	0.5 šql per mile	
Road or gate toll	0.25 šql	
Ship’s passage	0.25 šql per mile	
Slave, unskilled female	8 šql	
Slave, unskilled male	15 šql	
Slave, skilled female	20 šql	
Slave, skilled male	35 šql	
— No weight, or no weight worth noting.		
¹ These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.		

a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size.

Flint and Steel: Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them

takes at least that long.

Grappling Hook: Throwing a grappling hook successfully requires a Gymnastics check (DC 10, +2 per 10 feet of distance thrown).

Jug, Clay: This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

Lamp, Common: A lamp clearly illuminates a 15-foot radius, provides shadowy illumination out to a 30-foot radius, and burns for 6 hours on a pint of oil. You can carry a lamp in one hand.

Oil: A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon. It takes a full round action to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully.

You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

Rope: This rope has 2 hit points and can be burst with a DC 23 Strength check.

Torch: A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size, plus 1 point of fire damage.

Tools and Skill Kits

Artisan's Tools: These special tools include the items needed to pursue any craft. Without them, you have to use improvised tools (–2 penalty on Craft checks), if you can do the job at all.

Artisan's Tools, Masterwork: These tools serve the same purpose as artisan's tools (above), but masterwork artisan's tools are the perfect tools for the job, so you get a +2 circumstance bonus on Craft checks made with them.

Doctor's Kit: It is the perfect tool for healing and provides a +2 circumstance bonus on Heal checks. A healer's kit is exhausted after ten uses.

Musical Instrument, Common or Masterwork: A masterwork instrument grants a +2 circumstance bonus on Perform checks involving its use.

Scale, Merchant's: A scale grants a +2 circumstance bonus on Appraise checks involving items that are valued by weight, including anything made of precious metals.

Thieves' Tools: This kit contains the tools you need to use the Disable Device and Open Lock skills. Without these tools, you must improvise tools, and you take a –2 circumstance penalty on Disable Device and Open Locks checks.

Thieves' Tools, Masterwork: This kit contains extra tools and tools of better make, which grant a +2

circumstance bonus on Disable Device and some Profession * Thief checks.

Tool, Masterwork: This well-made item is the perfect tool for the job. It grants a +2 circumstance bonus on a related skill check (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

Clothing

Artisan's Outfit: For men, this outfit includes a robe or kilt, sandals and perhaps a turban or cap. For women, it includes a sober or dress, sandals, and some kind of head covering. It may also include a belt or a leather or cloth apron for carrying tools.

Priest's Vestments: These ecclesiastical clothes are for performing priestly functions, not for adventuring. It includes modest jewelry. Depending on the faith, it may include either a kilt or a robe, as well as various kinds of elaborate headgear.

Courtier's Outfit: This outfit includes fancy, fashionable robes of fine cloth. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it (–2 penalty on Charisma-based skill checks to influence such individuals). It includes 3 shekels worth of jewelry.

Entertainer's Outfit: This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical

design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly). It is impractical for sustained traveling or fighting, however.

Muškēnum's Outfit: This set of clothes consists of a loose shirt or kilt. Cloth wrappings are used for shoes.

Noble *Awīlum's* Outfit: This set of clothes is designed specifically to be expensive and to show it. Masterwork embroidery is worked into the clothing, which are draped in elaborate patterns. Its price includes 10 shekels worth of jewelry.

Royal Outfit: This is just the clothing, not the royal scepter, crown, ring, and other significant accoutrements. Royal clothes are ostentatious, with delicate patterns and exotic fabrics galore. The price includes 20 shekels worth of jewelry.

Traveler's Outfit: This set of clothes consists of a wool robe or kilt, a sturdy belt, a shirt or vest, and an ample cloak.

Food, Drink, and Lodging

Inn: Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor, the use of a blanket and a pillow. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

Meals: Poor meals might be

composed of bread and water. Common meals might consist of bread and cheap beer. Good meals might be composed of bread and pastries, meat, peas, and modest-quality beer.

Mounts and Related Gear

Donkey or Mule: Donkeys and mules are stolid in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or a mule is willing (though not eager) to enter dungeons and other strange or threatening places.

Feed: Horses, donkeys, and mules can graze to sustain themselves, but providing feed for them is much better.

Saddle, Military: A military saddle braces the rider, providing a +2 circumstance bonus on Ride checks related to staying in the saddle. If you're knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

Saddle, Pack: A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

Saddle, Riding: The standard riding saddle supports a rider.

Transport

Cart: This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

River barge: This is a one

or two story river vessel used to ply the watercourses of Mesopotamia. Between 10 and 40 feet long, it can carry a ton of cargo for every 10' of length. It has no sail, and must be hauled upriver.

Sailing Ship: This larger, seaworthy ship is 65 feet long and 20 feet wide and requires a crew of 5. It can carry 100 tons of cargo. It has a single sail and can make sea sort distance voyages. It moves about 1 mile per hour.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. In general, an oxen (or other beast of burden) draw it. A wagon comes with the harness needed to pull it.

Services and Slaves. Sometimes the best solution for a problem is to hire someone else to take care of it.

Hireling, Untrained: The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.

Messenger: This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

Road or Gate Toll: A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for patrols on it and for its upkeep. Occasionally, a large walled city charges a toll to enter or exit

(or sometimes just to enter).

Ship's Passage: Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo. Double the given cost for creatures larger than Medium or creatures that are otherwise difficult to bring aboard a ship.

7.0 Residual Rules

This chapter includes rules related to player character’s vital statistics, encumbrance and movement, exploration and status conditions that may affect player characters.

7.1 Vital Statistics

Age. You can choose or randomly generate your character’s age. If you choose it, it must be at least the minimum age for the character’s race (see Table 7.1.1: Random Starting Ages). Your character’s minimum starting age is the adulthood age of his or her race plus the number of dice indicated in the entry corresponding to the character’s race on Table 7.1.1: Random Starting Ages.

Alternatively, refer to Table 7.1.1: Random Starting Ages and roll dice to determine how old your character is.

With age, a character’s physical ability scores decrease and his or her mental ability scores increase (see Table 7.1.2: Aging Effects). The effects of each aging step are cumulative. However, none of a character’s ability scores can be reduced below 1 in this way.

When a character reaches venerable age, secretly roll his or her maximum age, which is the number from the Venerable column on Table 7.1.2: Aging Effects plus the result of the dice roll indicated on the Maximum Age column on that

table, and records the result, which the player does not know. A character who reaches his or her maximum age dies of old age at some time during the following year.

The maximum ages are for player characters. Most people in the world at large die from pestilence, accidents, infections, or violence before getting to venerable age.

Table 7.1.1: Random Starting Ages		
Race	Adulthood	Modifier
Human	15 years	+1d4
Dwarf	40 years	+3d6
Elf	110 years	+4d6
God-touched	15 years	+1d6
Half-elf	20 years	+1d6
Half-giant	12 years	+1d4
Halfling	20 years	+2d4

Table 7.1.2 : Aging Effects				
Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Human	35 years	53 years	70 years	+2d20 years
Dwarf	125 years	188 years	250 years	+2d% years
Elf	175 years	263 years	350 years	+4d% years
God-touched	200 years	375 years	400 years	+5d% years
Half-elf	62 years	93 years	125 years	+3d20 years
Half-giant	25 years	40 years	55 years	+2d10 years
Halfling	50 years	75 years	100 years	+5d20 years
1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.				
2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.				
3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.				

Height and Weight. To randomly generate a character’s height and weight, consult Table 7.1.2: Random Height and Weight. The dice roll given in the Height

Table 7.1.2: Random Height and Weight				
Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Human, male	4' 10"	+2d10	120 lb.	× (2d4) lb.
Human, female	4' 5"	+2d10	85 lb.	× (2d4) lb.
Dwarf, male	3' 9"	+2d4	130 lb.	× (2d6) lb.
Dwarf, female	3' 7"	+2d4	100 lb.	× (2d6) lb.
Elf, male	4' 5"	+2d6	85 lb.	× (1d6) lb.
Elf, female	4' 5"	+2d6	80 lb.	× (1d6) lb.
God-touched, male	5' 0"	+2d10	145 lb.	× (2d4) lb.
God-touched, female	4' 7"	+2d10	100 lb.	× (2d4) lb.
Half-elf, male	4' 7"	+2d8	100 lb.	× (2d4) lb.
Half-elf, female	4' 5"	+2d8	80 lb.	× (2d4) lb.
Half-giant, male	6' 2"	+2d12	210 lb.	× (2d6) lb.
Half-giant, female	5' 11"	+2d12	170 lb.	× (2d6) lb.
Halfling, male	2' 8"	+2d4	30 lb.	× 1 lb.
Halfling, female	2' 6"	+2d4	25 lb.	× 1 lb.

Modifier column determines the character's extra height beyond the base height. That same number multiplied by the dice roll or quantity given in the Weight Modifier column determines the character's extra weight beyond the base weight.

7.2 Carrying Capacity

Encumbrance rules determine how much a character's armor and equipment slow him or her down. Encumbrance comes in two parts: encumbrance by armor and encumbrance by total weight.

Encumbrance by Armor:

A character's armor defines his or her maximum Dexterity bonus to AC, armor check penalty, speed, and running speed. Unless your character is weak or carrying a lot

of gear, that's all you need to know. The extra gear your character carries won't slow him or her down any more than the armor already does. If your character is weak or carrying a lot of gear, however, then you'll need to calculate encumbrance by weight. Doing so is most important when your character is trying to carry some heavy object.

Weight: If you want to determine whether your character's gear is heavy enough to slow him or her down more than the armor already does, total the weight of all the character's items, including armor, weapons, and gear. Compare this total to the character's Strength on Table 7.2.1: Carrying Capacity. Depending on how the weight compares to the character's carrying capacity, he or she may be

Table 7.2.1: Carrying Capacity			
Strength Score	Light Load	Medium Load	Heavy Load
1	3 lb. or less	4–6 lb.	7–10 lb.
2	6 lb. or less	7–13 lb.	14–20 lb.
3	10 lb. or less	11–20 lb.	21–30 lb.
4	13 lb. or less	14–26 lb.	27–40 lb.
5	16 lb. or less	17–33 lb.	34–50 lb.
6	20 lb. or less	21–40 lb.	41–60 lb.
7	23 lb. or less	24–46 lb.	47–70 lb.
8	26 lb. or less	27–53 lb.	54–80 lb.
9	30 lb. or less	31–60 lb.	61–90 lb.
10	33 lb. or less	34–66 lb.	67–100 lb.
11	38 lb. or less	39–76 lb.	77–115 lb.
12	43 lb. or less	44–86 lb.	87–130 lb.
13	50 lb. or less	51–100 lb.	101–150 lb.
14	58 lb. or less	59–116 lb.	117–175 lb.
15	66 lb. or less	67–133 lb.	134–200 lb.
16	76 lb. or less	77–153 lb.	154–230 lb.
17	86 lb. or less	87–173 lb.	174–260 lb.
18	100 lb. or less	101–200 lb.	201–300 lb.
19	116 lb. or less	117–233 lb.	234–350 lb.
20	133 lb. or less	134–266 lb.	267–400 lb.
21	153 lb. or less	154–306 lb.	307–460 lb.
22	173 lb. or less	174–346 lb.	347–520 lb.
23	200 lb. or less	201–400 lb.	401–600 lb.
24	233 lb. or less	234–466 lb.	467–700 lb.
25	266 lb. or less	267–533 lb.	534–800 lb.
26	306 lb. or less	307–613 lb.	614–920 lb.
27	346 lb. or less	347–693 lb.	694–1,040 lb.
28	400 lb. or less	401–800 lb.	801–1,200 lb.
29	466 lb. or less	467–933 lb.	934–1,400 lb.
+10	x4	x4	x4

Table 7.2.2: Carrying Loads					
Load	Max Dex	Check Penalty	—— Speed ——		
			(30 ft.)	(20 ft.)	Run
Medium	+3	–3	20 ft.	15 ft.	x4
Heavy	+1	–6	20 ft.	15 ft.	x3

carrying a light, medium, or heavy load. Like armor, a character's load affects his or her maximum Dexterity bonus to AC, carries a check penalty (which works like an armor check penalty), reduces the character's speed, and affects how fast the character can run, as shown on

Table 7.2.2: Carrying Loads. A medium or heavy load counts as medium or heavy armor for the purpose of abilities or skills that are restricted by armor. Carrying a light load does not encumber a character.

If your character is wearing armor, use the worse figure (from armor or from load) for each category. Do not stack the penalties.

Lifting and Dragging: A character can lift as much as his or her maximum load over his or her head. A character can lift as much as double his or her maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to AC and can move only 5 feet per round (as a full-round action).

A character can generally push or drag along the ground as much as five times his or her maximum load. Favorable conditions can double these numbers, and bad circumstances can reduce them to one-half or less.

Bigger and Smaller Creatures: The figures on Table 7.2.1: Carrying Capacity are for Medium bipedal creatures. A larger bipedal creature can carry more weight depending on its size category, as follows: Large x2, Huge x4, Gargantuan x8, Colossal x16. A smaller creature can carry less weight depending on its size category, as follows: Small x3/4, Tiny x1/2, Diminutive x1/4, Fine x1/8.

Quadrupeds can carry heavier loads than characters can. Instead of the multipliers given above, multiply the value corresponding to the creature’s Strength score from Table 7.2.1: Carrying Capacity by the appropriate modifier, as follows: Fine x1/4, Diminutive x1/2, Tiny x3/4, Small x1, Medium x1-1/2, Large x3, Huge x6, Gargantuan x12, Colossal x24.

Tremendous Strength: For Strength scores not shown on Table 7.2.1: Carrying Capacity, find the Strength score between 20 and 29 that has the same number in the “ones” digit as the creature’s Strength score does and multiply the numbers in that for by 4 for every ten points the creature’s strength is above the score for that row.

Armor and Encumbrance for Other Base Speeds: The table below provides reduced speed figures for all base speeds from 20 feet to 100 feet (in 10-foot increments).

Base Speed	Reduced Speed	Base Speed	Reduced Speed
20 ft.	15 ft.	70 ft.	50 ft.
30 ft.	20 ft.	80 ft.	55 ft.
40 ft.	30 ft.	90 ft.	60 ft.
50 ft.	35 ft.	100 ft.	70 ft.
60 ft.	40 ft.		

7.3 Movement

There are three movement scales, as follows.

- Tactical, for combat, measured in feet (or squares) per round.
- Local, for exploring an area, measured in feet per minute.

- Overland, for getting from place to place, measured in miles per hour or miles per day.

Modes of Movement:.

While moving at the different movement scales, creatures generally walk, hustle, or run.

Walk: A walk represents unhurried but purposeful movement at 3 miles per hour for an unencumbered human.

Hustle: A hustle is a jog at about 6 miles per hour for an unencumbered human. A character moving his or her speed twice in a single round, or moving that speed in the same round that he or she performs a standard action or another move action is hustling when he or she moves.

Run (x3): Moving three times speed is a running pace for a character in heavy armor. It represents about 9 miles per hour for a human in heavy armor.

Run (x4): Moving four times speed is a running pace for a character in light, medium, or no armor. It represents about 12 miles per hour for an unencumbered human, or 8 miles per hour for a human in medium armor.

Tactical Movement. Use tactical movement for combat. Characters generally don't walk during combat—they hustle or run. A character who moves his or her speed and takes some action is hustling for about half the round and doing something else the other half.

Hampered Movement.

Difficult terrain, obstacles, or poor visibility can hamper movement. When movement is hampered, each square moved into usually counts as two squares, effectively reducing the distance that a character can cover in a move.

If more than one condition applies, multiply together all additional costs that apply. (This is a specific exception to the normal rule for doubling)

In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (1 square). In such a case, you may use a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally. (You can't take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to you.)

You can't run or charge through any square that would hamper your movement.

Local Movement. Characters exploring an area use local movement, measured in feet per minute.

Walk: A character can walk without a problem on the local scale.

Hustle: A character can hustle without a problem on the local scale. See Overland

Movement, below, for movement measured in miles per hour.

Run: A character with a Constitution score of 9 or higher can run for a minute without a problem. Generally, a character can run for a minute or two before having to rest for a minute.

Overland Movement.

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

Walk: A character can walk 8 hours in a day of travel without a problem. Walking for longer than that can wear him or her out (see Forced March, below).

Hustle: A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of nonlethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any nonlethal damage from hustling becomes fatigued.

A fatigued character can't run or charge and takes a penalty of -2 to Strength and Dexterity. Eliminating the nonlethal damage also eliminates the fatigue.

Run: A character can't run for an extended period of time.

Attempts to run and rest in cycles effectively work out to a hustle.

Terrain: The terrain through which a character travels affects how much distance he or she can cover in an hour or a day (see Table 7.3.3: Terrain and Overland Movement). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths.

Forced March: In a day of normal walking, a character walks for 8 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.

Mounted Movement: A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not nonlethal damage.

Table 7.3.1: Movement and Distance

	Speed			
	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)¹				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)				
Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	—	—	—	—
One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	—	—	—	—
Run	—	—	—	—

¹ Tactical movement is often measured in squares on the battle grid (1 square = 5 feet) rather than feet.

Table 7.3.2: Hampered Movement	
Condition	Additional Movement Cost
Difficult terrain	x2
Obstacle ¹	x2
Poor visibility	x2
Impassable	—

¹ May require a skill check

The creature can also be ridden in a forced march, but its Constitution checks automatically fail, and, again, the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches.

See Table 7.3.4: Mounts and Vehicles for mounted speeds and

Table 7.3.3: Terrain and Overland Movement

Terrain	High-way	Road or Trail	Trackless
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Mountains	x3/4	x3/4	x1/2
Plains	x1	x1	x3/4
Swamp	x1	x3/4	x1/2

Table 7.3.4: Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light horse or light warhorse	6 miles	48 miles
Light horse (151–450 lb.) ¹	4 miles	32 miles
Light warhorse (231–690 lb.) ¹	4 miles	32 miles
Heavy horse or heavy warhorse	5 miles	40 miles
Heavy horse (201–600 lb.) ¹	3-1/2 miles	28 miles
Heavy warhorse (301–900 lb.) ¹	3-1/2 miles	28 miles
Pony or warpony	4 miles	32 miles
Pony (76–225 lb.) ¹	3 miles	24 miles
Warpony (101–300 lb.) ¹	3 miles	24 miles
Donkey or mule	3 miles	24 miles
Donkey (51–150 lb.) ¹	2 miles	16 miles
Mule (231–690 lb.) ¹	2 miles	16 miles
Cart or wagon	2 miles	16 miles
Ship		
Raft or barge (poled or towed) ²	1/2 mile	5 miles
Keelboat (rowed) ²	1 mile	10 miles
Sailing ship (sailed)	2 miles	48 miles

¹ Quadrupeds, such as horses, can carry heavier loads than characters can. See Carrying Capacity, above, for more information.

² Rafts, barges, and keelboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

speeds for vehicles pulled by draft animals.

Waterborne Movement. See Table 7.3.4: Mounts and Vehicles for speeds for water vehicles.

Moving in Three Dimensions

Tactical Aerial Movement: Once movement becomes three-dimensional and involves turning in midair and maintaining a minimum velocity to stay aloft, it gets more complicated. Most flying creatures have to slow down at least a little to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying creature has a maneuverability, as shown on Table 7.3.5: Maneuverability. The entries on the table are defined below.

Minimum Forward Speed: If a flying creature fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall doesn't bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed on a DC 20 Reflex save to recover. Otherwise it falls another 300 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

Hover: The ability to stay

in one place while airborne.

Move Backward: The ability to move backward without turning around.

Reverse: A creature with good maneuverability uses up 5 feet of its speed to start flying backward.

Turn: How much the creature can turn after covering the stated distance.

Turn in Place: A creature with good or average maneuverability can use some of its speed to turn in place.

Maximum Turn: How much the creature can turn in any one space.

Up Angle: The angle at which the creature can climb.

Up Speed: How fast the creature can climb.

Down Angle: The angle at which the creature can descend.

Down Speed: A flying creature can fly down at twice its normal flying speed.

Between Down and Up: An average, poor, or clumsy flier must fly level for a minimum distance after descending and before climbing. Any flier can begin descending after a climb without an intervening distance of level flight.

Evasion and Pursuit. In round-by-round movement, simply counting off squares, it's impossible for a slow character to get away from a determined fast character without

Table 7.3.5: Maneuverability					
	Maneuverability				
	Perfect	Good	Average	Poor	Clumsy
Minimum forward speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Move backward	Yes	Yes	No	No	No
Reverse	Free	–5 ft.	No	No	No
Turn	Any	90°/5 ft.	45°/5 ft.	45°/5 ft.	45°/10 ft.
Turn in place	Any	+90°/–5 ft.	+45°/–5 ft.	No	No
Maximum turn	Any	Any	90°	45°	45°
Up angle	Any	Any	60°	45°	45°
Up speed	Full	Half	Half	Half	Half
Down angle	Any	Any	Any	45°	45°
Down speed	Double	Double	Double	Double	Double
Between down and up	0	0	5 ft.	10 ft.	20 ft.

mitigating circumstances. Likewise, it’s no problem for a fast character to get away from a slower one.

When the speeds of the two concerned characters are equal, there’s a simple way to resolve a chase: If one creature is pursuing another, both are moving at the same speed, and the chase continues for at least a few rounds, have them make opposed Dexterity checks to see who is the faster over those rounds. If the creature being chased wins, it escapes. If the pursuer wins, it catches the fleeing creature.

Sometimes a chase occurs overland and could last all day, with the two sides only occasionally getting glimpses of each other at a distance. In the case of a long chase, an opposed Constitution check made by all parties determines which can keep pace the longest. If the creature being chased rolls the highest, it gets away. If not, the chaser runs down

its prey, outlasting it with stamina.

Moving Around in Squares. In general, when the characters aren’t engaged in round-by-round combat, they should be able to move anywhere and in any manner that you can imagine real people could. A 5-foot square, for instance, can hold several characters; they just can’t all fight effectively in that small space. The rules for movement are important for combat, but outside combat they can impose unnecessary hindrances on character activities.

7.4 Exploration

Vision and Light. Dwarves and half-giants have darkvision, but everyone else needs light to see by. See Table 7.4.1: Light Sources and Illumination for the radius that a light source illuminates and how long it lasts.

In an area of bright light, all characters can see clearly. A creature can't hide in an area of bright light unless it is invisible or has cover.

In an area of shadowy illumination, a character can see dimly. Creatures within this area have concealment relative to that character. A creature in an area of shadowy illumination can make a Hide check to conceal itself.

In areas of darkness, creatures without darkvision are effectively blinded. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (all opponents have total concealment), loses any Dexterity bonus to AC, takes a -2 penalty to AC, moves at half speed, and takes a -4 penalty on Perceive checks requiring vision and most Strength and Dexterity-based skill checks.

Table 7.4.1: Light Sources and Illumination

Object	Bright	Shadowy	Duration
Candle	n/a ¹	5 ft.	1 hr.
Lamp, common	15 ft.	30 ft.	6 hr./pint
Lantern, hooded	30 ft.	60 ft.	6 hr./pint
Torch	20 ft.	40 ft.	1 hr.
Sorcery	Bright	Shadowy	Duration
Daylight	60 ft.	120 ft.	30 min.
Light	20 ft.	40 ft.	10 min.

¹ A candle does not provide bright illumination, only shadowy illumination.

Characters with low-light vision (elves and half-elves) can see objects twice as far away as the given radius. Double the effective radius

of bright light and of shadowy illumination for such characters.

Characters with darkvision (dwarves and half-giants) can see lit areas normally as well as dark areas within 60 feet. A creature can't hide within 60 feet of a character with darkvision unless it is invisible or has cover.

Breaking and Entering. When attempting to break an object, you have two choices: smash it with a weapon or break it with sheer strength.

Smashing an Object. Smashing a weapon or shield with a slashing or bludgeoning weapon is accomplished by the sunder special attack. Smashing an object is a lot like sundering a weapon or shield, except that your attack roll is opposed by the object's AC. Generally, you can smash an object only with a bludgeoning or slashing weapon.

Armor Class: Objects are easier to hit than creatures because they usually don't move, but many are tough enough to shrug off some damage from each blow. An object's Armor Class is equal to 10 + its size modifier + its Dexterity modifier. An inanimate object has not only a Dexterity of 0 (-5 penalty to AC), but also an additional -2 penalty to its AC. Furthermore, if you take a full-round action to line up a shot, you get an automatic hit with a melee weapon and a +5 bonus on attack rolls with a ranged weapon.

Hardness: Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see Table 7.4.2: Common Armor, Weapon, and Shield Hardness and Hit Points; Table 7.4.3: Substance Hardness and Hit Points; and Table 7.4.5: Object Hardness and Hit Points).

Hit Points: An object's hit point total depends on what it is made of and how big it is (see Table 7.4.2: Common Armor, Weapon, and Shield Hardness and Hit Points; Table 7.4.3: Substance Hardness and Hit Points; and Table 7.4.5: Object Hardness and Hit Points). When an object's hit points reach 0, it's ruined.

Very large objects have separate hit point totals for different sections.

Energy Attacks: Acid and sonic attacks deal damage to most objects just as they do to creatures; roll damage and apply it normally after a successful hit. Electricity and fire attacks deal half damage to most objects; divide the damage dealt by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage dealt by 4 before applying the hardness.

Ranged Weapon Damage: Objects take half damage from

ranged weapons (unless the weapon is a siege engine or something similar). Divide the damage dealt by 2 before applying the object's hardness.

Ineffective Weapons: Certain weapons just can't effectively deal damage to certain objects.

Immunities: Objects are immune to nonlethal damage and to critical hits. Even animated objects, which are otherwise considered creatures, have these immunities because they are constructs.

Magic Armor, Shields, and Weapons: Each +1 of enhancement bonus adds 2 to the hardness of armor, a weapon, or a shield and +10 to the item's hit points.

Vulnerability to Certain Attacks: Certain attacks are especially successful against some objects. In such cases, attacks deal double their normal damage and may ignore the object's hardness.

Damaged Objects: A damaged object remains fully functional until the item's hit points are reduced to 0, at which point it is destroyed.

Damaged (but not destroyed) objects can be repaired with the Craft skill.

Saving Throws: Nonmagical, unattended items never make saving throws. They are considered to have failed their saving throws, so they always are affected by sorceries. An item attended by a character (being grasped, touched,

or worn) makes saving throws as the character (that is, using the character's saving throw bonus). Magic items always get saving throws. A magic item's Fortitude, Reflex, and Will save bonuses are equal to 2 + one-half its caster level. An attended magic item either makes saving throws as its owner or uses its own saving throw bonus, whichever is better.

Animated Objects: Animated objects count as creatures for purposes of determining their Armor Class (do not treat them as inanimate objects).

Breaking Items. When a character tries to break something with sudden force rather than by dealing damage, use a Strength check (rather than an attack roll and damage roll, as with the sunder special attack) to see whether he or she succeeds. The DC depends more on the construction of the item than on the material.

If an item has lost half or more of its hit points, the DC to break it drops by 2.

Larger and smaller creatures get size bonuses and size penalties on Strength checks to break open doors as follows: Fine -16, Diminutive -12, Tiny -8, Small -4, Large +4, Huge +8, Gargantuan +12, Colossal +16.

A crowbar or portable ram improves a character's chance of breaking open a door.

Table 7.4.2: Common Armor, Weapon, and Shield Hardness and Hit Points		
Weapon or Shield	Hardness	HP ¹
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	special ²	armor bonus x 5
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light bronze shield	10	10
Heavy bronze shield	10	20
¹ The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.		
² Varies by material; see Table 7.4.3: Substance Hardness and Hit Points.		

Table 7.4.3: Substance Hardness and Hit Points		
Substance	Hardness	Hit Points
Paper or cloth	0	2/inch of thickness
Rope	0	2/inch of thickness
Glass	1	1/inch of thickness
Ice	0	3/inch of thickness
Leather or hide	2	5/inch of thickness
Wood	5	10/inch of thickness
Stone	8	15/inch of thickness
Iron or bronze	10	30/inch of thickness

Table 7.4.4: Size and Armor Class of Objects	
Size	AC Modifier
Colossal	−8
Gargantuan	−4
Huge	−2
Large	−1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Table 7.4.5: Object Hardness and Hit Points			
Object	Hardness	Hit Points	Break DC
Rope (1 inch diam.)	0	2	23
Simple wooden door	5	10	13
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Unbaked Mud-brick wall	5	70	25
Baked brick wall	8	90	35
Masonry wall (3 ft. thick)	8	200	40
Unworked stone (5 ft. Thick)	8	800	65
Bronze Manacles	9	9	24
Bronze door (2 in. thick)	10	60	28

Table 7.4.6: DCs to Break or Burst Items	
Strength Check to:	DC
Break down simple door	13
Break down good door	18
Break down strong door	23
Burst rope bonds	23
Bend bronze bars	24
Break down barred door	25
Break down bronze door	28

7.5 Conditions

As player characters adventure, confront obstacles and engage in combat, they will often become subject to conditions that can dramatically restrict their abilities to fight or use certain skills. This section explains many of these conditions.

If more than one condition affects a character, apply them all. If certain effects can't combine, apply the most severe effect.

Ability Damaged: The character has temporarily lost 1 or more ability score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious. Ability damage is different from penalties to ability scores, which go away when the conditions causing them go away.

Ability Drained: The character has permanently lost 1 or more ability score points. The character can regain these points only through magical means. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

Blinded: The character cannot see. He takes a -2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Perceive checks with a visual component and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and certain Perceive checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Blown Away: Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet. A flying creature that is blown away is blown back 2d6 x 10 feet and takes 2d6 points of nonlethal damage due to battering and buffering.

Checked: Prevented from

achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.

Confused: A *confused* character's actions are determined by rolling d% at the beginning of his turn: 01–10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11–20, act normally; 21–50, do nothing but babble incoherently; 51–70, flee away from caster at top possible speed; 71–100, attack nearest creature (for this purpose, a familiar counts as part of the subject's self). A *confused* character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *confused* character. Any *confused* character who is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes. A *confused* character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Cowering: The character is frozen in fear and can take no actions. A cowering character takes a -2 penalty to Armor Class and loses her Dexterity bonus (if any).

Dazed: The creature is unable to act normally. A dazed

creature can take no actions, but has no penalty to AC. A dazed condition typically lasts 1 round.

Dazzled: The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a -1 penalty on attack rolls and Perceive checks.

Dead: The character's hit points are reduced to -10, his Constitution drops to 0, or he is killed outright by a sorcery or effect. The character's soul leaves his body. Dead characters cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, but magic that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the sorcery or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies.

Deafened: A deafened character cannot hear. She takes a -4 penalty on initiative checks, automatically fails any Perceive checks that rely solely on hearing, and has a 20% chance of sorcery failure when casting sorceries with verbal components. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

Disabled: A character with 0 hit points, or one who has negative

hit points but has become stable and conscious, is disabled. A disabled character may take a single move action or standard action each round (but not both, nor can she take full-round actions). She moves at half speed. Taking move actions doesn't risk further injury, but performing any standard action (or any other action the DM deems strenuous, including some free actions such as casting a quickened sorcery) deals 1 point of damage after the completion of the act. Unless the action increased the disabled character's hit points, she is now in negative hit points and dying.

A disabled character with negative hit points recovers hit points naturally if she is being helped. Otherwise, each day she has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, she loses 1 hit point. Once an unaided character starts recovering hit points naturally, she is no longer in danger of losing hit points (even if her current hit points are negative).

Dying: A dying character is unconscious and near death. She has -1 to -9 current hit points. A dying character can take no actions and is unconscious. At the end of each round (starting with the round in which the character dropped below 0 hit points), the character rolls d% to see whether she becomes stable. She has a 10% chance to become stable. If she does not, she loses

1 hit point. If a dying character reaches -10 hit points, she is dead.

Energy Drained: The character gains one or more negative levels, which might permanently drain the character's levels. If the subject has at least as many negative levels as Hit Dice, he dies. Each negative level gives a creature the following penalties: -1 penalty on attack rolls, saving throws, skill checks, ability checks; loss of 5 hit points; and -1 to effective level (for determining the power, duration, DC, the maximum level of allowed sorceries, and other details of sorceries or special abilities).

Entangled: The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity. An entangled character who attempts to cast a sorcery must make a Sorcery check (DC 15 + the spell's level) or lose the sorcery.

Exhausted: An exhausted character moves at half speed and takes a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fascinated: A fascinated creature is entranced by a supernatural or sorcerous effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a -4 penalty on skill checks made as reactions, such as Perceive checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a sorcery, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the sorcery as a standard action.

Fatigued: A fatigued character can neither run nor charge and takes a -2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Flat-Footed: A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his Dexterity bonus to AC (if any) and cannot make attacks of opportunity.

Frightened: A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature

takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including sorceries, to flee; indeed, the creature must use such means if they are the only way to escape.

Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

Grappling: Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappling character can undertake only a limited number of actions. He does not threaten any squares, and loses his Dexterity bonus to AC (if any) against opponents he isn't grappling.

Helpless: A helpless character is paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A helpless target is treated as having a Dexterity of 0 (-5 modifier). Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks get no special bonus against helpless targets.

As a full-round action, an enemy can use a melee weapon to deliver a coup de grace to a helpless foe. An enemy can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. If the defender survives, he must make a Fortitude

save (DC 10 + damage dealt) or die.

Delivering a coup de grace provokes attacks of opportunity.

Creatures that are immune to critical hits do not take critical damage, nor do they need to make Fortitude saves to avoid being killed by a coup de grace.

Incorporeal: Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, sorceries, sorcery-like effects, or supernatural effects.

Invisible: Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to AC (if any). (See Invisibility, under Special Abilities.)

Knocked Down: Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 x 10 feet.

Nauseated: Experiencing stomach distress. Nauseated creatures are unable to attack, cast sorceries, concentrate on sorceries, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Panicked: A panicked

creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a -2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including sorcery, to flee; indeed, the creature must use such means if they are the only way to escape.

Panicked is a more extreme state of fear than shaken or frightened.

Paralyzed: A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature—ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares.

Petrified: A petrified character has been turned to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the

body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent hit point loss and/or debilitation.

Pinned: Held immobile (but not helpless) in a grapple.

Prone: The character is on the ground. An attacker who is prone has a -4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a -4 penalty to AC against melee attacks.

Standing up is a move-equivalent action that provokes an attack of opportunity.

Shaken: A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks. Shaken is a less severe state of fear than frightened or panicked.

Sickened: The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Stable: A character who was dying but who has stopped losing hit points and still has negative hit points is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character (such as a Heal check or magical healing), then the character

no longer loses hit points. He has a 10% chance each hour of becoming conscious and disabled (even though his hit points are still negative).

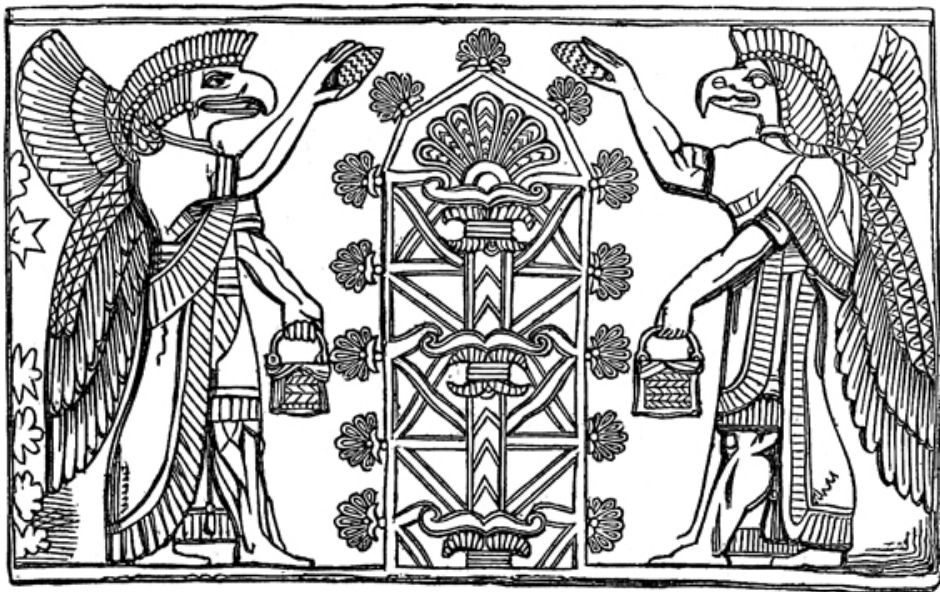
If the character became stable on his own and hasn't had help, he is still at risk of losing hit points. Each hour, he has a 10% chance of becoming conscious and disabled. Otherwise he loses 1 hit point.

Staggered: A character whose nonlethal damage exactly equals his current hit points is staggered. A staggered character may take a single move action or standard action each round (but not both, nor can she take full-round actions).

A character whose current hit points exceed his nonlethal damage is no longer staggered; a character whose nonlethal damage exceeds his hit points becomes unconscious.

Stunned: A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses his Dexterity bonus to AC (if any).

Unconscious: Knocked out and helpless. Unconsciousness can result from having current hit points between -1 and -9, or from nonlethal damage in excess of current hit points.



8.0 Combat

How Combat Works. Combat is cyclical; everybody acts in turn in a regular cycle of rounds.

Combat follows this sequence:

1. Each combatant starts out flat-footed. Once a combatant acts, he or she is no longer flat-footed.

2. Determine which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds of combat begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one action (either a standard action or a move action) during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.

3. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round of combat.

4. Combatants act in initiative order (highest to lowest).

5. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

8.1 Combat Statistics

This section summarizes the statistics that determine success in combat, and then details how to use them.

Attack Roll. An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 and add your attack bonus. (Other modifiers may also apply to this roll.) If your result equals or beats the target's Armor Class, you hit and deal damage.

Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on an attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit.

Attack Bonus. Your attack bonus with a melee weapon is:

Total skill bonus for that fighting type + Strength modifier + size modifier.

With a ranged weapon, your attack bonus is:

Total skill bonus for that fighting type + Dexterity modifier + size modifier + range penalty.

Table 8.1: Size Modifiers			
Size	Size Modifier	Size	Size Modifier
Colossal	−8	Small	+1
Gargantuan	−4	Tiny	+2
Huge	−2	Diminutive	+4
Large	−1	Fine	+8
Medium	+0		

Damage. When your attack succeeds, you deal damage. The

type of weapon used determines the amount of damage you deal. Effects that modify weapon damage apply to unarmed strikes and the natural physical attack forms of creatures.

Damage reduces a target's current hit points.

Minimum Damage: If penalties reduce the damage result to less than 1, a hit still deals 1 point of damage.

Strength Bonus: When you hit with a melee or thrown weapon, including a sling, add your Strength modifier to the damage result. A Strength penalty, but not a bonus, applies on attacks made with a bow.

Off-Hand Weapon: When you deal damage with a weapon in your off hand, you add only 1/2 your Strength bonus.

Wielding a Weapon Two-Handed: When you deal damage with a weapon that you are wielding two-handed, you add 1-1/2 times your Strength bonus. However, you don't get this higher Strength bonus when using a light weapon with two hands.

Multiplying Damage: Sometimes you multiply damage by some factor, such as on a critical hit. Roll the damage (with all modifiers) multiple times and total the results. Note: When you multiply damage more than once, each multiplier works off the original, unmultiplied damage.

Exception: Extra damage

dice over and above a weapon's normal damage are never multiplied.

Ability Damage: Certain creatures and magical effects can cause temporary ability damage (a reduction to an ability score).

Armor Class. Your Armor Class (AC) represents how hard it is for opponents to land a solid, damaging blow on you. It's the attack roll result that an opponent needs to achieve to hit you. Your AC is equal to the following: 10 + armor bonus + shield bonus + Dexterity modifier + size modifier.

Note that armor limits your Dexterity bonus, so if you're wearing armor, you might not be able to apply your whole Dexterity bonus to your AC.

Sometimes you can't use your Dexterity bonus (if you have one). If you can't react to a blow, you can't use your Dexterity bonus to AC. (If you don't have a Dexterity bonus, nothing happens.)

Other Modifiers: Many other factors modify your AC.

Enhancement Bonuses: Enhancement effects make your armor better.

Deflection Bonus: Magical deflection effects ward off attacks and improve your AC.

Natural Armor: Natural armor improves your AC.

Dodge Bonuses: Some other AC bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation

that denies you your Dexterity bonus also denies you dodge bonuses. (Wearing armor, however, does not limit these bonuses the way it limits a Dexterity bonus to AC.) Unlike most sorts of bonuses, dodge bonuses stack with each other.

Touch Attacks: Some attacks disregard armor, including shields and natural armor. In these cases, the attacker makes a touch attack roll (either ranged or melee). When you are the target of a touch attack, your AC doesn't include any armor bonus, shield bonus, or natural armor bonus. All other modifiers, such as your size modifier, Dexterity modifier, and deflection bonus (if any) apply normally.

Hit Points. When your hit point total reaches 0, you're disabled. When it reaches -1, you're dying. When it gets to -10, you're dead.

Speed. Your speed tells you how far you can move in a round and still do something, such as attack or cast a sorcery. Your speed depends mostly on your race (in *Fantastic BFJB*) and what armor you're wearing.

Dwarves and halflings have a speed of 20 feet (4 squares), or 15 feet (3 squares) when wearing medium or heavy armor (except for dwarves, who move 20 feet in any armor).

Humans, elves, half-elves, half-giants and god-touched have a speed of 30 feet (6 squares), or 20 feet

(4 squares) in medium or heavy armor.

If you use two move actions in a round (sometimes called a "double move" action), you can move up to double your speed. If you spend the entire round to run all out, you can move up to quadruple your speed (or triple if you are in heavy armor).

Saving Throws. Generally, when you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your class, level, and an ability score. Your saving throw modifier is: Base save bonus + ability modifier.

Saving Throw Types: The three different kinds of saving throws are Fortitude, Reflex, and Will:

Fortitude: These saves measure your ability to stand up to physical punishment or attacks against your vitality and health. Apply your Constitution modifier to your Fortitude saving throws.

Reflex: These saves test your ability to dodge area attacks. Apply your Dexterity modifier to your Reflex saving throws.

Will: These saves reflect your resistance to mental influence as well as many magical effects. Apply your Wisdom modifier to your Will saving throws.

Saving Throw Difficulty Class: The DC for a save is

determined by the attack itself.

Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure (and may cause damage to exposed items; see *Items Surviving after a Saving Throw*). A natural 20 (the d20 comes up 20) is always a success.

Initiative. At the start of a battle, each combatant makes an initiative check. An initiative check is a Dexterity check. Each character applies his or her Dexterity modifier to the roll. Characters act in order, counting down from highest result to lowest. In every round that follows, the characters act in the same order (unless a character takes an action that results in his or her initiative changing; see *Special Initiative Actions*).

If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

Flat-Footed: At the start of a battle, before you have had a chance to act (specifically, before your first regular turn in the initiative order), you are flat-footed. You can't use your Dexterity bonus to AC (if any) while flat-footed.

A flat-footed character can't make attacks of opportunity.

Inaction: Even if you can't take actions, you retain your initiative score for the duration of the encounter.

Surprise. When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

Determining Awareness: Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.

Determining awareness may call for a Perceive skill check or other checks.

The Surprise Round: If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a standard action during the surprise round. You can also take free actions during the surprise round. If no one or everyone is surprised, no surprise round occurs.

Unaware Combatants: Combatants who are unaware at the start of battle don't get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet, so they

lose any Dexterity bonus to AC.

Attacks of Opportunity.

Sometimes a combatant in a melee lets her guard down. In this case, combatants near her can take advantage of her lapse in defense to attack her for free. These free attacks are called attacks of opportunity.

Threatened Squares: You threaten all squares into which you can make a melee attack, even when it is not your action. Generally, that means everything in all squares adjacent to your space (including diagonally). An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from you. If you're unarmed, you don't normally threaten any squares and thus can't make attacks of opportunity.

Reach Weapons: Most creatures of Medium or smaller size have a reach of only 5 feet. This means that they can make melee attacks only against creatures up to 5 feet (1 square) away. However, Small and Medium creatures wielding reach weapons threaten more squares than a typical creature. In addition, most creatures larger than Medium have a natural reach of 10 feet or more.

Provoking an Attack of Opportunity: Two kinds of actions can provoke attacks of opportunity: moving out of a threatened square and performing an action within a threatened square.

Moving: Moving out of a threatened square usually provokes an attack of opportunity from the threatening opponent. There are two common methods of avoiding such an attack—the 5-foot-step and the withdraw action (see below).

Performing a Distracting Act: Some actions, when performed in a threatened square, provoke attacks of opportunity as you divert your attention from the battle. Table: Actions in Combat notes many of the actions that provoke attacks of opportunity.

Remember that even actions that normally provoke attacks of opportunity may have exceptions to this rule.

Making an Attack of Opportunity: An attack of opportunity is a single melee attack, and you can only make one per round. You don't have to make an attack of opportunity if you don't want to.

An experienced character gets additional regular melee attacks (by using the full attack action), but at a lower attack bonus. You make your attack of opportunity, however, at your normal attack bonus—even if you've already attacked in the round.

An attack of opportunity "interrupts" the normal flow of actions in the round. If an attack of opportunity is provoked, immediately resolve the attack of opportunity, then continue with the next character's turn

(or complete the current turn, if the attack of opportunity was provoked in the midst of a character's turn).

8.2 Actions in Combat

The Combat Round. Each round represents 6 seconds in the game world. A round presents an opportunity for each character involved in a combat situation to take an action.

Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions. (For exceptions, see Attacks of Opportunity and Special Initiative Actions.)

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from one round to the same initiative count in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

Action Types. An action's type essentially tells you how long the action takes to perform (within the framework of the 6-second combat round) and how movement is treated. There are four types of actions:

standard actions, move actions, full-round actions, and free actions.

In a normal round, you can perform a standard action and a move action, or you can perform a full-round action. You can also perform one or more free actions.

You can always take a move action in place of a standard action. In some situations (such as in a surprise round), you may be limited to taking only a single move action or standard action.

Standard Action: A standard action allows you to do something, most commonly make an attack or cast a sorcery. See Table 8.2: Actions in Combat for other standard actions.

Move Action: A move action allows you to move your speed or perform an action that takes a similar amount of time. See Table 8.2: Actions in Combat.

You can take a move action in place of a standard action. If you move no actual distance in a round (commonly because you have swapped your move for one or more equivalent actions), you can take one 5-foot step either before, during, or after the action.

Full-Round Action: A full-round action consumes all your effort during a round. The only movement you can take during a full-round action is a 5-foot step before, during, or after the action. You can also perform free actions (see below).

Some full-round actions do not allow you to take a 5-foot step.

Some full-round actions can be taken as standard actions, but only in situations when you are limited to performing only a standard action during your round. The descriptions of specific actions, below, detail which actions allow this option.

Free Action: Free actions consume a very small amount of time and effort. You can perform one or more free actions while taking another action normally. However, there are reasonable limits on what you can really do for free.

Not an Action: Some activities are so minor that they are not even considered free actions. They literally don't take any time at all to do and are considered an inherent part of doing something else.

Restricted Activity: In some situations, you may be unable to take a full round's worth of actions. In such cases, you are restricted to taking only a single standard action or a single move action (plus free actions as normal). You can't take a full-round action (though you can start or complete a full-round action by using a standard action; see below).

Table 8.2: Actions in Combat	
Standard Action	Attack of Opportunity ¹
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes

Activate a magic item other than a potion or oil	No
Aid another	Maybe ²
Bull rush	Yes
Cast a sorcery (1 standard action casting time)	Yes
Concentrate to maintain an active sorcery	No
Dismiss a sorcery	No
Draw a hidden weapon	No
Drink a potion or apply an oil	Yes
Escape a grapple	No
Feint	No
Lower sorcery resistance	No
Make a dying friend stable (see Heal skill)	Yes
Overrun	No
Read a tablet	Yes
Ready (triggers a standard action)	No
Total defense	No
Use extraordinary ability	No
Use skill that takes 1 action	Usually
Use sorcery-like ability	Yes
Use supernatural ability	No
Move Action	Attack of Opportunity¹
Move	Yes
Control a frightened mount	Yes
Direct or redirect an active sorcery	No
Draw a weapon ³	No
Open or close a door	No
Mount a horse or dismount	No
Move a heavy object	Yes
Pick up an item	Yes
Sheathe a weapon	Yes
Stand up from prone	Yes
Ready or loose a shield	No
Retrieve a stored item	Yes
Full-Round Action	Attack of Opportunity¹
Full attack	No
Charge ⁴	No
Deliver coup de grace	Yes
Escape from a net	Yes
Extinguish flames	No
Light a torch	Yes
Prepare to throw splash weapon	Yes
Run	Yes
Use skill that takes 1 round	Usually

Use touch sorcery on up to six friends	Yes
Withdraw ⁴	No
Free Action	Attack of Opportunity¹
Cease concentration on a sorcery	No
Drop an item	No
Drop to the floor	No
Speak	No
No Action	Attack of Opportunity¹
Delay	No
5-foot step	No
Action Type Varies	
Disarm ⁵	Yes
Grapple ⁵	Yes
Trip an opponent ⁵	Yes
1 Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.	
2 If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.	
3 If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move.	
4 May be taken as a standard action if you are limited to taking only a single action in a round.	
5 These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.	

8.2.1 Standard Actions

Attack. Making an attack is a standard action.

Melee Attacks: With a normal melee weapon, you can strike any opponent within 5 feet. (Opponents within 5 feet are considered adjacent to you.) Some melee weapons have reach, as indicated in their descriptions. With a typical reach weapon, you can strike opponents 10 feet away, but you can't strike adjacent foes (those within 5 feet).

Unarmed Attacks: Striking for damage with punches,

kicks, and head butts is much like attacking with a melee weapon, except for the following:

Attacks of Opportunity: Attacking unarmed provokes an attack of opportunity from the character you attack, provided she is armed. The attack of opportunity comes before your attack. An unarmed attack does not provoke attacks of opportunity from other foes nor does it provoke an attack of opportunity from an unarmed foe.

An unarmed character can't take attacks of opportunity (but see "Armed" Unarmed Attacks, below). "Armed" Unarmed Attacks: Sometimes a character's or creature's unarmed attack counts as an armed attack. A sorcerer delivering a touch attack sorcery, and a creature with natural physical weapons all count as being armed.

Note that being armed counts for both offense and defense (the character can make attacks of opportunity).

Unarmed Strike Damage: An unarmed strike from a Medium character deals 1d3 points of damage (plus your Strength modifier, as normal). A Small character's unarmed strike deals 1d2 points of damage, while a Large character's unarmed strike deals 1d4 points of damage. All damage from unarmed strikes is nonlethal damage. Unarmed strikes count as light weapons (for purposes of two-weapon attack penalties and so on).

Dealing Lethal Damage:

You can specify that your unarmed strike will deal lethal damage before you make your attack roll, but you take a -4 penalty on your attack roll.

Ranged Attacks: With a ranged weapon, you can shoot or throw at any target that is within the weapon's maximum range and in line of sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is ten range increments. Some ranged weapons have shorter maximum ranges, as specified in their descriptions.

Attack Rolls: An attack roll represents your attempts to strike your opponent. Your attack roll is 1d20 + your total skill bonus with the weapon you're using. If the result is at least as high as the target's AC, you hit and deal damage. Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit.

Damage Rolls: If the attack roll result equals or exceeds the target's AC, the attack hits and you deal damage. Roll the appropriate damage for your weapon. Damage is deducted from the target's current hit points.

Multiple Attacks: A character who can make more than

one attack per round must use the full attack action (see Full-Round Actions, below) in order to get more than one attack.

Shooting or Throwing into a Melee: If you shoot or throw a ranged weapon at a target engaged in melee with a friendly character, you take a -4 penalty on your attack roll. Two characters are engaged in melee if they are enemies of each other and either threatens the other. (An unconscious or otherwise immobilized character is not considered engaged unless he is actually being attacked.)

If your target (or the part of your target you're aiming at, if it's a big target) is at least 10 feet away from the nearest friendly character, you can avoid the -4 penalty, even if the creature you're aiming at is engaged in melee with a friendly character.

Fighting Defensively as a Standard Action: You can choose to fight defensively when attacking. If you do so, you take a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

Critical Hits: When you make an attack roll and get a natural 20 (the d20 shows 20), you hit regardless of your target's Armor Class, and you have scored a threat. The hit might be a critical hit (or "crit"). To find out if it's a critical hit, you immediately make a critical roll—another attack roll with all the

same modifiers as the attack roll you just made. If the critical roll also results in a hit against the target's AC, your original hit is a critical hit. (The critical roll just needs to hit to give you a crit. It doesn't need to come up 20 again.) If the critical roll is a miss, then your hit is just a regular hit.

A critical hit means that you roll your damage more than once, with all your usual bonuses, and add the rolls together. Unless otherwise specified, the threat range for a critical hit on an attack roll is 20, and the multiplier is x2.

Exception: Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.

Increased Threat Range: Sometimes your threat range is greater than 20. That is, you can score a threat on a lower number. In such cases, a roll of lower than 20 is not an automatic hit. Any attack roll that doesn't result in a hit is not a threat.

Increased Critical Multiplier: Some weapons deal better than double damage on a critical hit.

Sorceries and Critical Hits: A sorcery that requires an attack roll can score a critical hit. A sorcerous attack that requires no attack roll cannot score a critical hit.

Cast a Sorcery (in Fantasy BFB). Most sorceries require 1

standard action to cast. You can cast such a sorcery either before or after you take a move action.

Note: You retain your Dexterity bonus to AC while casting.

Concentration: You must concentrate to cast a sorcery. If you can't concentrate you can't cast a sorcery. If you start casting a sorcery but something interferes with your concentration you must make a Sorcery check or lose the sorcery. The check's DC depends on what is threatening your concentration. If you fail, the sorcery fizzles with no effect and you have lost the sorcery points that would have been used had your casting been successful.

Concentrating to Maintain a Sorcery: Some sorceries require continued concentration to keep them going. Concentrating to maintain a sorcery is a standard action that doesn't provoke an attack of opportunity. Anything that could break your concentration when casting a sorcery can keep you from concentrating to maintain it. If your concentration breaks, the sorcery ends.

Casting Time: Most sorceries have a casting time of 1 standard action. A sorcery cast in this manner immediately takes effect.

Attacks of Opportunity: Generally, if you cast a sorcery, you provoke attacks of opportunity from threatening enemies. If you take damage from an attack of opportunity, you must make a Sorcery check

(DC 10 + points of damage taken + sorcery level) or lose the sorcery. Sorceries that require only a free action to cast don't provoke attacks of opportunity.

Casting on the Defensive:

Casting a sorcery while on the defensive does not provoke an attack of opportunity. It does, however, require a Sorcery check (DC 15 + spell level) to pull off. Failure means that you lose the sorcery.

Touch Sorceries in Combat: Many sorceries have a range of touch. To use these sorceries, you cast the sorcery and then touch the subject, either in the same round or any time later. In the same round that you cast the sorcery, you may also touch (or attempt to touch) the target. You may take your move before casting the sorcery, after touching the target, or between casting the sorcery and touching the target. You can automatically touch one friend or use the sorcery on yourself, but to touch an opponent, you must succeed on an attack roll.

Touch Attacks: Touching an opponent with a touch sorcery is considered to be an armed attack and therefore does not provoke attacks of opportunity. However, the act of casting a sorcery does provoke an attack of opportunity. Touch attacks come in two types: melee touch attacks and ranged touch attacks. You can score critical hits with either type of attack. Your opponent's AC against a touch attack does not include any

armor bonus, shield bonus, or natural armor bonus. His size modifier, Dexterity modifier, and deflection bonus (if any) all apply normally.

Holding the Charge: If you don't discharge the sorcery in the round when you cast the sorcery, you can hold the discharge of the sorcery (hold the charge) indefinitely. You can continue to make touch attacks round after round. You can touch one friend as a standard action or up to six friends as a full-round action. If you touch anything or anyone while holding a charge, even unintentionally, the sorcery discharges. If you cast another sorcery, the touch sorcery dissipates. Alternatively, you may make a normal unarmed attack (or an attack with a natural weapon) while holding a charge. In this case, you aren't considered armed and you provoke attacks of opportunity as normal for the attack. (If your unarmed attack or natural weapon attack doesn't provoke attacks of opportunity, neither does this attack.) If the attack hits, you deal normal damage for your unarmed attack or natural weapon and the sorcery discharges. If the attack misses, you are still holding the charge.

Dismiss a Sorcery: Dismissing an active sorcery is a standard action that doesn't provoke attacks of opportunity.

Activate Magic Item. Many magic items don't need to be activated. However, certain magic items

need to be activated, especially potions, tablets, wands, rods, and staves. Activating a magic item is a standard action (unless the item description indicates otherwise).

Sorcery Completion Items:

Activating a sorcery completion item is the equivalent of casting a sorcery. It requires concentration and provokes attacks of opportunity. You lose the sorcery if your concentration is broken, and you can attempt to activate the item while on the defensive, as with casting a sorcery.

Sorcery Trigger, Command Word, or Use-Activated Items: Activating any of these kinds of items does not require concentration and does not provoke attacks of opportunity.

Use Special Ability. Using a special ability is usually a standard action, but whether it is a standard action, a full-round action, or not an action at all is defined by the ability.

Sorcery-Like Abilities: Using a sorcery-like ability works like casting a sorcery in that it requires concentration and provokes attacks of opportunity. Sorcery-like abilities can be disrupted. If your concentration is broken, the attempt to use the ability fails, but the attempt counts as if you had used the ability. The casting time of a sorcery-like ability is 1 standard action, unless the ability description notes otherwise.

Using a Sorcery-Like Ability

on the Defensive: You may attempt to use a sorcery-like ability on the defensive, just as with casting a sorcery. If the Sorcery check (DC 15 + sorcery level) fails, you can't use the ability, but the attempt counts as if you had used the ability.

Supernatural Abilities: Using a supernatural ability is usually a standard action (unless defined otherwise by the ability's description). Its use cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity.

Extraordinary Abilities: Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration, and do not provoke attacks of opportunity.

Total Defense. You can defend yourself as a standard action. You get a +4 dodge bonus to your AC for 1 round. Your AC improves at the start of this action. You can't combine total defense with fighting defensively. You can't make attacks of opportunity while using total defense.

Start/Complete Full-Round Action. The "start full-round action" standard action lets you start undertaking a full-round

action, which you can complete in the following round by using another standard action. You can't use this action to start or complete a full attack, charge, run, or withdraw.

8.2.2 Move Actions

With the exception of specific movement-related skills, most move actions don't require a check.

Move. The simplest move action is moving your speed. If you take this kind of move action during your turn, you can't also take a 5-foot step.

Many nonstandard modes of movement are covered under this category, including climbing (up to one-quarter of your speed) and swimming (up to one-quarter of your speed).

Accelerated Climbing: You can climb one-half your speed as a move action by accepting a -5 penalty on your Climb check.

Crawling: You can crawl 5 feet as a move action. Crawling incurs attacks of opportunity from any attackers who threaten you at any point of your crawl.

Draw or Sheathe a Weapon. Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires a move action. This action also applies to weapon-like objects carried in easy reach, such as wands. If your weapon or weapon-like object is stored in a pack or

otherwise out of easy reach, treat this action as retrieving a stored item. If you have a base attack bonus of +1 or higher, you may draw a weapon as a free action combined with a regular move.

Drawing ammunition for use with a ranged weapon (such as arrows or sling bullets) is a free action.

Ready or Loose a Shield. Strapping a shield to your arm to gain its shield bonus to your AC, or unstrapping and dropping a shield so you can use your shield hand for another purpose, requires a move action. If you have a base attack bonus of +1 or higher, you can ready or loose a shield as a free action combined with a regular move.

Dropping a carried (but not worn) shield is a free action.

Manipulate an Item. In most cases, moving or manipulating an item is a move action. This includes retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door. Examples of this kind of action, along with whether they incur an attack of opportunity, are given in Table 8.2: Actions in Combat.

Direct or Redirect a Sorcery. Some sorceries allow you to redirect the effect to new targets or areas after you cast them. Redirecting

a sorcery requires a move action and does not provoke attacks of opportunity or require concentration.

Stand Up. Standing up from a prone position requires a move action and provokes attacks of opportunity.

Mount/Dismount a Steed. Mounting or dismounting from a steed requires a move action.

Fast Mount or Dismount: You can mount or dismount as a free action with a DC 20 Ride check (your armor check penalty, if any, applies to this check). If you fail the check, mounting or dismounting is a move action instead. (You can't attempt a fast mount or fast dismount unless you can perform the mount or dismount as a move action in the current round.)

8.2.3 Full-Round Actions

A full-round action requires an entire round to complete. Thus, it can't be coupled with a standard or a move action, though if it does not involve moving any distance, you can take a 5-foot step.

Full Attack. If you get more than one attack per round because your base attack bonus is high enough, because you fight with two weapons or a double weapon or for some special reason you must use a full-round action to get your additional attacks. You do not need to specify the targets

of your attacks ahead of time. You can see how the earlier attacks turn out before assigning the later ones.

The only movement you can take during a full attack is a 5-foot step. You may take the step before, after, or between your attacks.

If you get multiple attacks because your base attack bonus is high enough, you must make the attacks in order from highest bonus to lowest. If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first.

Deciding between an Attack or a Full Attack: After your first attack, you can decide to take a move action instead of making your remaining attacks, depending on how the first attack turns out. If you've already taken a 5-foot step, you can't use your move action to move any distance, but you could still use a different kind of move action.

Fighting Defensively as a Full-Round Action: You can choose to fight defensively when taking a full attack action. If you do so, you take a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

Cast a Sorcery. A sorcery that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began

casting the sorcery. You then act normally after the sorcery is completed.

A sorcery that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a sorcery as a full-round action). These actions must be consecutive and uninterrupted, or the sorcery automatically fails.

When you begin a sorcery that takes 1 round or longer to cast, you must continue the invocations, gestures, and concentration from one round to just before your turn in the next round (at least). If you lose concentration after starting the sorcery and before it is complete, you lose the sorcery.

You only provoke attacks of opportunity when you begin casting a sorcery, even though you might continue casting for at least one full round. While casting a sorcery, you don't threaten any squares around you.

This action is otherwise identical to the cast a sorcery action described under Standard Actions.

Use Special Ability. Using a special ability is usually a standard action, but some may be full-round actions, as defined by the ability.

Withdraw. Withdrawing from melee combat is a full-round action. When you withdraw, you can

move up to double your speed. The square you start out in is not considered threatened by any opponent you can see, and therefore visible enemies do not get attacks of opportunity against you when you move from that square. (Invisible enemies still get attacks of opportunity against you, and you can't withdraw from combat if you're blinded.) You can't take a 5-foot step during the same round in which you withdraw.

If, during the process of withdrawing, you move out of a threatened square (other than the one you started in), enemies get attacks of opportunity as normal.

You may not withdraw using a form of movement for which you don't have a listed speed.

Note that despite the name of this action, you don't actually have to leave combat entirely.

Restricted Withdraw: If you are limited to taking only a standard action each round you can withdraw as a standard action. In this case, you may move up to your speed (rather than up to double your speed).

Run. You can run as a full-round action. (If you do, you do not also get a 5-foot step.) When you run, you can move up to four times your speed in a straight line (or three times your speed if you're in heavy armor).

You can run for a number

of rounds equal to your Constitution score, but after that you must make a DC 10 Constitution check to continue running. You must check again each round in which you continue to run, and the DC of this check increases by 1 for each check you have made. When you fail this check, you must stop running. A character who has run to his limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move no faster than a normal move action.

You can't run across difficult terrain or if you can't see where you're going.

A run represents a speed of about 12 miles per hour for an unencumbered human.

Move 5 Feet through Difficult Terrain. In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (a single square). In such a case, you may spend a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally.

8.2.4 Free Actions

Free actions don't take any time at all, though there may be limits to the number of free actions you can perform in a turn. Free actions rarely incur attacks

of opportunity. Some common free actions are described below.

Drop an Item. Dropping an item in your space or into an adjacent square is a free action.

Drop Prone. Dropping to a prone position in your space is a free action.

Speak. In general, speaking is a free action that you can perform even when it isn't your turn. Speaking more than few sentences is generally beyond the limit of a free action.

Cease Concentration on Sorcery. You can stop concentrating on an active sorcery as a free action.

8.2.5 Miscellaneous Actions

Take 5-Foot Step. You can move 5 feet in any round when you don't perform any other kind of movement. Taking this 5-foot step never provokes an attack of opportunity. You can't take more than one 5-foot step in a round, and you can't take a 5-foot step in the same round when you move any distance.

You can take a 5-foot step before, during, or after your other actions in the round.

You can only take a 5-foot-step if your movement isn't hampered by difficult terrain or darkness. Any creature with a speed of 5 feet or less can't take a 5-foot step, since

moving even 5 feet requires a move action for such a slow creature.

You may not take a 5-foot step using a form of movement for which you do not have a listed speed.

Use Skill. Most skill uses are standard actions, but some might be move actions, full-round actions, free actions, or something else entirely.

The individual skill descriptions tell you what sorts of actions are required to perform skills.

8.3 Injury and Death

Your hit points measure how hard you are to kill. No matter how many hit points you lose, your character isn't hindered in any way until your hit points drop to 0 or lower.

Loss of Hit Points. The most common way that your character gets hurt is to take lethal damage and lose hit points.

What Hit Points Represent: Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one.

Effects of Hit Point Damage: Damage doesn't slow you down until your current hit points reach 0 or lower. At 0 hit points, you're disabled.

At from -1 to -9 hit points, you're dying.

At -10 or lower, you're dead.

Massive Damage: If you ever sustain a single attack deals 50 points of damage or more and it doesn't kill you outright, you must make a DC 15 Fortitude save. If this saving throw fails, you die regardless of your current hit points. If you take 50 points of damage or more from multiple attacks, no one of which dealt 50 or more points of damage itself, the massive damage rule does not apply.

Disabled (0 Hit Points). When your current hit points drop to exactly 0, you're disabled.

You can only take a single move or standard action each turn (but not both, nor can you take full-round actions). You can take move actions without further injuring yourself, but if you perform any standard action (or any other strenuous action) you take 1 point of damage after the completing the act. Unless your activity increased your hit points, you are now at -1 hit points, and you're dying.

Healing that raises your hit points above 0 makes you fully functional again, just as if you'd never been reduced to 0 or fewer hit points.

You can also become disabled when recovering from dying. In this case, it's a step toward recovery, and you can have fewer than 0 hit points (see *Stable Characters and Recovery*, below).

Dying (-1 to -9 Hit Points).

When your character's current hit points drop to between -1 and -9 inclusive, he's dying.

A dying character immediately falls unconscious and can take no actions.

A dying character loses 1 hit point every round. This continues until the character dies or becomes stable (see below).

Dead (-10 Hit Points or Lower). When your character's current hit points drop to -10 or lower, or if he takes massive damage (see above), he's dead. A character can also die from taking ability damage or suffering an ability drain that reduces his Constitution to 0.

Stable Characters and Recovery. On the next turn after a character is reduced to between -1 and -9 hit points and on all subsequent turns, roll d% to see whether the dying character becomes stable. He has a 10% chance of becoming stable. If he doesn't, he loses 1 hit point. (A character who's unconscious or dying can't use any special action that changes the initiative count on which his action occurs.)

If the character's hit points drop to -10 or lower, he's dead.

You can keep a dying character from losing any more hit points and make him stable with a DC 15 Heal check. If any sort of healing cures the dying character

of even 1 point of damage, he stops losing hit points and becomes stable.

Healing that raises the dying character's hit points to 0 makes him conscious and disabled. Healing that raises his hit points to 1 or more makes him fully functional again, just as if he'd never been reduced to 0 or lower. A sorcerer retains the sorcerous capability she had before dropping below 0 hit points.

A stable character who has been tended by a healer or who has been magically healed eventually regains consciousness and recovers hit points naturally. If the character has no one to tend him, however, his life is still in danger, and he may yet slip away.

Recovering with Help: One hour after a tended, dying character becomes stable, roll d%. He has a 10% chance of becoming conscious, at which point he is disabled (as if he had 0 hit points). If he remains unconscious, he has the same chance to revive and become disabled every hour. Even if unconscious, he recovers hit points naturally. He is back to normal when his hit points rise to 1 or higher.

Recovering without Help: A severely wounded character left alone usually dies. He has a small chance, however, of recovering on his own.

A character who becomes stable on his own (by making the 10%

roll while dying) and who has no one to tend to him still loses hit points, just at a slower rate. He has a 10% chance each hour of becoming conscious. Each time he misses his hourly roll to become conscious, he loses 1 hit point. He also does not recover hit points through natural healing.

Even once he becomes conscious and is disabled, an unaided character still does not recover hit points naturally. Instead, each day he has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, he loses 1 hit point.

Once an unaided character starts recovering hit points naturally, he is no longer in danger of naturally losing hit points (even if his current hit point total is negative).

Healing. After taking damage, you can recover hit points through natural healing or through magical healing. In any case, you can't regain hit points past your full normal hit point total.

Natural Healing: With a full night's rest (8 hours of sleep or more), you recover 1 hit point per character level. Any significant interruption during your rest prevents you from healing that night.

If you undergo complete bed rest for an entire day and night, you recover twice your character level in hit points.

Magical Healing: Various abilities and sorceries can restore hit

points.

Healing Limits: You can never recover more hit points than you lost. Magical healing won't raise your current hit points higher than your full normal hit point total.

Healing Ability Damage: Ability damage is temporary, just as hit point damage is. Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score.

Temporary Hit Points.

Certain effects give a character temporary hit points. When a character gains temporary hit points, note his current hit point total. When the temporary hit points go away the character's hit points drop to his current hit point total. If the character's hit points are below his current hit point total at that time, all the temporary hit points have already been lost and the character's hit point total does not drop further.

When temporary hit points are lost, they cannot be restored as real hit points can be, even by magic.

Increases in Constitution Score and Current Hit Points: An increase in a character's Constitution score, even a temporary one, can give her more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored and they are not

lost first as temporary hit points are.

Nonlethal Damage. Certain attacks deal nonlethal damage. Other effects, such as heat or being exhausted, also deal nonlethal damage. When you take nonlethal damage, keep a running total of how much you've accumulated. *Do not deduct the nonlethal damage number from your current hit points.* It is not “real” damage. Instead, when your nonlethal damage equals your current hit points, you're staggered, and when it exceeds your current hit points, you fall unconscious. It doesn't matter whether the nonlethal damage equals or exceeds your current hit points because the nonlethal damage has gone up or because your current hit points have gone down.

Nonlethal Damage with a Weapon that Deals Lethal Damage: You can use a melee weapon that deals lethal damage to deal nonlethal damage instead, but you take a –4 penalty on your attack roll.

Lethal Damage with a Weapon that Deals Nonlethal Damage: You can use a weapon that deals nonlethal damage, including an unarmed strike, to deal lethal damage instead, but you take a –4 penalty on your attack roll.

Staggered and Unconscious: When your nonlethal damage equals your current hit points, you're staggered. You can only take a standard action or a move action in each

round. You cease being staggered when your current hit points once again exceed your nonlethal damage.

When your nonlethal damage exceeds your current hit points, you fall unconscious. While unconscious, you are helpless.

Sorcerors who fall unconscious retain any sorcerous ability they had before going unconscious.

Healing Nonlethal Damage: You heal nonlethal damage at the rate of 1 hit point per hour per character level. When a sorcery or a magical power cures hit point damage, it also removes an equal amount of nonlethal damage.

8.4 Movement, Position, and Distance

Miniatures are on the 30mm scale—a miniature figure of a six-foot-tall human is approximately 30mm tall. A square on the battle grid is 1 inch across, representing a 5-foot-by-5-foot area.

Tactical Movement. Your speed is determined by your race and your armor (see Table 8.4.1: Tactical Speed). Your speed while unarmored is your base land speed.

Encumbrance: A character encumbered by carrying a large amount of gear, treasure, or fallen comrades may move slower than normal.

Hampered Movement: Difficult terrain, obstacles, or poor visibility can hamper movement.

Movement in Combat: Generally, you can move your speed in a round and still do something (take a move action and a standard action).

If you do nothing but move (that is, if you use both of your actions in a round to move your speed), you can move double your speed.

If you spend the entire round running, you can move quadruple your speed. If you do something that requires a full round you can only take a 5-foot step.

Bonuses to Speed: Many sorceries and magic items can affect a character's speed. Always apply any modifiers to a character's speed before adjusting the character's speed based on armor or encumbrance, and remember that multiple bonuses of the same type to a character's speed don't stack.

Table 8.4.1: Tactical Speed		
Race	No Armor or Light Armor	Medium or Heavy Armor
Human, elf, half-elf, half-giant	30 ft.(6 squares)	20 ft.(4 squares)
Dwarf	20 ft.(4 squares)	20 ft.(4 squares)
Halfling	20 ft.(4 squares)	15 ft.(3 squares)

Measuring Distance. When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2, and so on.

You can't move diagonally past a corner (even by taking a 5-foot step). You can move diagonally past a creature, even an opponent.

You can also move diagonally past other impassable obstacles, such as pits.

Closest Creature: When it's important to determine the closest square or creature to a location, if two squares or creatures are equally close, randomly determine which one counts as closest by rolling a die.

Moving through a Square. You can move through a square occupied by a friendly character, unless you are charging. When you move through a square occupied by a friendly character, that character doesn't provide you with cover.

Opponent: You can't move through a square occupied by an opponent, unless the opponent is helpless. You can move through a square occupied by a helpless opponent without penalty. (Some creatures, particularly very large ones, may present an obstacle even when helpless. In such cases, each square you move through counts as 2 squares.)

Ending Your Movement: You can't end your movement in the same square as another creature unless it is helpless.

Overrun: During your movement you can attempt to move through a square occupied by an opponent.

Tumbling: A trained character

can attempt to tumble through a square occupied by an opponent (see the Gymnastics skill).

Very Small Creature: A Fine, Diminutive, or Tiny creature can move into or through an occupied square. The creature provokes attacks of opportunity when doing so.

Square Occupied by Creature Three Sizes Larger or Smaller: Any creature can move through a square occupied by a creature three size categories larger than it is.

A big creature can move through a square occupied by a creature three size categories smaller than it is.

Designated Exceptions: Some creatures break the above rules. A creature that completely fills the squares it occupies cannot be moved past, even with the Gymnastics skill or similar special abilities.

Terrain and Obstacles. Difficult terrain hampers movement. Each square of difficult terrain counts as 2 squares of movement. (Each diagonal move into a difficult terrain square counts as 3 squares.) You can't run or charge across difficult terrain.

If you occupy squares with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow.

Flying and incorporeal creatures are not hampered by difficult terrain.

Obstacles: Like difficult terrain, obstacles can hamper movement.

If an obstacle hampers movement but doesn't completely block it each obstructed square or obstacle between squares counts as 2 squares of movement. You must pay this cost to cross the barrier, in addition to the cost to move into the square on the other side. If you don't have sufficient movement to cross the barrier and move into the square on the other side, you can't cross the barrier. Some obstacles may also require a skill check to cross.

On the other hand, some obstacles block movement entirely. A character can't move through a blocking obstacle.

Flying and incorporeal creatures can avoid most obstacles.

Squeezing: In some cases, you may have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. Each move into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space you take a -4 penalty on attack rolls and a -4 penalty to AC.

When a Large creature (which normally takes up four squares) squeezes into a space that's one square wide, the creature's miniature figure occupies two squares, centered on the line between the two squares. For a bigger creature, center the creature

likewise in the area it squeezes into.

A creature can squeeze past an opponent while moving but it can't end its movement in an occupied square.

To squeeze through or into a space less than half your space's width, you must use the Escape Artist skill. You can't attack while using Escape Artist to squeeze through or into a narrow space, you take a -4 penalty to AC, and you lose any Dexterity bonus to AC.

Special Movement Rules.

These rules cover special movement situations.

Accidentally Ending Movement in an Illegal Space: Sometimes a character ends its movement while moving through a space where it's not allowed to stop. When that happens, put your miniature in the last legal position you occupied, or the closest legal position, if there's a legal position that's closer.

Double Movement Cost: When your movement is hampered in some way, your movement usually costs double. For example, each square of movement through difficult terrain counts as 2 squares, and each diagonal move through such terrain counts as 3 squares (just as two diagonal moves normally do).

If movement cost is doubled twice, then each square counts as 4 squares (or as 6 squares if moving diagonally). If movement cost is doubled three times, then each

square counts as 8 squares (12 if diagonal) and so on. This is an exception to the general rule that two doublings are equivalent to a tripling.

Minimum Movement: Despite penalties to movement, you can take a full-round action to move 5 feet (1 square) in any direction, even diagonally. (This rule doesn't allow you to move through impassable terrain or to move when all movement is prohibited.) Such movement provokes attacks of opportunity as normal (despite the distance covered, this move isn't a 5-foot step).

Big and Little Creatures in Combat. Creatures smaller than Small or larger than Medium have special rules relating to position.

Tiny, Diminutive, and Fine Creatures: Very small creatures take up less than 1 square of space. This means that more than one such creature can fit into a single square. A Tiny creature typically occupies a space only 2-1/2 feet across, so four can fit into a single square. Twenty-five Diminutive creatures or 100 Fine creatures can fit into a single square. Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in melee. This provokes an attack of opportunity from the opponent. You

can attack into your own square if you need to, so you can attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them. You can move past them without provoking attacks of opportunity. They also can't flank an enemy.

Large, Huge, Gargantuan, and Colossal Creatures: Very large creatures take up more than 1 square. Creatures that take up more than 1 square typically have a natural reach of 10 feet or more, meaning that they can reach targets even if they aren't in adjacent squares.

Table 8.4.2: Creature Size and Scale		
Creature Size	Space ¹	Natural Reach ¹
Fine	1/2 ft.	0
Diminutive	1 ft.	0
Tiny	2-1/2 ft.	0
Small	5 ft.	5 ft.
Medium	5 ft.	5 ft.
Large (tall)	10 ft.	10 ft.
Large (long)	10 ft.	5 ft.
Huge (tall)	15 ft.	15 ft.
Huge (long)	15 ft.	10 ft.
Gargantuan (tall)	20 ft.	20 ft.
Gargantuan (long)	20 ft.	15 ft.
Colossal (tall)	30 ft.	30 ft.
Colossal (long)	30 ft.	20 ft.
¹ These values are typical for creatures of the indicated size. Some exceptions exist.		

Unlike when someone uses a reach weapon, a creature with greater than normal natural reach (more than 5 feet) still threatens squares adjacent to it. A creature with greater than normal natural reach usually

gets an attack of opportunity against you if you approach it, because you must enter and move within the range of its reach before you can attack it. (This attack of opportunity is not provoked if you take a 5-foot step.)

Large or larger creatures using reach weapons can strike up to double their natural reach but can't strike at their natural reach or less.

8.5 Combat Modifiers

Table 8.5.1: Attack Roll Modifiers		
Attacker is . . .	Melee	Ranged
Dazzled	−1	−1
Entangled	−2 ¹	−2 ¹
Flanking defender	+2	—
Invisible	+2 ²	+2 ²
On higher ground	+1	+0
Prone	−4	— ³
Shaken or frightened	−2	−2
Squeezing through a space	−4	−4
¹ An entangled character also takes a −4 penalty to Dexterity, which may affect his attack roll.		
² The defender loses any Dexterity bonus to AC. This bonus doesn't apply if the target is blinded.		
³ Most ranged weapons can't be used while the attacker is prone.		

Cover. To determine whether your target has cover from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that blocks line of effect or provides cover, or through a square occupied by a creature,

the target has cover (+4 to AC).

Table 8.5.2: Armor Class Modifiers		
Defender is . . .	Melee	Ranged
Behind cover	+4	+4
Blinded	–2 ¹	–2 ¹
Concealed or invisible	— See Concealment —	
Cowering	–2 ¹	–2 ¹
Entangled	+0 ²	+0 ²
Flat-footed (such as surprised, balancing, climbing)	+0 ¹	+0 ¹
Grappling (but attacker is not)	+0 ¹	+0 ^{1,3}
Helpless (such as paralyzed, sleeping, or bound)	–4 ⁴	+0 ⁴
Kneeling or sitting	–2	+2
Pinned	–4 ⁴	+0 ⁴
Prone	–4	+4
Squeezing through a space	–4	–4
Stunned	–2 ¹	–2 ¹
1 The defender loses any Dexterity bonus to AC.		
2 An entangled character takes a –4 penalty to Dexterity.		
3 Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to AC.		
4 Treat the defender’s Dexterity as 0 (–5 modifier).		

When making a melee attack against an adjacent target, your target has cover if any line from your square to the target’s square goes through a wall (including a low wall). When making a melee attack against a target that isn’t adjacent to you (such as with a reach weapon), use the rules for determining cover from ranged attacks.

Low Obstacles and Cover: A

low obstacle (such as a wall no higher than half your height) provides cover, but only to creatures within 30 feet (6 squares) of it. The attacker can ignore the cover if he’s closer to the obstacle than his target.

Cover and Attacks of Opportunity: You can’t execute an attack of opportunity against an opponent with cover relative to you.

Cover and Reflex Saves: Cover grants you a +2 bonus on Reflex saves against attacks that originate or burst out from a point on the other side of the cover from you. Note that spread effects can extend around corners and thus negate this cover bonus.

Cover and Sneaking Checks: You can use cover to make a Sneaking skill check. Without cover, you usually need concealment (see below) to make a Sneaking check.

Soft Cover: Creatures, even your enemies, can provide you with cover against ranged attacks, giving you a +4 bonus to AC. However, such soft cover provides no bonus on Reflex saves, nor does soft cover allow you to make a Sneaking check.

Big Creatures and Cover: Any creature with a space larger than 5 feet (1 square) determines cover against melee attacks slightly differently than smaller creatures do. Such a creature can choose any square that it occupies to determine if an opponent has cover against

its melee attacks. Similarly, when making a melee attack against such a creature, you can pick any of the squares it occupies to determine if it has cover against you.

Total Cover: If you don't have line of effect to your target he is considered to have total cover from you. You can't make an attack against a target that has total cover.

Varying Degrees of Cover: In some cases, cover may provide a greater bonus to AC and Reflex saves. In such situations the normal cover bonuses to AC and Reflex saves can be doubled (to +8 and +4, respectively). A creature with this improved cover effectively gains improved evasion against any attack to which the Reflex save bonus applies. Furthermore, improved cover provides a +10 bonus on Sneaking checks.

Concealment. To determine whether your target has concealment from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that provides concealment, the target has concealment.

When making a melee attack against an adjacent target, your target has concealment if his space is entirely within an effect that grants concealment. When making a melee attack against a target that isn't adjacent to you use the rules for determining concealment from ranged attacks.

In addition, some magical effects provide concealment against all attacks, regardless of whether any intervening concealment exists.

Concealment Miss Chance: Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. Multiple concealment conditions do not stack.

Concealment and Sneaking Checks: You can use concealment to make a Sneaking check. Without concealment, you usually need cover to make a Sneaking check.

Total Concealment: If you have line of effect to a target but not line of sight he is considered to have total concealment from you. You can't attack an opponent that has total concealment, though you can attack into a square that you think he occupies. A successful attack into a square occupied by an enemy with total concealment has a 50% miss chance (instead of the normal 20% miss chance for an opponent with concealment).

You can't execute an attack of opportunity against an opponent with total concealment, even if you know what square or squares the opponent occupies.

Ignoring Concealment: Concealment isn't always effective. A shadowy area or darkness doesn't provide any concealment against an

opponent with darkvision. Characters with low-light vision can see clearly for a greater distance with the same light source than other characters. Although invisibility provides total concealment, sighted opponents may still make Perceive checks to notice the location of an invisible character. An invisible character gains a +20 bonus on Sneaking checks if moving, or a +40 bonus on Sneaking checks when not moving (even though opponents can't see you, they might be able to figure out where you are from other visual clues).

Varying Degrees of Concealment: Certain situations may provide more or less than typical concealment, and modify the miss chance accordingly.

Flanking. When making a melee attack, you get a +2 flanking bonus if your opponent is threatened by a character or creature friendly to you on the opponent's opposite border or opposite corner.

When in doubt about whether two friendly characters flank an opponent in the middle, trace an imaginary line between the two friendly characters' centers. If the line passes through opposite borders of the opponent's space (including corners of those borders), then the opponent is flanked.

Exception: If a flanker takes up more than 1 square, it gets the flanking bonus if any square it occupies counts for flanking.

Only a creature or character that threatens the defender can help an attacker get a flanking bonus.

Creatures with a reach of 0 feet can't flank an opponent.

Helpless Defenders. A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy.

Regular Attack: A helpless character takes a -4 penalty to AC against melee attacks, but no penalty to AC against ranged attacks.

A helpless defender can't use any Dexterity bonus to AC. In fact, his Dexterity score is treated as if it were 0 and his Dexterity modifier to AC as if it were -5 (and a rogue can sneak attack him).

Coup de Grace: As a full-round action, you can use a melee weapon to deliver a coup de grace to a helpless opponent. You can also use a bow, provided you are adjacent to the target. You automatically hit and score a critical hit. If the defender survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die. A rogue also gets her extra sneak attack damage against a helpless opponent when delivering a coup de grace.

Delivering a coup de grace provokes attacks of opportunity from threatening opponents.

You can't deliver a coup de grace against a creature that is immune to critical hits. You can

deliver a coup de grace against a creature with total concealment, but doing this requires two consecutive full-round actions (one to “find” the creature once you’ve determined what square it’s in, and one to deliver the coup de grace).

8.6 Special Attacks

Table 8.6.1: Special Attacks	
Special Attack	Brief Description
Aid another	Grant an ally a +2 bonus on attacks or AC
Bull rush	Push an opponent back 5 feet or more
Charge	Move up to twice your speed and attack with +2 bonus
Disarm	Knock a weapon from your opponent’s hands
Feint	Negate your opponent’s Dex bonus to AC
Grapple	Wrestle with an opponent
Overrun	Plow past or over an opponent as you move
Sunder	Strike an opponent’s weapon or shield
Throw splash weapon	Throw container of dangerous liquid at target
Trip	Trip an opponent
Two-weapon fighting	Fight with a weapon in each hand

Aid Another. In melee combat, you can help a friend attack or defend by distracting or interfering with an opponent. If you’re in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend as a standard action. You make an attack roll against AC 10. If you succeed, your friend gains either a +2 bonus on his next attack roll against that opponent or

a +2 bonus to AC against that opponent’s next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend, and similar bonuses stack.

You can also use this standard action to help a friend in other ways, such as when he is affected by a sorcery, or to assist another character’s skill check.

Bull Rush. You can make a bull rush as a standard action (an attack) or as part of a charge (see Charge, below). When you make a bull rush, you attempt to push an opponent straight back instead of damaging him. You can only bull rush an opponent who is one size category larger than you, the same size, or smaller.

Initiating a Bull Rush: First, you move into the defender’s space. Doing this provokes an attack of opportunity from each opponent that threatens you, including the defender. Any attack of opportunity made by anyone other than the defender against you during a bull rush has a 25% chance of accidentally targeting the defender instead, and any attack of opportunity by anyone other than you against the defender likewise has a 25% chance of accidentally targeting you. (When someone makes an attack of opportunity, make the attack roll and then roll to see whether the attack went astray.)

Second, you and the defender make opposed Strength checks.

You each add a +4 bonus for each size category you are larger than Medium or a –4 penalty for each size category you are smaller than Medium. You get a +2 bonus if you are charging. The defender gets a +4 bonus if he has more than two legs or is otherwise exceptionally stable.

Bull Rush Results: If you beat the defender's Strength check result, you push him back 5 feet. If you wish to move with the defender, you can push him back an additional 5 feet for each 5 points by which your check result is greater than the defender's check result. You can't, however, exceed your normal movement limit. (Note: The defender provokes attacks of opportunity if he is moved. So do you, if you move with him. The two of you do not provoke attacks of opportunity from each other, however.)

If you fail to beat the defender's Strength check result, you move 5 feet straight back to where you were before you moved into his space. If that space is occupied, you fall prone in that space.

Charge. Charging is a special full-round action that allows you to move up to twice your speed and attack during the action. However, it carries tight restrictions on how you can move.

Movement During a Charge: You must move before your attack, not after. You must move at least 10 feet (2 squares) and may move up to double your speed directly

toward the designated opponent.

You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles). Here's what it means to have a clear path. First, you must move to the closest space from which you can attack the opponent. (If this space is occupied or otherwise blocked, you can't charge.) Second, if any line from your starting space to the ending space passes through a square that blocks movement, slows movement, or contains a creature (even an ally), you can't charge. (Helpless creatures don't stop a charge.)

If you don't have line of sight to the opponent at the start of your turn, you can't charge that opponent.

You can't take a 5-foot step in the same round as a charge.

If you are able to take only a standard action or a move action on your turn, you can still charge, but you are only allowed to move up to your speed (instead of up to double your speed). You can't use this option unless you are restricted to taking only a standard action or move action on your turn.

Attacking on a Charge: After moving, you may make a single melee attack. You get a +2 bonus on the attack roll. and take a –2 penalty to your AC until the start of your next turn.

A charging character gets a

+2 bonus on the Strength check made to bull rush an opponent (see Bull Rush, above).

Even if you have extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, you only get to make one attack during a charge.

Weapons Readied against a Charge: Spears, tridents, and certain other piercing weapons deal double damage when readied (set) and used against a charging character.

Disarm. As a melee attack, you may attempt to disarm your opponent. If you do so with a weapon, you knock the opponent's weapon out of his hands and to the ground. If you attempt the disarm while unarmed, you end up with the weapon in your hand.

If you're attempting to disarm a melee weapon, follow the steps outlined here. If the item you are attempting to disarm isn't a melee weapon the defender may still oppose you with an attack roll, but takes a penalty and can't attempt to disarm you in return if your attempt fails.

Step 1: Attack of Opportunity. You provoke an attack of opportunity from the target you are trying to disarm. If the defender's attack of opportunity deals any damage, your disarm attempt fails.

Step 2: Opposed Rolls. You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed

weapon on a disarm attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a -4 penalty. (An unarmed strike is considered a light weapon, so you always take a penalty when trying to disarm an opponent by using an unarmed strike.) If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category. If the targeted item isn't a melee weapon, the defender takes a -4 penalty on the roll.

Step 3: Consequences. If you beat the defender, the defender is disarmed. If you attempted the disarm action unarmed, you now have the weapon. If you were armed, the defender's weapon is on the ground in the defender's square.

If you fail on the disarm attempt, the defender may immediately react and attempt to disarm you with the same sort of opposed melee attack roll. His attempt does not provoke an attack of opportunity from you. If he fails his disarm attempt, you do not subsequently get a free disarm attempt against him.

Grabbing Items: You can use a disarm action to snatch an item worn by the target. If you want to have the item in your hand, the disarm must be made as an unarmed attack.

If the item is poorly secured or otherwise easy to snatch or cut away the attacker gets a +4 bonus. Unlike on a normal disarm attempt, failing the attempt doesn't allow the

defender to attempt to disarm you. This otherwise functions identically to a disarm attempt, as noted above.

You can't snatch an item that is well secured unless you have pinned the wearer (see Grapple). Even then, the defender gains a +4 bonus on his roll to resist the attempt.

Feint. Feinting is a standard action. To feint, make a Bluff check opposed by a Perceive check by your target. The target may add his base attack bonus to this Perceive check. If your Bluff check result exceeds your target's Sense Motive check result, the next melee attack you make against the target does not allow him to use his Dexterity bonus to AC (if any). This attack must be made on or before your next turn.

When feinting in this way against a nonhumanoid you take a -4 penalty. Against a creature of animal Intelligence (1 or 2), you take a -8 penalty. Against a nonintelligent creature, it's impossible.

Feinting in combat does not provoke attacks of opportunity.

Grapple. Repeatedly in a grapple, you need to make opposed grapple checks against an opponent. A grapple check is like a melee attack roll. Your attack bonus on a grapple check is: your Fighting * Unarmed bonus + Strength modifier + special size modifier.

Special Size Modifier: The special size modifier for a grapple

check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small -4, Tiny -8, Diminutive -12, Fine -16. Use this number in place of the normal size modifier you use when making an attack roll.

Starting a Grapple: To start a grapple, you need to grab and hold your target. Starting a grapple requires a successful melee attack roll. If you get multiple attacks, you can attempt to start a grapple multiple times (at successively lower base attack bonuses).

Step 1: Attack of Opportunity. You provoke an attack of opportunity from the target you are trying to grapple. If the attack of opportunity deals damage, the grapple attempt fails. (Certain monsters do not provoke attacks of opportunity when they attempt to grapple.) If the attack of opportunity misses or fails to deal damage, proceed to Step 2.

Step 2: Grab. You make a melee touch attack to grab the target. If you fail to hit the target, the grapple attempt fails. If you succeed, proceed to Step 3.

Step 3: Hold. Make an opposed grapple check as a free action.

If you succeed, you and your target are now grappling, and you deal damage to the target as if with an unarmed strike.

If you lose, you fail to start the grapple. You automatically lose an attempt to hold if

the target is two or more size categories larger than you are.

In case of a tie, the combatant with the higher grapple check modifier wins. If this is a tie, roll again to break the tie.

Step 4: Maintain Grapple. To maintain the grapple for later rounds, you must move into the target's space. (This movement is free and doesn't count as part of your movement in the round.)

Moving, as normal, provokes attacks of opportunity from threatening opponents, but not from your target.

If you can't move into your target's space, you can't maintain the grapple and must immediately let go of the target. To grapple again, you must begin at Step 1.

Grappling Consequences: While you're grappling, your ability to attack others and defend yourself is limited.

No Threatened Squares: You don't threaten any squares while grappling.

No Dexterity Bonus: You lose your Dexterity bonus to AC (if you have one) against opponents you aren't grappling. (You can still use it against opponents you are grappling.)

No Movement: You can't move normally while grappling. You may, however, make an opposed grapple check (see below) to move while grappling.

If You're Grappling: When you are grappling (regardless of who started the grapple), you can perform any of the following actions. Some of these actions take the place of an attack (rather than being a standard action or a move action). If your base attack bonus allows you multiple attacks, you can attempt one of these actions in place of each of your attacks, but at successively lower base attack bonuses.

Activate a Magic Item: You can activate a magic item, as long as the item doesn't require a sorcery completion trigger. You don't need to make a grapple check to activate the item.

Attack Your Opponent: You can make an attack with an unarmed strike, natural weapon, or light weapon against another character you are grappling. You take a -4 penalty on such attacks.

You can't attack with two weapons while grappling, even if both are light weapons.

Cast a Sorcery: You can attempt to cast a sorcery while grappling or even while pinned (see below), provided its casting time is no more than 1 standard action, it has no somatic component, and you have in hand any material components or focuses you might need. Any sorcery that requires precise and careful action is impossible to cast while grappling or being pinned. If the sorcery is one that you can cast while grappling, you

must make a Sorcery check (DC 20 + sorcery level) or lose the sorcery. You don't have to make a successful grapple check to cast the sorcery.

Damage Your Opponent: While grappling, you can deal damage to your opponent equivalent to an unarmed strike. Make an opposed grapple check in place of an attack. If you win, you deal nonlethal damage as normal for your unarmed strike (1d3 points for Medium attackers or 1d2 points for Small attackers, plus Strength modifiers). If you want to deal lethal damage, you take a -4 penalty on your grapple check.

Draw a Light Weapon: You can draw a light weapon as a move action with a successful grapple check.

Escape from Grapple: You can escape a grapple by winning an opposed grapple check in place of making an attack. You can make an Escape Artist check in place of your grapple check if you so desire, but this requires a standard action. If more than one opponent is grappling you, your grapple check result has to beat all their individual check results to escape. (Opponents don't have to try to hold you if they don't want to.) If you escape, you finish the action by moving into any space adjacent to your opponent(s).

Move: You can move half your speed (bringing all others engaged in the grapple with you) by winning an opposed grapple check. This requires a standard action, and

you must beat all the other individual check results to move the grapple.

Note: You get a +4 bonus on your grapple check to move a pinned opponent, but only if no one else is involved in the grapple.

Retrieve a Sorcery Component: You can produce a sorcery component from your pouch while grappling by using a full-round action. Doing so does not require a successful grapple check.

Pin Your Opponent: You can hold your opponent immobile for 1 round by winning an opposed grapple check (made in place of an attack). Once you have an opponent pinned, you have a few options available to you (see below).

Break Another's Pin: If you are grappling an opponent who has another character pinned, you can make an opposed grapple check in place of an attack. If you win, you break the hold that the opponent has over the other character. The character is still grappling, but is no longer pinned.

Use Opponent's Weapon: If your opponent is holding a light weapon, you can use it to attack him. Make an opposed grapple check (in place of an attack). If you win, make an attack roll with the weapon with a -4 penalty (doing this doesn't require another action).

You don't gain possession of the weapon by performing this action.

If You're Pinning an Opponent: You can attempt to damage your opponent with an opposed grapple check, you can attempt to use your opponent's weapon against him, or you can attempt to move the grapple (all described above). At your option, you can prevent a pinned opponent from speaking.

You can use a disarm action to remove or grab away a well secured object worn by a pinned opponent, but he gets a +4 bonus on his roll to resist your attempt (see Disarm).

You may voluntarily release a pinned character as a free action; if you do so, you are no longer considered to be grappling that character (and vice versa).

You can't draw or use a weapon (against the pinned character or any other character), escape another's grapple, retrieve a sorcery component, pin another character, or break another's pin while you are pinning an opponent.

If You're Pinned by an Opponent: When an opponent has pinned you, you are held immobile (but not helpless) for 1 round. While you're pinned, you take a -4 penalty to your AC against opponents other than the one pinning you. At your opponent's option, you may also be unable to speak. On your turn, you can try to escape the pin by making an opposed grapple check in place of an attack. You can make an Escape Artist check in place of your grapple check if you want, but this requires a

standard action. If you win, you escape the pin, but you're still grappling.

Joining a Grapple: If your target is already grappling someone else, you can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against you, and your grab automatically succeeds. You still have to make a successful opposed grapple check to become part of the grapple.

If there are multiple opponents involved in the grapple, you pick one to make the opposed grapple check against.

Multiple Grapplers: Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one or more size categories smaller than you count for half, creatures that are one size category larger than you count double, and creatures two or more size categories larger count quadruple.

When you are grappling with multiple opponents, you choose one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to successfully escape, your grapple check must beat the check results of each opponent.

Overrun. You can attempt an overrun as a standard action taken during your move. (In general, you cannot take a standard action during a move; this is an exception.) With

an overrun, you attempt to plow past or over your opponent (and move through his square) as you move. You can only overrun an opponent who is one size category larger than you, the same size, or smaller. You can make only one overrun attempt per round.

If you're attempting to overrun an opponent, follow these steps.

Step 1: Attack of Opportunity. Since you begin the overrun by moving into the defender's space, you provoke an attack of opportunity from the defender.

Step 2: Opponent Avoids? The defender has the option to simply avoid you. If he avoids you, he doesn't suffer any ill effect and you may keep moving (You can always move through a square occupied by someone who lets you by.) The overrun attempt doesn't count against your actions this round (except for any movement required to enter the opponent's square). If your opponent doesn't avoid you, move to Step 3.

Step 3: Opponent Blocks? If your opponent blocks you, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus on the check for every size category he is larger than Medium or a -4 penalty for every size category he is smaller than Medium. The defender gets a +4 bonus

on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you knock the defender prone. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check (including the size modifiers noted above, but no other modifiers) to try to knock you prone.

Step 4: Consequences. If you succeed in knocking your opponent prone, you can continue your movement as normal. If you fail and are knocked prone in turn, you have to move 5 feet back the way you came and fall prone, ending your movement there. If you fail but are not knocked prone, you have to move 5 feet back the way you came, ending your movement there. If that square is occupied, you fall prone in that square.

Mounted Overrun (Trample): If you attempt an overrun while mounted, your mount makes the Strength check to determine the success or failure of the overrun attack (and applies its size modifier, rather than yours).

Sunder. You can use a melee attack with a slashing or bludgeoning weapon to strike a weapon or shield that your opponent is holding. If you're attempting to sunder a weapon or shield, follow the steps outlined here. (Attacking held objects other than weapons or shields is covered below.)

Step 1: Attack of Opportunity.

Table 8.6.2: Common Armor, Weapon, and Shield Hardness and Hit Points

Weapon or Shield	Hardness	HP ¹
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	special ²	armor bonus x 5
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light bronze shield	10	10
Heavy bronze shield	10	20

¹ The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.

² Varies by material.

You provoke an attack of opportunity from the target whose weapon or shield you are trying to sunder.

Step 2: Opposed Rolls. You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a sunder attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a –4 penalty.

If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

Step 3: Consequences. If you beat the defender, roll damage and deal it to the weapon or shield. See Table 8.6.2: Common Armor, Weapon, and Shield Hardness and Hit Points to determine how much damage you must deal to destroy the weapon or shield.

If you fail the sunder attempt, you don't deal any damage.

Sundering a Carried or Worn Object: You don't use an opposed attack roll to damage a carried or worn object. Instead, just make an attack roll against the object's AC. A carried or worn object's AC is equal to 10 + its size modifier + the Dexterity modifier of the carrying or wearing character. Attacking a carried or worn object provokes an attack of opportunity just as attacking a held object does. To attempt to snatch away an item worn by a defender rather than damage it, see Disarm. You can't sunder armor worn by another character.

Throw Splash Weapon. A splash weapon is a ranged weapon that breaks on impact, splashing or scattering its contents over its target and nearby creatures or objects. To attack with a splash weapon, make a ranged touch attack against the target. A hit deals direct hit damage to the target, and splash damage to all creatures within 5 feet of the

target.

You can instead target a specific grid intersection. Treat this as a ranged attack against AC 5. However, if you target a grid intersection, creatures in all adjacent squares are dealt the splash damage, and the direct hit damage is not dealt to any creature. (You can't target a grid intersection occupied by a creature, such as a Large or larger creature; in this case, you're aiming at the creature.)

If you miss the target (whether aiming at a creature or a grid intersection), roll 1d8. This determines the misdirection of the throw, with 1 being straight back at you and 2 through 8 counting clockwise around the grid intersection or target creature. Then, count a number of squares in the indicated direction equal to the range increment of the throw.

After you determine where the weapon landed, it deals splash damage to all creatures in adjacent squares.

Trip. You can try to trip an opponent as an unarmed melee attack. You can only trip an opponent who is one size category larger than you, the same size, or smaller.

Making a Trip Attack: Make an unarmed melee touch attack against your target. This provokes an attack of opportunity from your target as normal for unarmed attacks.

If your attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than Medium or a -4 penalty for every size category he is smaller than Medium. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you trip the defender. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check to try to trip you.

Avoiding Attacks of Opportunity: If you are tripping with a weapon (see below), you don't provoke an attack of opportunity for making a trip attack.

Being Tripped (Prone): A tripped character is prone. Standing up is a move action.

Tripping a Mounted Opponent: You may make a trip attack against a mounted opponent. The defender may make a Ride check in place of his Dexterity or Strength check. If you succeed, you pull the rider from his mount.

Tripping with a Weapon: Some weapons can be used to make trip attacks. In this case, you make a melee touch attack with the weapon instead of an unarmed melee touch attack, and you don't provoke an attack of opportunity.

If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

Two-Weapon Fighting. If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. You suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand when you fight this way. If your off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)

Table 8.6.3: Two-Weapon Fighting Penalties summarizes the interaction of all these factors.

Table 8.6.3: Two-Weapon Fighting Penalties		
Circumstances	Primary Hand	Off Hand
Normal penalties	–6	–10
Off-hand weapon is light	–4	–8

Double Weapons: You can use a double weapon to make an extra attack with the off-hand end of the weapon as if you were fighting with two weapons. The penalties apply as if the off-hand end of the weapon were a light weapon.

Thrown Weapons: The same rules apply when you throw a weapon from each hand. Treat a dart as a light weapon when used in this manner, and treat a javelin, net, or sling as a one-handed weapon.

8.7 Special Initiative Actions.

Here are ways to change when you act during combat by altering your place in the initiative order.

Delay. By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point.

You never get back the time you spend waiting to see what’s going to happen. You can’t, however, interrupt anyone else’s action (as you can with a readied action).

Initiative Consequences of Delaying: Your initiative result becomes the count on which you took the delayed action. If you come to your next action and have not yet performed an action, you don’t get to take a delayed action (though you can delay again).

If you take a delayed action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

Ready. The ready action lets you prepare to take an action later, after your turn is over but before your

next one has begun. Readying is a standard action. It does not provoke an attack of opportunity (though the action that you ready might do so).

Readying an Action: You can ready a standard action, a move action, or a free action. To do so, specify the action you will take and the conditions under which you will take it. Then, any time before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action. Your initiative result changes. For the rest of the encounter, your initiative result is the count on which you took the readied action, and you act immediately ahead of the character whose action triggered your readied action.

You can take a 5-foot step as part of your readied action, but only if you don't otherwise move any distance during the round.

Initiative Consequences of Readying: Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again). If you take your readied

action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

Distracting Sorcerors: You can ready an attack against a sorcerer with the trigger "if she starts casting a sorcery." If you damage the sorcerer, she may lose the sorcery she was trying to cast (as determined by her Sorcery check result).

Readying to Countersorcery: You may ready to countersorcery a sorcerer (often with the trigger "if she starts casting a sorcery"). In this case, when the sorcerer starts a sorcery, you get a chance to identify it with a Sorcery check (DC 15 + sorcery level). If you do, and can attempt to stymie the other sorcerer's sorcery. See Chapter 9, Magic.

Readying a Weapon against a Charge: You can ready certain piercing weapons, setting them to receive charges. A readied weapon of this type deals double damage if you score a hit with it against a charging character.

9.0 Sorcery

A sorcery is a one-time magical effect. Unlike many rule systems, sorceries in *BFJB* are available to all characters, provided they meet certain prerequisites. While temple scholars might develop several systems of classification based on a sorcery's intended effect, the system of categorization presented below, and in Chapter 10, is the one most prevalent in the thaumaturgical traditions of Fantastic Babylon.

9.1 Casting Sorceries

Choosing a Sorcery. First you must choose which sorcery to cast. Assuming you have previously learned one or more sorceries, you can select any sorcery you know, provided you are capable of casting sorceries of that level or higher.

To cast a sorcery, you must be able to speak (if the sorcery has a verbal component) or gesture (if it has a somatic component). Additionally, you must concentrate to cast a sorcery.

If a sorcery has multiple versions, you choose which version to use when you cast it. You don't have to learn a specific version of the sorcery.

Once you've cast a sorcery, you can cast it again and again provided you have the required sorcery points.

Concentration. To cast a sorcery, you must concentrate. If something interrupts your concentration

while you're casting, you must make a Sorcery check or lose the sorcery. The more distracting the interruption and the higher the level of the sorcery you are trying to cast, the higher the DC is. If you fail the check, you lose the sorcery just as if you had cast it to no effect.

Injury: If while trying to cast a sorcery you take damage, you must make a Sorcery check (DC 10 + points of damage taken + the level of the sorcery you're casting). If you fail the check, you lose the sorcery without effect. The interrupting event strikes during casting if it comes between when you start and when you complete a sorcery (for a sorcery with a casting time of 1 full round or more) or if it comes in response to your casting the sorcery (such as an attack of opportunity provoked by the sorcery or a contingent attack, such as a readied action).

If you are taking continuous damage half the damage is considered to take place while you are casting a sorcery. You must make a Sorcery check (DC 10 + 1/2 the damage that the continuous source last dealt + the level of the sorcery you're casting). If the last damage dealt was the last damage that the effect could deal then the damage is over, and it does not distract you.

Repeated damage does not count as continuous damage.

Sorcery: If you are affected by a sorcery while attempting to cast a sorcery of your own, you must

make a Sorcery check or lose the sorcery you are casting. If the sorcery affecting you deals damage, the DC is 10 + points of damage + the level of the sorcery you're casting.

If the sorcery interferes with you or distracts you in some other way, the DC is the sorcery's saving throw DC + the level of the sorcery you're casting. For a sorcery with no saving throw, it's the DC that the sorcery's saving throw would have if a save were allowed.

Grappling or Pinned: The only sorceries you can cast while grappling or pinned are those without somatic components and whose material components (if any) you have in hand. Even so, you must make a Sorcery check (DC 20 + the level of the sorcery you're casting) or lose the sorcery.

Vigorous Motion: If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, below-decks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a Sorcery check (DC 10 + the level of the sorcery you're casting) or lose the sorcery.

Violent Motion: If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, you must make a Sorcery check (DC 15 + the level of the sorcery

you're casting) or lose the sorcery.

Violent Weather: You must make a Sorcery check if you try to cast a sorcery in violent weather. If you are in a high wind carrying blinding rain or sleet, the DC is 5 + the level of the sorcery you're casting. If you are in wind-driven hail, dust, or debris, the DC is 10 + the level of the sorcery you're casting. In either case, you lose the sorcery if you fail the Sorcery check. If the weather is caused by a sorcery, use the rules in the sorcery subsection above.

Casting Defensively: If you want to cast a sorcery without provoking any attacks of opportunity, you must make a Sorcery check (DC 15 + the level of the sorcery you're casting) to succeed. You lose the sorcery if you fail.

Entangled: If you want to cast a sorcery while entangled in a net or while you're affected by a sorcery with similar effects, you must make a DC 15 Sorcery check to cast the sorcery. You lose the sorcery if you fail.

9.1.1 Countering Sorcery

Any character with ranks in the Sorcery skill can spend their Sorcery Points to attempt to counter an opponent's sorcery, in effect twisting ambient magic energy to disrupt the casting.

How Countersorceries Work, Generally: To use a countersorcery,

you must select an opponent as the target of the countersorcery. You do this by choosing the ready action. In doing so, you elect to wait to complete your action until your opponent tries to cast a sorcery. (You may still move your speed, since ready is a standard action.)

If the target of your countersorcery tries to cast a sorcery, make a Sorcery check (DC 15 + the sorcery's level). This check is a free action, and the GM can modify the result by +1 for every sorcery you know on the attempted sorcery's Path. If the check succeeds, you correctly identify the opponent's sorcery and can attempt to counter it. If the check fails, you can't do either of these things.

To complete the countersorcery, you must be within range of your opponent's sorcery and you must succeed on an opposed check against the caster. You must spend a minimum of one Sorcery Point on the countersorcery, but you can spend as many points as you currently have. Your roll on the opposed check is modified by your bonus in the Sorcery skill and +1 for each Sorcery Point you expend in this way. The caster's roll is modified by his Sorcery skill bonus and the level of the sorcery being cast. Unlike you, your opponent cannot spend extra Sorcery Points to increase his chances of success.

If you succeed at your attempt, your opponent's sorcery fizzles with

no effect. All sorcery points used in its casting and in the countersorcery attempt by both characters are lost.

Specific Exceptions: Some sorceries specifically counter each other, especially when they have diametrically opposed effects.

9.1.2 Caster Level

A sorcery's power often depends on its caster level, which for most sorcery-casting characters is equal to your level. You can cast a sorcery at a lower caster level than normal, but the caster level you choose must be high enough for you to cast the sorcery in question, and all level-dependent features must be based on the same caster level.

In the event that a special ability provides an adjustment to your caster level, that adjustment applies not only to effects based on caster level (such as range, duration, and damage dealt) but also to your caster level check to overcome your target's sorcery resistance and to the caster level used in dispel checks (both the dispel check and the DC of the check).

9.1.3 Sorcery Failure

If you ever try to cast a sorcery in conditions where the characteristics of the sorcery cannot be made to conform, the casting fails and the sorcery is wasted.

Sorceries also fail if you

concentration is broken and might fail if you're wearing armor while casting a sorcery with somatic components.

9.1.4 The Sorcery's Result

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a sorcery entails.

9.1.5 Special Sorcery Effects

Attacks: Some sorcery descriptions refer to attacking. All of-fensive combat actions, even those that don't damage opponents are considered attacks. All sorceries that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks. Sorceries that summon monsters or other allies are not attacks because the sorceries themselves don't harm anyone.

Bonus Types: Usually, a bonus has a type that indicates how the sorcery grants the bonus. The important aspect of bonus types is that two bonuses of the same type don't generally stack. With the exception of dodge bonuses, most circumstance bonuses, and racial bonuses, only the better bonus works (see Combining Magical Effects, below). The same principle applies to penalties—a character taking two or more penalties of the same type applies only the worst one.

Bringing Back the Dead:

Several sorceries have the power to restore slain characters to life. When a living creature dies, its soul departs its body, leaves the world of the living, and travels to the underworld. Bringing someone back from the dead means retrieving his or her soul and returning it to his or her body.

Level Loss: Any creature brought back to life usually loses one level of experience. The character's new XP total is midway between the minimum needed for his or her new (reduced) level and the minimum needed for the next one. If the character was 1st level at the time of death, he or she loses 2 points of Constitution instead of losing a level.

This level loss or Constitution loss cannot be repaired by any mortal means, even a wish. A revived character can regain a lost level by earning XP through further adventuring. A revived character who was 1st level at the time of death can regain lost points of Constitution by improving his or her Constitution score when he or she attains a level that allows an ability score increase.

Preventing Revivification:

Enemies can take steps to make it more difficult for a character to be returned from the dead. Keeping the body prevents others from using *resurrection* to restore the slain character to life.

Revivification against One's

Will: A soul cannot be returned to life if it does not wish to be. A soul knows the name, ethnicity, and city-state of birth of the character attempting to revive it and may refuse to return on that basis.

9.1.6 Combining Magical Effects

Sorceries or magical effects usually work as described, no matter how many other sorceries or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a sorcery does not affect the way another sorcery operates. Whenever a sorcery has a specific effect on other sorceries, the sorcery description explains that effect. Several other general rules apply when sorceries or magical effects operate in the same place:

Stacking Effects: Sorceries that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves. More generally, two bonuses of the same type don't stack even if they come from different sorceries (or from effects other than sorceries; see Bonus Types, above).

Different Bonus Names: The bonuses or penalties from two different sorceries stack if the modifiers are of different types. A bonus that isn't named stacks with any bonus.

Same Effect More than Once in Different Strengths: In cases when two or more identical sorceries

are operating in the same area or on the same target, but at different strengths, only the best one applies.

Same Effect with Differing Results: The same sorcery can sometimes produce varying effects if applied to the same recipient more than once. Usually the last sorcery in the series trumps the others. None of the previous sorceries are actually removed or dispelled, but their effects become irrelevant while the final sorcery in the series lasts.

One Effect Makes Another Irrelevant: Sometimes, one sorcery can render a later sorcery irrelevant. Both sorceries are still active, but one has rendered the other useless in some fashion.

Multiple Mental Control Effects: Sometimes magical effects that establish mental control render each other irrelevant, such as a sorcery that removes the subjects ability to act. Mental controls that don't remove the recipient's ability to act usually do not interfere with each other. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

Sorceries with Opposite Effects: Sorceries with opposite effects apply normally, with all bonuses,

penalties, or changes accruing in the order that they apply. Some sorceries negate or counter each other. This is a special effect that is noted in a sorcery's description.

Instantaneous Effects: Two or more sorceries with instantaneous durations work cumulatively when they affect the same target.

9.2 Sorcery Descriptions

The description of each sorcery is presented in a standard format. Each category of information is explained and defined below.

Name. The first line of every sorcery description gives the name by which the sorcery is generally known.

[Descriptor]. When applicable, a descriptor that categorizes the sorcery in some way. Some sorceries have more than one descriptor.

The descriptors are acid, air, cold, darkness, death, earth, electricity, fear, fire, force, language-dependent, light, mind-affecting, sonic, and water.

Most of these descriptors have no game effect by themselves, but they govern how the sorcery interacts with other sorceries, with special abilities, with unusual creatures, and so on.

A language-dependent sorcery uses intelligible language as a medium for communication. If the target cannot understand or cannot

hear what the caster of a language-dependent sorcery says the sorcery fails.

A mind-affecting sorcery works only against creatures with an Intelligence score of 1 or higher.

Level. The next line of a sorcery description gives the sorcery's level, a number between 0 and 10 that defines the sorcery's relative power, as well as its sorcery point cost. A sorcery's level affects the DC for any save allowed against the effect.

Components. A sorcery's components are what you must do or possess to cast it. The Components entry in a sorcery description includes abbreviations that tell you what type of components it has. Specifics for material, focus, and XP components are given at the end of the descriptive text. Usually you don't worry about components, but when you can't use a component for some reason or when a material or focus component is expensive, then the components are important.

Verbal (V): A verbal component is a spoken incantation. To provide a verbal component, you must be able to speak in a strong voice. A silence sorcery or a gag spoils the incantation (and thus the sorcery). A caster who has been deafened has a 20% chance to spoil any sorcery with a verbal component that he or she tries to cast.

Somatic (S): A somatic component is a measured and precise movement of the hand. You must have at least one hand free to provide a somatic component.

Casting Time. Most sorceries have a casting time of 1 standard action. Others take 1 round or more, while a few require only a free action.

A sorcery that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the sorcery. You then act normally after the sorcery is completed.

A sorcery that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a sorcery as a full-round action, just as noted above for 1- round casting times). These actions must be consecutive and uninterrupted, or the sorcery automatically fails.

When you begin a sorcery that takes 1 round or longer to cast, you must continue the concentration from the current round to just before your turn in the next round (at least). If you lose concentration before the casting is complete, you lose the sorcery.

A sorcery with a casting time of 1 free action doesn't count against your normal limit of one sorcery per round. However, you may cast such a sorcery only once per round. Casting a sorcery with a

casting time of 1 free action doesn't provoke attacks of opportunity.

You make all pertinent decisions about a sorcery (range, target, area, effect, version, and so forth) when the sorcery comes into effect.

Range. A sorcery's range indicates how far from you it can reach, as defined in the Range entry of the sorcery description. A sorcery's range is the maximum distance from you that the sorcery's effect can occur, as well as the maximum distance at which you can designate the sorcery's point of origin. If any portion of the sorcery's area would extend beyond this range, that area is wasted. Standard ranges include the following.

Personal: The sorcery affects only you.

Touch: You must touch a creature or object to affect it. A touch sorcery that deals damage can score a critical hit just as a weapon can. A touch sorcery threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch sorceries allow you to touch multiple targets. You can touch as many willing targets as you can reach as part of the casting, but all targets of the sorcery must be touched in the same round that you finish casting the sorcery.

Close: The sorcery reaches as far as 25 feet away from you.

The maximum range increases by 5 feet for every two full caster levels.

Medium: The sorcery reaches as far as 100 feet + 10 feet per caster level.

Long: The sorcery reaches as far as 400 feet + 40 feet per caster level.

Unlimited: The sorcery reaches anywhere on the same plane of existence.

Range Expressed in Feet: Some sorceries have no standard range category, just a range expressed in feet.

9.2.1 Aiming a Sorcery

You must make some choice about whom the sorcery is to affect or where the effect is to originate, depending on the type of sorcery. The next entry in a sorcery description defines the sorcery's target (or targets), its effect, or its area, as appropriate.

Target or Targets. Some sorceries have a target or targets. You cast these sorceries on creatures or objects, as defined by the sorcery itself. You must be able to see or touch the target, and you must specifically choose that target. You do not have to select your target until you finish casting the sorcery.

If the target of a sorcery is yourself (the sorcery description has a line that reads Target: You), you do not receive a saving throw, and sorcery resistance does not apply. The

Saving Throw and Sorcery Resistance lines are omitted from such sorceries.

Some sorceries restrict you to willing targets only. Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound, cowering, grappling, paralyzed, pinned, or stunned) is not automatically willing.

Some sorceries allow you to redirect the effect to new targets or areas after you cast the sorcery. Redirecting a sorcery is a move action that does not provoke attacks of opportunity.

Effect. Some sorceries create or summon things rather than affecting things that are already present.

You must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move regardless of the sorcery's range.

Ray: Some effects are rays. You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don't

have to see the creature you're trying to hit, as you do with a targeted sorcery. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature you're aiming at.

If a ray sorcery has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

If a ray sorcery deals damage, you can score a critical hit just as if it were a weapon. A ray sorcery threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.

Spread: Some effects, notably clouds and fogs, spread out from a point of origin, which must be a grid intersection. The effect can extend around corners and into areas that you can't see. Figure distance by actual distance traveled, taking into account turns the sorcery effect takes. When determining distance for spread effects, count around walls, not through them. As with movement, do not trace diagonals across corners. You must designate the point of origin for such an effect, but you need not have line of effect (see below) to all portions of the effect.

Area. Some sorceries affect an area. Sometimes a sorcery description specifies a specially defined area, but usually an area falls into one of the categories defined below.

Regardless of the shape of the area, you select the point where

the sorcery originates, but otherwise you don't control which creatures or objects the sorcery affects. The point of origin of a sorcery is always a grid intersection. When determining whether a given creature is within the area of a sorcery, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection.

You can count diagonally across a square, but remember that every second diagonal counts as 2 squares of distance. If the far edge of a square is within the sorcery's area, anything within that square is within the sorcery's area. If the sorcery's area only touches the near edge of a square, however, anything within that square is unaffected by the sorcery.

Burst, Emanation, or Spread: Most sorceries that affect an area function as a burst, an emanation, or a spread. In each case, you select the sorcery's point of origin and measure its effect from that point.

A burst sorcery affects whatever it catches in its area, even including creatures that you can't see. It can't affect creatures with total cover from its point of origin (in other words, its effects don't extend

around corners). The default shape for a burst effect is a sphere, but some burst sorceries are specifically described as cone-shaped. A burst's area defines how far from the point of origin the sorcery's effect extends.

An emanation sorcery functions like a burst sorcery, except that the effect continues to radiate from the point of origin for the duration of the sorcery. Most emanations are cones or spheres.

A spread sorcery spreads out like a burst but can turn corners. You select the point of origin, and the sorcery spreads out a given distance in all directions. Figure the area the sorcery effect fills by taking into account any turns the sorcery effect takes.

Cone, Cylinder, Line, or Sphere: Most sorceries that affect an area have a particular shape, such as a cone, cylinder, line, or sphere.

A cone-shaped sorcery shoots away from you in a quarter-circle in the direction you designate. It starts from any corner of your square and widens out as it goes. Most cones are either bursts or emanations (see above), and thus won't go around corners.

When casting a cylinder-shaped sorcery, you select the sorcery's point of origin. This point is the center of a horizontal circle, and the sorcery shoots down from the circle, filling a cylinder.

A cylinder-shaped sorcery ignores any obstructions within its area.

A line-shaped sorcery shoots away from you in a line in the direction you designate. It starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped sorcery affects all creatures in squares that the line passes through.

A sphere-shaped sorcery expands from its point of origin to fill a spherical area. Spheres may be bursts, emanations, or spreads.

Creatures: A sorcery with this kind of area affects creatures directly (like a targeted sorcery), but it affects all creatures in an area of some kind rather than individual creatures you select. The area might be a spherical burst, a cone-shaped burst, or some other shape.

Many sorceries affect "living creatures," which means all creatures other than constructs and undead. Creatures in the sorcery's area that are not of the appropriate type do not count against the creatures affected.

Objects: A sorcery with this kind of area affects objects within an area you select (as Creatures, but affecting objects instead).

Other: A sorcery can have a unique area, as defined in its description.

(S) Shapeable: If an Area or Effect entry ends with "(S)," you

can shape the sorcery. A shaped effect or area can have no dimension smaller than 10 feet. Many effects or areas are given as cubes to make it easy to model irregular shapes. Three-dimensional volumes are most often needed to define aerial or underwater effects and areas.

Line of Effect. A line of effect is a straight, unblocked path that indicates what a sorcery can affect. A line of effect is canceled by a solid barrier. It's like line of sight for ranged weapons, except that it's not blocked by fog, darkness, and other factors that limit normal sight.

You must have a clear line of effect to any target that you cast a sorcery on or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any sorcery you cast.

A burst, cone, cylinder, or emanation sorcery affects only an area, creatures, or objects to which it has line of effect from its origin (a spherical burst's center point, a cone-shaped burst's starting point, a cylinder's circle, or an emanation's point of origin).

An otherwise solid barrier with a hole of at least 1 square foot through it does not block a sorcery's line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for purposes of a sorcery's line of effect.

9.2.2 Duration

A sorcery's Duration entry tells you how long the magical energy of the sorcery lasts.

Timed Durations. Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the sorcery ends. If a sorcery's duration is variable the duration is rolled secretly (the caster doesn't know how long the sorcery will last).

Instantaneous. The sorcery energy comes and goes the instant the sorcery is cast, though the consequences might be long-lasting.

Permanent. The energy remains as long as the effect does. This means the sorcery is vulnerable to dispel magic.

Concentration. The sorcery lasts as long as you concentrate on it. Concentrating to maintain a sorcery is a standard action that does not provoke attacks of opportunity. Anything that could break your concentration when casting a sorcery can also break your concentration while you're maintaining one, causing the sorcery to end.

You can't cast a sorcery while concentrating on another one. Sometimes a sorcery lasts for a short time after you cease concentrating.

Subjects, Effects, and Areas. If the sorcery affects creatures directly the result travels with the subjects for the sorcery's duration. If

the sorcery creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to when its duration ends. If the sorcery affects an area then the sorcery stays with that area for its duration.

Creatures become subject to the sorcery when they enter the area and are no longer subject to it when they leave.

Touch Sorceries and Holding the Charge. In most cases, if you don't discharge a touch sorcery on the round you cast it, you can hold the charge (postpone the discharge of the sorcery) indefinitely. You can make touch attacks round after round. If you cast another sorcery, the touch sorcery dissipates.

Some touch sorceries allow you to touch multiple targets as part of the sorcery. You can't hold the charge of such a sorcery; you must touch all targets of the sorcery in the same round that you finish casting the sorcery.

Discharge. Occasionally a sorceries lasts for a set duration or until triggered or discharged.

(D) Dismissible. If the Duration line ends with "(D)," you can dismiss the sorcery at will. You must be within range of the sorcery's effect and must speak words of dismissal, which are usually a modified form of the sorcery's verbal component. If the sorcery has no verbal component, you can dismiss the

effect with a gesture. Dismissing a sorcery is a standard action that does not provoke attacks of opportunity.

A sorcery that depends on concentration is dismissible by its very nature, and dismissing it does not take an action, since all you have to do to end the sorcery is to stop concentrating on your turn.

9.2.3 Saving Throw

Usually a harmful sorcery allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a sorcery description defines which type of saving throw the sorcery allows and describes how saving throws against the sorcery work.

Negates. The sorcery has no effect on a subject that makes a successful saving throw.

Partial. The sorcery causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half. The sorcery deals damage, and a successful saving throw halves the damage taken (round down).

None. No saving throw is allowed.

Disbelief. A successful save lets the subject ignore the effect.

(object). The sorcery can be cast on objects, which receive saving throws only if they are magical or if they are attended (held, worn, grasped, or the like) by a creature

resisting the sorcery, in which case the object uses the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a sorcery can be cast only on objects. Some sorceries of this sort can be cast on creatures or objects.) A magic item's saving throw bonuses are each equal to 2 + one-half the item's caster level.

(harmless). The sorcery is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it desires.

Saving Throw Difficulty Class. A saving throw against your sorcery has a DC of 10 + the level of the sorcery + your Intelligence bonus.

Succeeding on a Saving Throw. A creature that successfully saves against a sorcery that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted sorcery you sense that the sorcery has failed. You do not sense when creatures succeed on saves against effect and area sorceries.

Automatic Failures and Successes. A natural 1 (the d20 comes up 1) on a saving throw is always a failure, and the sorcery may cause damage to exposed items (see Items Surviving after a Saving Throw, below). A natural 20 (the d20 comes up 20) is always a success.

Voluntarily Giving up a

Saving Throw. A creature can voluntarily forego a saving throw and willingly accept a sorcery's result. Even a character with a special resistance to magic can suppress this quality.

Items Surviving after a Saving Throw. Unless the descriptive text for the sorcery specifies otherwise, all items carried or worn by a creature are assumed to survive a magical attack. If a creature rolls a natural 1 on its saving throw against the effect, however, an exposed item is harmed (if the attack can harm objects). Refer to Table 9.2.3: Items Affected by Magical Attacks. Determine which four objects carried or worn by the creature are most likely to be affected and roll randomly among them. The randomly determined item must make a saving throw against the attack form and take whatever damage the attack deal.

Table 9.2.3: Items Affected by Magical Attacks

Order ¹	Item
1st	Shield
2nd	Armor
3rd	Magic helmet, hat, or headband
4th	Item in hand (including weapon, wand, or the like)
5th	Magic cloak
6th	Stowed or sheathed weapon
7th	Magic bracers
8th	Magic clothing
9th	Magic jewelry (including rings)
10th	Anything else

¹ In order of most likely to least likely to be affected.

If an item is not carried or worn and is not magical, it does not get a saving throw. It simply is dealt the appropriate damage.

9.2.4 Sorcery Resistance

Sorcery resistance is a special defensive ability. If your sorcery is being resisted by a creature with sorcery resistance, you must make a caster level check (1d20 + caster level) at least equal to the creature's sorcery resistance for the sorcery to affect that creature. The defender's sorcery resistance is like an Armor Class against magical attacks. Include any adjustments to your caster level to this caster level check.

The Sorcery Resistance entry and the descriptive text of a sorcery description tell you whether sorcery resistance protects creatures from the sorcery. In many cases, sorcery resistance applies only when a resistant creature is targeted by the sorcery, not when a resistant creature encounters a sorcery that is already in place.

The terms "object" and "harmless" mean the same thing for sorcery resistance as they do for saving throws. A creature with sorcery resistance must voluntarily lower the resistance (a standard action) in order to be affected by a sorcery noted as harmless. In such a case, you do not need to make the caster level check described above.

Descriptive Text. This portion of a sorcery description details what the sorcery does and how it works. If one of the previous entries in the description included "see text," this is where the explanation is found.

9.3 Learning and Casting Sorceries

Sorcery Points and Limits.

A character's level and their ranks in the Sorcery skill limit the number of sorceries she can cast. A high Intelligence score might allow her a few extra sorcery points to cast an additional sorcery or two. She can cast the same sorcery more than once, but each casting uses an appropriate number of sorcery points. To cast a sorcery, a character must be of a level greater than or equal to the sorcery's level, and must also have equivalent ranks (not to be confused with her total skill bonus) in the Sorcery skill.

Sorcery Points. A character has a number of sorcery points equal to her total bonus (including modifiers) in the Sorcery skill. These points are used to cast sorceries, with an individual sorcery's cost equal to its level.

Regaining Sorcery Points.

To regain sorcery points, a character must first sleep for 8 hours. She does not have to slumber for every minute of the time, but she must refrain from movement, combat, sorcery-casting, skill use, conversation, or

any other fairly demanding physical or mental task during the rest period. If her rest is interrupted, each interruption adds 1 hour to the total amount of time she has to rest in order to clear her mind, and she must have at least 1 hour of uninterrupted rest immediately prior to preparing her sorceries. If the character does not need to sleep for some reason, she still must have 8 hours of restful calm before preparing any sorceries.

Recent Casting Limit/Rest Interruptions. If a character has cast sorceries recently, the drain on her resources reduces her capacity to recover sorcery points. All the sorcery points she has used within the last 8 hours count against her daily limit.

No Preparation. Unlike many similar systems, in *BFJB*, a character does not have to prepare sorceries her sorceries daily, nor does she have to have access to written records of her sorceries once she has learned them.

Learning Sorceries. A character can learn new sorcery through several methods. In all of the circumstances listed below, however, the character must know all of the sorceries on a Sorcerous Path below the level the sorcery she wishes to learn. This is true even for sorcerers engaged in independent research, who must first discover the lower-level sorceries before they can perfect a desired higher-level one.

As a result of this restriction, sorcerous tablets encountered by characters will often list all of the lower-level sorceries within a Path.

Moreover, the study of sorcery is a time-consuming endeavor. A character must spend a skill point for each new level of a Sorcerous Path learned. As a result, advancing a character with significant sorcerous knowledge dramatically limits the number of skill points available for other skills.

While characters may cast unlearned sorceries from tablets (see the Sorcery skill) they cannot memorize or “learn” the sorcery. For every subsequent casting, they will have to read from the tablet, unless they later spend a skill point to learn the sorcery and each of its antecedents.

Sorceries Gained at a New Level. Sorcerous characters perform a certain amount of sorcery research between adventures. Each time a character attains a new level, she may spend an appropriate number of skill points to learn up to three sorceries of her choice in one or more of the Paths she already knows. These three sorceries must be of sorcery levels she can cast.

Sorceries Learned from a Tablet. A sorcery-wielding character can also learn a sorcery whenever she encounters one in writing. No matter the sorcery’s source, the character must first spend a day studying the sorcery. At the end of

the day, she must make a Sorcery check as if she were attempting to cast the sorcery unlearned (DC 15 + the sorcery's level). If the check succeeds, and she knows the lower-level sorceries within that Sorcerous Path, she understands the sorcery and can spend a skill point to learn it. If the check fails, the character cannot understand the sorcery. She cannot attempt to learn it again until she gains another level.

9.4 Special Abilities

Sorcery-Like Abilities.

Usually, a sorcery-like ability works just like the sorcery of that name. A few sorcery-like abilities are unique; these are explained in the text where they are described.

A sorcery-like ability has no verbal or somatic component. The user activates it mentally. Armor never affects a sorcery-like ability's use.

A sorcery-like ability has a casting time of 1 standard action unless noted otherwise in the ability or sorcery description. In all other ways, a sorcery-like ability functions just like a sorcery.

Sorcery-like abilities are subject to sorcery resistance and to being dispelled by *dispel magic*. They do not function in areas where magic is suppressed or negated. Sorcery-like abilities cannot be used to counter sorcery, nor can they be countered though

countersorcery themselves.

Some creatures are actually sorcerers of a sort. They cast sorceries as sorcerous characters do. In fact, an individual creature could have some sorcery-like abilities and also cast other sorceries in the same fashion as a sorcerous character would.

Supernatural Abilities.

These abilities cannot be disrupted in combat, as sorceries can, and they generally do not provoke attacks of opportunity. Supernatural abilities are not subject to sorcery resistance, countersorceries, or to being dispelled by *dispel magic*, and do not function in areas where magic is suppressed or negated.

Extraordinary Abilities.

These abilities cannot be disrupted in combat, as sorceries can, and they generally do not provoke attacks of opportunity. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities. They are not subject to dispelling, and they function normally in areas where magic is absolutely negated. Indeed, extraordinary abilities do not qualify as magical, though they may break the laws of physics.

Natural Abilities. This category includes abilities a creature has because of its physical nature. Natural abilities are those not otherwise designated as extraordinary, supernatural, or sorcery-like.

10.0 Sorcerous Paths

The following spell lists are not meant to be exhaustive, and players familiar with OGL-based systems will recognize significant lacunae. Many of the spells omitted were selected because they lack a certain utility in the world of *BFJB*. This category includes those spells that depend on alignment (which is not present in this system), those dealing with extra-planar travel, and those handling undead (the *eṭemnum* is *BFJB*'s only undead, and suffers the same weaknesses to *BFJB* sorceries as demons).

Other spells were removed for more abstract reasons; often they seemed not to conform to a fantastic interpretation of the world of 18th century Babylon. As noted in Chapter 13, *Magical Items*, a possible in-game explanation for any missing spells or effects is the relatively recent development of the magical arts, i.e., scholars haven't yet discovered all the uses to which magical forces can be turned.

Within the world of Fantastic Babylon, Mesopotamian scholars group spells into "Paths" (OB. *padānū*, wr. 𒍪𒍪𒍪𒍪𒍪, KA.GÍR. 𒍪𒍪𒍪, sing. *padānum*, wr. 𒍪𒍪𒍪, KA.GÍR). As explained in Chapter 9, to cast a sorcery from a path, a magic-user must know every sorcery on the path below it. From a conceptual standpoint, it is important to consider that while the manipulation of preternatural energies to produce

Protection from Arrows may not actually require knowledge of *Resist Energy* in every culture, for sorcerors reared in the intellectual environment of Fantastic Mesopotamia, it necessarily does.

Finally, as with all aspects of this game, GMs are encouraged to add or take away any elements, including sorceries, that do or do not fit with their group's narrative and style of play.

THE PATH OF ANUM (Barriers)

Resist Energy

Level: 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Fortitude negates (harmless)

Sorcery Resistance: Yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points

at 11th level. The sorcery protects the recipient's equipment as well. *Resist energy* absorbs only damage. The subject could still suffer unfortunate side effects.

Note: *Resist energy* overlaps (and does not stack with) *protection from energy*. If a character is warded by *protection from energy* and *resist energy*, the protection sorcery absorbs damage until its power is exhausted.

Protection from Arrows

Level: 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level or until discharged

Saving Throw: Will negates (harmless)

Sorcery Resistance: Yes (harmless)

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/magic against ranged weapons. (This sorcery doesn't grant you the ability to damage creatures with similar damage reduction.) Once the sorcery has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Protection from Energy

Level: 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level or until discharged

Saving Throw: Fortitude negates (harmless)

Sorcery Resistance: Yes (harmless)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the sorcery absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Note: *Protection from energy* overlaps (and does not stack with) *resist energy*. If a character is warded by *protection from energy* and *resist energy*, the protection sorcery absorbs damage until its power is exhausted.

Antilife Shell

Level: 4

Components: V, S

Casting Time: 1 round

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./level (D)

Saving Throw: None

Sorcery Resistance: Yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures.

The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts,

monstrous humanoids, oozes, plants, and vermin, but not constructs, demons, or undead.

This sorcery may be used only defensively, not aggressively. Forcing a barrier against creatures that the sorcery keeps at bay collapses the barrier.

Sorcery Resistance

Level: 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Sorcery Resistance: Yes (harmless)

The creature gains Sorcery Resistance equal to 12 + your caster level.

Globe of Invulnerability

Level: 6

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius spherical emanation, centered on you

Duration: 1 round/level (D)

Saving Throw: None

Sorcery Resistance: No

An immobile, faintly shimmering magical sphere surrounds you and excludes all sorcerous effects of 4th level or lower. The area or effect of any such sorcery does not include the area of the globe of invulnerability. Such sorceries fail to affect any

target located within the globe. Excluded effects include sorcery-like abilities and sorceries or sorcery-like effects from items. However, any type of sorcery can be cast through or out of the magical globe. Sorceries of 5th level and higher are not affected by the globe, nor are sorceries already in effect when the globe is cast. The globe can be brought down by a targeted *dispel magic*, but not by an area *dispel magic*. You can leave and return to the globe without penalty.

Note that sorcerous effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

Sorcery Turning

Level: 7

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Until expended or 10 min./level

Sorcery and sorcery-like effects targeted on you are turned back upon the original caster. The abjuration turns only sorceries that have you as a target. Effect and area sorceries are not affected. Sorcery turning also fails to stop touch range sorceries. From seven to ten (1d4+6) sorcery levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a sorcery of higher level than the amount of sorcery turning you have left,

that sorcery is partially turned. Subtract the amount of sorcery turning left from the sorcery level of the incoming sorcery, then divide the result by the sorcery level of the incoming sorcery to see what fraction of the effect gets through. For damaging sorcery, you and the caster each take a fraction of the damage. For non-damaging sorceries, each of you has a proportional chance to be affected.

If you and an attacker are both warded by spell turning effects in operation, a resonating field is created. Roll randomly to determine the result.

d%	Effect
01–70	Sorcery drains away without effect.
71–80	Sorcery affects both of you equally at full effect.
81–97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98–100	Both of you go through a rift into another plane.

Protection from Sorcery

Level: 8

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Up to one creature touched per four levels

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Sorcery Resistance: Yes (harmless)

The subject gains a +8 resistance bonus on saving throws against sorceries and sorcery-like abilities (but not against supernatural and extraordinary abilities).

Freedom/Imprisonment

Level: 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels) or see text

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Sorcery Resistance: Yes

This sorcery operates in two varieties.

Freedom: The subject is freed from sorceries and effects that restrict its movement, including *binding*, *entangle*, *grappling*, *imprisonment*, *maze*, *paralysis*, *petrification*, *pinning*, *sleep*, *slow*, *stunning* and *temporal stasis*. To free a creature from *imprisonment* or *maze*, you must know its name and background, and you must cast this sorcery at the spot where it was entombed or banished into the *maze*.

Imprisonment: When you cast *imprisonment* and touch a creature, it is entombed in a state of suspended animation (see the *temporal stasis* spell) in a small sphere far beneath the surface of the earth. The subject remains there unless *freedom* is cast at the locale where the *imprisonment* took place. Magical search by *discern location* reveals the fact that a creature is imprisoned. A *wish* will not free the recipient, but will reveal where it is entombed. If you know the target's name and some facts about its life, the

target takes a -4 penalty on its save.

THE PATH OF DAGĀN (Domination of Plants)

Entangle

Level: 1

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Plants in a 40-ft.-radius spread

Duration: 1 min./level (D)

Saving Throw: Reflex partial; see text

Sorcery Resistance: No

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. A creature that succeeds on a Reflex save is not entangled but can still move at only half speed through the area. Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement.

Note: The effects of the sorcery may be altered somewhat, based on the nature of the entangling plants.

Barkskin

Level: 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 min./level

Saving Throw: None

Sorcery Resistance: Yes (harmless)

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at caster level 12th. The enhancement bonus provided by *barkskin* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

Grow/Diminish Plants

Level: 3

Components: V, S

Casting Time: 1 standard action

Range: See text

Target or Area: See text

Duration: Instantaneous

Saving Throw: None

Sorcery Resistance: No

This sorcery can have various effects, depending on the version chosen.

Grow Plants can be used as follows:

Overgrowth: This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within long range (400 feet + 40 feet per caster level) to become thick and overgrown. The plants

entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this sorcery to take effect. At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle.

You may designate places within the area that are not affected.

Enrichment: This effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal.

Diminish Plants can be used to:

Prune Growth: This version causes normal vegetation within long range (400 feet + 40 feet per level) to shrink to about one-third of their normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter-circle.

You may also designate portions of the area that are not affected.

Stunt Growth: This version targets normal plants within a range of 1/2 mile, reducing their potential productivity over the course of the following year to one third below normal.

Blight

Level: 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Duration: Instantaneous

Saving Throw: Fortitude half; see text

Sorcery Resistance: Yes

This sorcery withers a single plant of any size. An affected plant creature takes 1d6 points of damage per level (maximum 15d6) and may attempt a Fortitude saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies.

This sorcery has no effect on the soil or surrounding plant life.

Speak with Plants

Level: 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

You can comprehend and communicate with plants, including both normal plants and plant creatures. You are able to ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The sorcery doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly toward you, it may do some favor or service for you.

Awaken Plant

Level: 6

Components: V, S

Casting Time: 24 hours

Range: Touch

Target: Animal or tree touched

Duration: Instantaneous

Saving Throw: Will negates

Sorcery Resistance: Yes

You awaken a plant to humanlike sentience. To succeed, you must make a Will save (DC 10 + the HD the plant will have once awakened).

An awakened plant has characteristics as if it were an animated object, except that it gains the plant type and its Intelligence, Wisdom, and Charisma scores are each 3d6. An awakened plant gains the ability to move its limbs, roots, vines, creepers, and so forth, and it has senses similar to a human's.

An awakened plant can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any).

Animate Plants

Level: 7

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One Large plant per three caster levels or all plants within range; see text

Duration: 1 round/level or 1 hour/level; see text

Saving Throw: None

Sorcery Resistance: No

You imbue inanimate plants with mobility and a semblance of life. Each animated plant then immediately attacks whomever or whatever you initially designate as though it were an animated object of the appropriate size category. You may animate one Large or smaller plant, or an equivalent number of larger plants, per three caster levels. A Huge plant counts as two Large or smaller plants, a Gargantuan plant as four, and a Colossal plant as eight. You can change the designated target or targets as a move action, as if directing an active sorcery.

Animate plants cannot affect plant creatures, nor does it affect nonliving vegetable material.

Entangle: Alternatively, you may imbue all plants within range with a degree of mobility, which allows them to entwine around creatures in the area. This usage duplicates the effect of an *entangle* sorcery. Sorcery Resistance does not keep creatures

from being entangled. This effect lasts 1 hour per caster level.

Control Plants

Level: 8

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates

Sorcery Resistance: No

This sorcery enables you to control the actions of one or more plant creatures for a short period of time. You command the creatures by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible the controlled plants do not attack you. At the end of the sorcery, the subjects revert to their normal behavior.

Suicidal or self-destructive commands are simply ignored.

Fecundity/Famine

Level: 9

Components V, S

Casting Time: 1 hour

Range: 1/2 mile

Targets: All fields, orchards, or vineyards and other areas of cultivated plant-life within a mile of caster

Duration: Instantaneous

Saving Throw: No

Sorcery Resistance: No

This rare sorcery acts as an advanced form *Grow/Diminish Plants*.

Fecundity effects all fields, orchards, vineyards, and other areas of cultivated plant life within a mile of the caster. Crops within the target area mature and become ripe for harvest, regardless of season. Regardless of their earlier state, these areas yield double their normal productivity.

Famine has the opposite effect of *Fecundity*, causing all cultivated plants within the area to immediately wither and die, regardless of their prior growth. The agricultural yield of these areas becomes blackened and unpalatable, and is made worthless. Nothing can be grown here until the beginning of the next planting season.

Fecundity counters *Famine*, and vice versa.

This sorcery, in either of its functions, can only affect the target area once per year.

THE PATH OF DUMUZI (Physical Alteration)

Betterment

Level: 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Sorcery Resistance: Yes

When this sorcery is cast, it grants a +4 enhancement bonus to one of the target creature's physical ability scores (*viz.* Strength, Dexterity, or Constitution). This adds all of the usual benefits for the increase, including benefits to attack and damage rolls, saves, checks and so forth. Hit points gained by increasing the Constitution score in this manner are not lost first as temporary hit points are.

All these benefits end with the expiration of the sorcery.

Alter Self

Level: 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

You assume the form of a creature of the same type as your normal form. The new form must be within one size category of your normal size. The maximum HD of an assumed form is equal to your caster level, to a maximum of 5 HD at 5th level. You can change into a member of your own kind or even into yourself.

You retain your own ability scores. Your class and level, hit points, alignment, base attack bonus, and base save bonuses all remain the same. You retain all supernatural and sorcery-like special attacks and qualities of your normal form, except for those requiring a body

part that the new form does not have (such as a mouth for a breath weapon or eyes for a gaze attack).

You keep all extraordinary special attacks and qualities derived from class levels, but you lose any from your normal form that are not derived from class levels.

If the new form is capable of speech, you can communicate normally. You retain any sorcerous ability you had in your original form, but the new form must be able to speak intelligibly (that is, speak a language) to use verbal components and must have limbs capable of fine manipulation to use somatic components.

You acquire the physical qualities of the new form while retaining your own mind. Physical qualities include natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, to a maximum speed of 120 feet for flying or 60 feet for nonflying movement), natural armor bonus, natural weapons (such as claws, bite, and so on), racial skill bonuses and any gross physical qualities (presence or absence of wings, number of extremities, and so forth). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal.

You do not gain any extraordinary special attacks or special qualities not noted above under

physical qualities, such as darkvision, low-light vision, blindsense, blindsight, fast healing, regeneration, scent, and so forth.

You do not gain any supernatural special attacks, special qualities, or sorcery-like abilities of the new form. Your creature type and subtype (if any) remain the same regardless of your new form. You cannot take the form of any creature with a template, even if that template doesn't change the creature type or subtype.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that kind. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but they must fall within the norms for the new form's kind. You are effectively disguised as an average member of the new form's race. If you use this sorcery to create a disguise, you get a +10 bonus on your Disguise check.

When the change occurs, your equipment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item), or melds into the new form and becomes nonfunctional. When you revert to your true form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again

functional. Any new items you wore in the assumed form and can't wear in your normal form fall off and land at your feet; any that you could wear in either form or carry in a body part common to both forms at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its true form.

Water Breathing

Level: 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creatures touched

Duration: 2 hours/level; see text

Saving Throw: Will negates (harmless)

Sorcery Resistance: Yes (harmless)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch.

The sorcery does not make creatures unable to breathe air.

Make Whole

Level: 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One object of up to 10 cu. ft./level

Duration: Instantaneous

Saving Throw: No

Sorcery Resistance: No

This sorcery completely

repairs an object made of any substance, even one with multiple breaks, to be as strong as new. It will weld broken metallic objects such as rings, chain links, a medallion, or a dagger. It can be used to restore a broken tablet.

Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over.

The sorcery does not restore the magical abilities of a broken magic item made whole, and it cannot mend broken magic rods, staffs, or wands. The sorcery does not repair items that have been warped, burned, disintegrated, ground to powder, melted, or vaporized, nor does it affect creatures (including constructs).

Polymorph

Level: 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Willing living creature touched

Duration: 1 min./level (D)

Saving Throw: None

Sorcery Resistance: No

This sorcery functions like alter self, except that you change the willing subject into another form of living creature. The new form may be of the same type as the subject or any of the following types: aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid,

ooze, plant, or vermin. The assumed form can't have more Hit Dice than your caster level (or the subject's HD, whichever is lower), to a maximum of 15 HD at 15th level. You can't cause a subject to assume a form smaller than Fine, nor can you cause a subject to assume an incorporeal or gaseous form. The subject's creature type and subtype (if any) change to match the new form.

Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore temporary ability damage and provide other benefits of resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead.

The subject gains the Strength, Dexterity, and Constitution scores of the new form but retains its own Intelligence, Wisdom, and Charisma scores. It also gains all extraordinary special attacks possessed by the form but does not gain the extraordinary special qualities possessed by the new form or any supernatural or sorcery-like abilities.

Incorporeal or gaseous creatures are immune to being polymorphed, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

Flesh to Stone and Stone to Flesh

Level: 6

Components: V, S

Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Sorcery Resistance: Yes

This sorcery transmutes flesh to stone and stone to flesh.

A subject of flesh turns into into a mindless, inert statue, along with all its carried gear. If the statue resulting from this sorcery is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with sorceries of divination. Only creatures made of flesh are affected by this sorcery.

If used on a petrified creature, the sorcery returns it to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any petrified creature, regardless of size, can be restored.

This second use of this sorcery can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. (For example, this sorcery would turn a stone golem into a flesh golem, but an ordinary statue would become a corpse.) You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or

a cylinder of up to those dimensions in a larger mass of stone.

Baleful Polymorph

Level: 7

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Fortitude negates, Will partial; see text

Sorcery Resistance: Yes

As *polymorph*, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature the subject gets a +4 bonus on the save.

If the sorcery succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and sorcery-like abilities, loses its ability to cast sorcery (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any features (other than sorcery) that aren't extraordinary, supernatural, or sorcery-like abilities.

Incorporeal or gaseous creatures are immune to being polymorphed, and a creature with the shapechanger subtype can revert to

its natural form as a standard action.

Bronze Body

Level: 8

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

This sorcery transforms your body into living bronze, which grants you several powerful resistances and abilities. You gain damage reduction 15/bronze. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all sorceries or attacks that affect your physiology or respiration, because you have no physiology or respiration while this sorcery is in effect. You take only half damage from acid and fire of all kinds.

You gain a +6 enhancement bonus to your Strength score, but you take a –6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an sorcery failure chance of 50% and a –8 armor check penalty, just as if you were clad in full armor. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters),

and you are considered armed when making unarmed attacks.

Your weight increases by a factor of ten, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the sorcery duration expires.

Polymorph Any Object

Level: 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature, or one non-magical object of up to 100 cu. ft./level

Duration: See text

Saving Throw: Fortitude negates (object); see text

Sorcery Resistance: Yes (object)

This sorcery functions like *polymorph*, except that it changes one object or creature into another. The duration of the sorcery depends on how radical a change is made from the original state to its enchanted state. The duration is determined by using the following chart.

Unlike *polymorph*, *polymorph any object* does grant the creature the Intelligence score of its new form. If the original form didn't have a Wisdom or Charisma score, it gains those scores as appropriate for the new form.

Damage taken by the new form can result in the injury or death of the polymorphed creature. In general,

Changed Subject Is:	Increase to Duration Factor ¹
Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc.)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower Intelligence	+2
¹ Add all that apply. Look up the total on the next table.	

Duration Factor	Duration	Example
0	20 minutes	Pebble to human
2	1 hour	Idol to human
4	3 hours	Human to Idol
5	12 hours	Lizard to <i>mušhušsum</i>
6	2 days	Sheep to wool coat
7	1 week	Shrew to <i>mušhušsum</i>
9+	Permanent	<i>mušhušsum</i> to shrew

damage occurs when the new form is changed through physical force.

A nonmagical object cannot be made into a magic item with this sorcery. Magic items aren't affected by this sorcery.

This sorcery cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold or platinum. This sorcery can also be used to duplicate the effects of *baleful polymorph*, *polymorph*, *flesh to stone*, *stone to flesh*.

Shapechange

Level: 10

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

This sorcery functions like *polymorph*, except that it enables you to assume the form of any single nonunique creature (of any type) from Fine to Colossal size. The assumed form cannot have more than your caster level in Hit Dice (to a maximum of 25 HD). Unlike *polymorph*, this sorcery allows incorporeal or gaseous forms to be assumed.

You gain all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, but you lose your own supernatural abilities. You also gain the type of the new form in place of your own. The new form does not disorient you. Parts of your body or pieces of equipment that are separated from you do not revert to their original forms.

You can become just about anything you are familiar with. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action. If you use this sorcery to create a disguise, you get a +10 bonus on your Disguise check.

THE PATH OF EA
(Cold, Dark, and Water)

Create Water

Level: 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Up to 2 gallons of water/
level

Duration: Instantaneous

Saving Throw: None

Sorcery Resistance: No

This sorcery generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling many small receptacles.

Note: sorceries like this one can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Darkness

Level: 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 min./level (D)

Saving Throw: None

Sorcery Resistance: No

This sorcery causes an object to radiate shadowy illumination out to a 20-foot radius. All creatures in the area gain concealment (20% miss chance). Even creatures that can

normally see in such conditions (such as with darkvision or low-light vision) have the miss chance in an area shrouded in magical darkness.

Normal lights (torches, candles, lamps, and so forth) are incapable of brightening the area, as are *light* sorceries of lower level. Higher level *light* sorceries are not affected by *darkness*.

If *darkness* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

Darkness counters or dispels any *light* sorcery of equal or lower sorcery level.

Fog Cloud

Level: 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft.
level)

Effect: Fog spreads in 20-ft. radius,
20 ft. high

Duration: 10 min./level

Saving Throw: None

Sorcery Resistance: No

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to

locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The sorcery does not function underwater.

Control Water

Level: 4

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)

Duration: 10 min./level (D)

Saving Throw: None; see text

Sorcery Resistance: No

Depending on the version you choose, the *control water* sorcery raises or lowers water.

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the sorcery creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the sorcery. When cast on water elementals and other water-based creatures, this sorcery acts as a *slow* sorcery (Will negates). The sorcery has

no effect on other creatures.

Raise Water: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the sorcery creates. If the area affected by the sorcery includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

Cone of Cold

Level: 5

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Sorcery Resistance: Yes

Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6).

Ice Storm

Level: 6

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cylinder (20-ft. radius, 40 ft. high)

Duration: 1 full round

Saving Throw: None

Sorcery Resistance: Yes

Great magical hailstones pound down for 1 full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. A -4 penalty applies to each Perceive check made within the ice storm's effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt).

Wall of Ice

Level: 7

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level

Duration: 1 min./level

Saving Throw: Reflex negates; see text

Sorcery Resistance: Yes

This sorcery creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save

indicates that the sorcery automatically fails. Fire can melt a wall of ice, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a wall of ice creates a great cloud of steamy fog that lasts for 10 minutes.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or some other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides. Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage +1 point per caster level (no save).

Hemisphere: The wall takes the form of a hemisphere whose

maximum radius is 3 feet + 1 foot per caster level. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

Polar Ray

Level: 8

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Sorcery Resistance: Yes

A blue-white ray of freezing air and ice springs from your hand. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of cold damage per caster level (maximum 25d6).

Temporal Stasis

Level: 9

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Fortitude negates

Sorcery Resistance: Yes

You must succeed on a melee touch attack. You place the subject into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions

virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful *dispel magic* or *freedom*).

Time Stop

Level: 10

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1d4+1 rounds (apparent time); see text

This sorcery seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you. While the time stop is in effect, other creatures are invulnerable to your attacks and sorceries; you cannot target such creatures with any attack or sorcery. A sorcery that affects an area and has a duration longer than the remaining duration of the time stop have their normal effects on other creatures once the time stop ends. Most sorcerers use the additional time to improve their defenses, summon allies, or flee from combat.

You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not

in another creature's possession.

You are undetectable while *time stop* lasts.

THE PATH OF ELLIL (Wind)

Obscuring Mist

Level: 1

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Effect: Cloud spreads in 20-ft. radius from you, 20 ft. high

Duration: 1 min./level

Saving Throw: None

Sorcery Resistance: No

A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball* or similar sorcery burns away the fog in the explosive or fiery sorcery's area. A *wall of fire* burns away the fog in the area into which it deals damage.

This sorcery does not function underwater.

Wind Wall

Level: 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall up to 10 ft./level long and 5 ft./level high (S)

Duration: 1 round/level

Saving Throw: None; see text

Sorcery Resistance: Yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.

Fly

Level: 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Sorcery Resistance: Yes (harmless)

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a *fly* sorcery requires only as much concentration as walking, so the subject can attack or cast sorcery normally. The subject of *fly* can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears.

Should the sorcery's duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a sorcery effectively ends it, the subject also descends in this way if the fly sorcery is dispelled.

Lightning Bolt

Level: 4

Components: V, S

Casting Time: 1 standard action

Range: 120 ft.

Area: 120-ft. line

Duration: Instantaneous

Saving Throw: Reflex half

Sorcery Resistance: Yes

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips.

The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the sorcery's range permits; otherwise, it stops at the barrier just as any other sorcerous effect does.

Air Walk

Level: 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature (Gargantuan or smaller) touched

Duration: 10 min./level

Saving Throw: None

Sorcery Resistance: Yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half

the air walker's normal speed.

A strong wind (21+ mph) can push the subject along or hold it back. At the end of its turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

Should the sorcery's duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a sorcery effectively ends it, the subject also descends in this way if the air walk sorcery is dispelled.

You can cast *air walk* on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk with one week of work and a DC 25 Handle Animal check.

Control Winds

Level: 6

Components: V, S

Casting Time: 1 standard action

Range: 40 ft./level

Area: 40 ft./level radius cylinder 40 ft. high

Duration: 10 min./level

Saving Throw: Fortitude negates
Sorcery Resistance: No

You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the sorcery ends or until you choose to alter your handiwork, which requires concentration. You may create an "eye" of calm air up to 80 feet in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit.

Wind Direction: You may choose one of four basic wind patterns to function over the sorcery's area.

- A downdraft blows from the center outward in equal strength in all directions.

- An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.

- A rotation causes the winds to circle the center in clockwise or counterclockwise fashion.

- A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

Wind Strength: For every three caster levels, you can increase or decrease wind strength by one level. Each round on your turn, a creature in the wind must make a

Fortitudesaveorsuffertheeffectofbeing in the windy area.

Strong winds (21+ mph) make sailing difficult.

A severe wind (31+ mph) causes minor ship and building damage.

A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.

Hurricane force winds (75+ mph) destroy wooden buildings, sometimesuprootevenlargetrees,and cause most ships to founder.

A tornado (175+ mph) destroys all nonfortified buildings and often uproots large trees.

Chain Lightning

Level: 7

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)

Duration: Instantaneous

Saving Throw: Reflex half

Sorcery Resistance: Yes

This sorcery creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike *lightning bolt*, *chain lightning* strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal half as much damage as the primary one did (rounded down).

Each target can attempt a Reflex saving throw for half damage. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Control Weather

Level: 8

Components: V, S

Casting Time: 10 minutes; see text

Range: 2 miles

Area: 2-mile-radius circle, centered on you; see text

Duration: 4d12 hours; see text

Saving Throw: None

Sorcery Resistance: No

You change the weather in the local area. It takes 10 minutes to cast the sorcery and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in.

You control the general tendencies of the weather, such as the direction and intensity of the wind.

Season	Possible Weather
Spring	Tornado, thunderstorm, sandstorm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sandstorm
Winter	Frigid cold or torrential rain

You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Whirlwind

Level: 9

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall

Duration: 1 round/level (D)

Saving Throw: Reflex negates; see text

Sorcery Resistance: Yes

This sorcery creates a powerful cyclone of raging wind that moves

through the air, along the ground, or over water at a speed of 60 feet per round. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the sorcery's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the cyclone, even if it comes back within range.) Any Large or smaller creature that comes in contact with the sorcerous effect must succeed on a Reflex save or take 3d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

Storm of Vengeance

Level: 10

Components: V, S

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Effect: 360-ft.-radius storm cloud

Duration: Concentration (maximum 10 rounds) (D)

Saving Throw: See text

Sorcery Resistance: Yes

This sorcery creates an enormous black storm cloud. Lightning and crashing claps of thunder appear within the storm. Each creature beneath the cloud must succeed on a Fortitude save or be deafened for 1d4x10 minutes.

If you do not maintain concentration on the sorcery after casting it, the sorcery ends. If you continue to concentrate, the sorcery generates additional effects in each following round, as noted below. Each effect occurs during your turn.

2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage (no save).

3rd Round: You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage.

4th Round: Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save).

5th through 10th Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker

cannot use sight to locate the target). Speed is reduced by three-quarters.

Ranged attacks within the area of the storm are impossible. Sorceries cast within the area are disrupted unless the caster succeeds on a Sorcery check against a DC equal to the storm of vengeance's save DC + the level of the sorcery the caster is trying to cast.

THE PATH OF ERIŠKIGAL (Illusion)

Silent Image

Level: 1

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration: Concentration

Saving Throw: Will disbelief (if interacted with)

Sorcery Resistance: No

This sorcery creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Blur

Level: 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Sorcery Resistance: Yes (harmless)

The subject's outline appears blurred, shifting and wavering. This distortion grants the subject concealment (20% miss chance).

A *see invisibility* does not counteract the blur effect, but a *true seeing* sorcery does.

Opponents that cannot see the subject ignore the sorcery's effect (though fighting an unseen opponent carries penalties of its own).

Invisibility

Level: 3

Components: V, S

Casting Time: 1 standard action

Range: Personal or touch

Target: You or a creature or object weighing no more than 100 lb./level

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless) or Will negates (harmless, object)

Sorcery Resistance: Yes (harmless) or Yes (harmless, object)

The creature or object touched becomes invisible, vanishing from sight, even from darkvision. If the recipient is a creature carrying gear, that vanishes, too. If you cast the sorcery on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The sorcery ends if the subject attacks any creature. For purposes of this sorcery, an attack includes any sorcery targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the sorcery. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Sorceries such that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a *permanency* sorcery.

Major Image

Level: 4

Duration: Concentration + 3 rounds

This sorcery functions like *silent image*, except that sound, smell, and thermal illusions are included in the sorcery effect. While concentrating, you can move the image within the range.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

Hallucinatory Terrain

Level: 5

Components: V, S

Casting Time: 10 minutes

Range: Long (400 ft. + 40 ft./level)

Area: One 30-ft. cube/level (S)

Duration: 2 hours/level (D)

Saving Throw: Will disbelief (if interacted with)

Sorcery Resistance: No

You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Persistent Image

Level: 6

Duration: 1 min./level (D)

This sorcery functions like *silent image*, except that the figment

includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

Permanent Image

Level: 7

Effect: Figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

Duration: Permanent (D)

This sorcery functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal elements, and the sorcery is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

Invisibility, Mass

Level: 8

Components: V, S

Range: Long (400 ft. + 40 ft./level)

Targets: Any number of creatures, no two of which can be more than 180 ft. apart

This sorcery functions like *invisibility*, except that the effect is mobile with the group and is broken when anyone in the group attacks. Individuals in the group cannot see each other. The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. (If only two

individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.)

Scintillating Pattern

Level: 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Colorful lights in a 20-ft.-radius spread

Duration: Concentration + 2 rounds

Saving Throw: None

Sorcery Resistance: Yes

A twisting pattern of discordant, coruscating colors weaves through the air, affecting creatures within it. The sorcery affects a total number of Hit Dice of creatures equal to your caster level (maximum 20). Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the sorcery's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. The sorcery affects each subject according to its Hit Dice.

6 or less: Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then confused for 1d4 rounds. (Treat an unconscious result as stunned for non-living creatures.)

7 to 12: Stunned for 1d4 rounds, then confused for 1d4 rounds.

13 or more: Confused for 1d4 rounds.

Sightless creatures are not affected by *scintillating pattern*.

Weird

Level: 10

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief (if interacted with), then Fortitude partial; see text

Sorcery Resistance: Yes

Targets: Any number of creatures, no two of which can be more than 30 ft. apart

You create a phantasmal image of the most fearsome creatures imaginable to the subjects simply by forming the fears of their subconscious minds into something that their conscious minds can visualize: these most horrible beasts. Only the affected creatures see the phantasmal creatures attacking them, though you see the attackers as shadowy shapes.

If a subject's Fortitude save succeeds, it still takes 3d6 points of damage and is stunned for 1 round. The subject also takes 1d4 points of temporary Strength damage.



THE PATH OF GEŠTINANNA (Earth)

Unseen Scribe

Level: 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One piece of clay, wax, or other impressionable medium

Duration: 1 hour/level

Saving Throw: No

Sorcery Resistance: No

When this sorcery is cast on a tablet or similar medium, an unseen force begins to inscribe upon it whatever text is spoken to it. All speakers so dictating must be able to read and write the language to be inscribed, and must actively intend that the sorcery record them. The surface must also have room for the information.

This sorcery can be used to copy information from one tablet to another, but the original must be read to the enchanted tablet during the duration of the sorcery.

Soften Earth and Stone

Level: 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft. square/level; see text

Duration: Instantaneous

Saving Throw: None

Sorcery Resistance: No

When this sorcery is cast, all natural, undressed earth or stone in the sorcery's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-feet-square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast sorcery. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge.

Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or

charge over the surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While soften earth and stone does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this sorcery, not destroyed.

Stone Shape

Level: 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Sorcery Resistance: No

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30%

chance that any shape including moving parts simply doesn't work.

Stone Tell

Level: 4

Components: V, S

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 min./level

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for.

You can speak with natural or worked stone.

Wall of Stone

Level: 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Stone wall whose area is up to one 5-ft. square/level (S)

Duration: Instantaneous

Saving Throw: See text

Sorcery Resistance: No

This sorcery creates a wall of rock that merges into adjoining rock surfaces. A wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot

square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

You can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the sorcery's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by normal means such as breaking and chipping. Each 5-foot square of the wall has 15 hit points per inch of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is $20 + 2$ per inch of thickness. It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Transmute Mud to Rock/Rock to Mud

Level: 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent

Saving Throw: See text

Sorcery Resistance: No

This sorcery has two uses.

Mud to Rock: This sorcery transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral) permanently.

Any creature in the mud is allowed a Reflex save to escape before the area is hardened to stone.

Rock to Mud: This sorcery turns natural, uncut or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the sorcery. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a –2 penalty on attack rolls and AC. Brush thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If transmute *rock to mud* is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth

of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area, or half damage to those who succeed on Reflex saves.

Large stone buildings are generally immune to the effect of the sorcery, since *transmute rock to mud* can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this sorcery.

The mud remains until a successful *dispel magic* or *transmute mud to rock* sorcery restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Transmute mud to rock counters and dispels *transmute rock to mud* and vice versa.

Move Earth

Level: 7

Components: V, S

Casting Time: See text

Range: Long (400 ft. + 40 ft./level)

Area: Dirt in an area up to 750 ft. square and up to 10 ft. deep (S)

Duration: Instantaneous

Saving Throw: None

Sorcery Resistance: No

Move earth moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.

However, in no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

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

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

Statue

Level: 8

Components: V, S

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Sorcery Resistance: Yes (harmless)

A *statue* sorcery turns the subject to solid stone, along with any garments and equipment worn or carried. In statue form, the subject gains hardness 8. The subject retains its own hit points.

The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage.

The subject of a *statue* sorcery can return to its normal state, act, and then return instantly to the statue state (a free action) if it so desires, as long as the sorcery duration is in effect.

Earthquake

Level: 9

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 80-ft.-radius spread (S)

Duration: 1 round

Saving Throw: See text

Sorcery Resistance: No

When you cast *earthquake*, an intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A sorcerer on the

ground must make a Sorcery check (DC 20 + sorcery level) or lose any sorcery he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an *earthquake* sorcery depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The sorcery collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below). An *earthquake* cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: *Earthquake* causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

Open Ground: Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the sorcery, all fissures grind shut, killing any creatures still trapped within.

Structure: Any structure standing on open ground takes 100

points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the sorcery, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the sorcery, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Pinned beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

THE PATH OF GIBIL (Fire and Light)

Light

Level: 1

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 min./level (D)

Saving Throw: None

Sorcery Resistance: No

This sorcery causes an object to glow like a torch, shedding bright light in a 20-foot radius (and dim light for an additional 20 feet) from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

A *light* sorcery (one with the light descriptor) counters and dispels a *darkness* sorcery (one with the darkness descriptor) of an equal or lower level.

Burning Hands

Level: 2

Components: V, S

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Sorcery Resistance: Yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can

extinguish burning items as a full-round action.

Pyrotechnics

Level: 3

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: One fire source, up to a 20-ft. cube

Duration: 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text

Saving Throw: Will negates or Fortitude negates; see text

Sorcery Resistance: Yes or No; see text

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version you choose.

Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of the fire source to become blinded for 1d4+1 rounds (Will negates). These creatures must have line of sight to the fire to be affected. Sorcery Resistance can prevent blindness.

Smoke Cloud: A writhing stream of smoke billows out from the source, forming a choking cloud. The cloud spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take -4

penalties to Strength and Dexterity (Fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Sorcery Resistance does not apply.

Material Component: The sorcery uses one fire source, which is immediately extinguished. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per caster level.

Fireball

Level: 4

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Sorcery Resistance: Yes

A fireball sorcery is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to

attaining the prescribed range, blossoms into the fireball at that point. (An early impact results in an early detonation.) If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must “hit” the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other sorcery effect does.

Daylight

Level: 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 min./level (D)

Saving Throw: None

Sorcery Resistance: No

The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this sorcery is not the equivalent of daylight for the purposes of

creatures that are damaged or destroyed by bright light.

If *daylight* is cast on a small object that is then placed inside or under a light-proof covering, the sorcery's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any *darkness* sorcery of equal or lower level, such as *darkness*.

Wall of Fire

Level: 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft. per two levels; either form 20 ft. high

Duration: Concentration + 1 round/level

Saving Throw: None

Sorcery Resistance: Yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it

appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level (maximum +20) to any creature passing through it.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out. (Do not divide cold damage by 4, as normal for objects.)

Wall of fire can be made permanent with a *permanency* sorcery. A permanent *wall of fire* that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

Sunbeam

Level: 7

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Line from your hand

Duration: 1 round/level or until all beams are exhausted

Saving Throw: Reflex negates and Reflex half; see text

Sorcery Resistance: Yes

For the duration of this sorcery, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth one beam per three caster levels (maximum six beams at 18th level).

The sorcery ends when its duration runs out or your allotment of beams is exhausted.

Each creature in the beam is blinded and takes 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the beam takes 1d6 points of damage per caster level (maximum 20d6), or half damage if a Reflex save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the sorcery deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Incendiary Cloud

Level: 8

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: Reflex half; see text

Sorcery Resistance: No

An *incendiary cloud* sorcery creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight as a fog cloud does. In addition, the white-hot embers within the cloud deal

4d6 points of fire damage to everything within the cloud on your turn each round. All targets can make Reflex saves each round to take half damage.

The smoke moves away from you at 10 feet per round. Figure out the smoke's new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the sorcery. By concentrating, you can make the cloud (actually its point of origin) move as much as 60 feet each round. Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remainder's spread thereafter.

As with *fog cloud*, wind disperses the smoke, and the sorcery can't be cast underwater.

Sunburst

Level: 9

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 80-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex partial; see text

Sorcery Resistance: Yes

Sunburst causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A

successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of damage per caster level (maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fail its save.

The ultraviolet light generated by the sorcery deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Sunburst dispels any *darkness* sorceries of lower than 9th level within its area.

Meteor Swarm

Level: 10

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Four 40-ft.-radius spreads; see text

Duration: Instantaneous

Saving Throw: None or Reflex half; see text

Sorcery Resistance: Yes

Meteor swarm is a very powerful and spectacular sorcery that is similar to *fireball* in many aspects. When you cast it, four 2-foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of

sparks.

If you aim a sphere at a specific creature, you may make a ranged touch attack to strike the target with the meteor. Any creature struck by one of these spheres takes 2d6 points of bludgeoning damage (no save) and receives no saving throw against the sphere's fire damage (see below). If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space. You may aim more than one meteor at the same target.

Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each. (Fire resistance applies to each sphere's damage individually.)

THE PATH OF IŠTAR (Domination of Man)

Charm Person

Level: 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature

Duration: 1 hour/level

Saving Throw: Will negates

Sorcery Resistance: Yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked

by you or your allies, however, it receives a +5 bonus on its saving throw.

The sorcery does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the sorcery. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Command

Level: 2

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

Saving Throw: Will negates

Sorcery Resistance: Yes

You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options.

Approach: On its turn, the subject moves toward you as quickly

and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Drop: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.

Fall: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

Flee: On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless.

If the subject can't carry out your command on its next turn, the sorcery automatically fails.

Hold Person

Level: 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid creature

Duration: 1 round/level (D); see text

Saving Throw: Will negates; see text

Sorcery Resistance: Yes

The subject becomes

paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. (This is a full-round action that does not provoke attacks of opportunity.)

A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Dominate Person

Level: 4

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid

Duration: One day/level

Saving Throw: Will negates

Sorcery Resistance: Yes

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a

dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your instructions or giving a *dominated* creature a new command is the equivalent of redirecting a sorcery, so it is a move action.

By concentrating fully on the sorcery (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least

1 round concentrating on the sorcery each day, the subject receives a new saving throw to throw off the *domination*.

Magic Jar

Level: 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 hour/level or until you return to your body

Saving Throw: Will negates; see text

Sorcery Resistance: Yes

By casting *magic jar*, you place your soul in a gem or large crystal (known as the magic jar), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the magic jar. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The sorcery ends when you send your soul back to your own body, leaving the receptacle empty.

To cast the sorcery, the magic jar must be within sorcerous range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the magic jar, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence).

You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more Hit Dice between one creature and another and can determine whether a life force is powered by positive or negative energy.

You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly. Attempting to possess a body is a full-round action. You possess the body and force the creature's soul into the magic jar unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the magic jar, and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the magic jar. You keep your Intelligence, Wisdom, Charisma, level, class, attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's

extraordinary or supernatural abilities. The creature's sorceries and sorcery-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the magic jar if within range, sending the trapped soul back to its body. The sorcery ends when you shift from the jar to your own body.

If the host body is slain, you return to the magic jar, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the sorcery, both you and the host die. Any life force with nowhere to go is treated as slain.

If the sorcery ends while you are in the magic jar, you return to your body (or die if your body is out of range or destroyed). If the sorcery ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the magic jar returns to its body (or dies if it is out of range). Destroying the receptacle ends the sorcery, and the sorcery can be dispelled at either the magic jar or at the host's location.

Geas

Level: 6

Components: V

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: One day/level or until discharged (D)

Saving Throw: None

Sorcery Resistance: Yes

This sorcery places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must be able to understand you. While a *geas* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The *geased* creature must follow the given instructions until the *geas* is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions the sorcery remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions:

If the subject is prevented from obeying the *geas* for 24 hours, the subject takes 3d6 points of damage each day it does not attempt to follow the *geas*. Additionally, each day it must make a Fortitude saving throw or become sickened. These effects end 24 hours after the creature attempts to resume the *geas*.

A *remove curse* sorcery ends a *geas* sorcery only if its caster level is at least two higher than your caster level. *Break enchantment* does not end a *geas*, but *limited wish*, and *wish* do. *Dispel magic* does not affect a *geas*.

Hold Person, Mass

Level: 7

Targets: One or more humanoid creatures, no two of which can be more than 30 ft. apart

This sorcery functions like *hold person*, except as noted above.

Binding

Level: 8

Components: V, S

Casting Time: One minute

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: See text (D)

Saving Throw: Will negates; see text

Sorcery Resistance: Yes

A *binding* creates a magical restraint to hold a creature. The target gets an initial saving throw only if its Hit Dice equal at least one-half your caster level.

You may have as many as six assistants help you with the sorcery. For each assistant who casts *charm person* or *charm monster* (per the creature type), your caster level for this casting of *binding* increases by 1. For each assistant who casts *dominate person* or *dominate monster*, your caster level for this casting of *binding* increases by a number equal to one-third of that assistant's level, provided that the sorcery's target is appropriate for a *binding*. Since the assistants' sorceries are cast simply to improve your caster level for the purpose of the *binding*, saving throws and Sorcery Resistance

against the assistants' sorceries are irrelevant. Your caster level determines whether the target gets an initial Will saving throw and how long the *binding* lasts. All *binding* sorceries are dismissible.

Regardless of the version of *binding* you cast, you can specify triggering conditions that end the sorcery and release the creature whenever they occur. These triggers can be as simple or elaborate as you desire, but the condition must be reasonable and have a likelihood of coming to pass. The conditions can be based on a creature's name, identity, or alignment but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, or hit points don't qualify. Once the sorcery is cast, its triggering conditions cannot be changed. Setting a release condition increases the save DC (assuming a saving throw is allowed) by 2.

If you are casting any of the first three versions of *binding* (those with limited durations), you may cast additional *binding* sorceries to prolong the effect, since the durations overlap. If you do so, the target gets a saving throw at the end of the first sorcery's duration, even if your caster level was high enough to disallow an initial saving throw. If the creature succeeds on this save, all the *binding* sorceries it has received are broken.

The *binding* sorcery has six versions. Choose one of the

following versions when you cast the sorcery.

Chaining: The subject is confined by restraints that generate an *antipathy* sorcery affecting all creatures who approach the subject, except you. The duration is one year per caster level. The subject of this form of *binding* is confined to the spot it occupied when it received the sorcery.

Slumber: This version causes the subject to become comatose for as long as one year per caster level. The subject does not need to eat or drink while slumbering, nor does it age. This form of *binding* is more difficult to cast than chaining, making it slightly easier to resist. Reduce the sorcery's save DC by 1.

Bound Slumber: This combination of chaining and slumber lasts for as long as one month per caster level. Reduce the save DC by 2.

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. The effect is permanent. Reduce the save DC by 3.

Metamorphosis: The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent if you so choose. The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack, or use any of its powers or abilities. The *binding* is permanent. The

subject does not need to breathe, eat, or drink while metamorphosed, nor does it age. Reduce the save DC by 4.

Minimus Containment: The subject is shrunk to a height of 1 inch or even less and held within some gem, jar, or similar object. The *binding* is permanent. The subject does not need to breathe, eat, or drink while contained, nor does it age. Reduce the save DC by 4.

You can't dispel a *binding* sorcery with *dispel magic* or a similar effect, though a *disjunction* affects it normally. A bound demon or *etimmum* cannot be sent away due to *dismissal*, *banishment*, or a similar effect.

Soul Bind

Level: 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Corpse

Duration: Permanent

Saving Throw: Will negates

Sorcery Resistance: No

You draw the soul from a newly dead body and imprison it in a dark-colored stone. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the stone, cannot be returned through resurrection or even a wish. Only by destroying the stone or dispelling the sorcery on it can one free the soul (which is then still dead).

THE PATH OF MARDUK (Domination of Monsters)

Summon Monster

Level: 1

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Sorcery Resistance: No

This sorcery summons one or more creatures (typically a demon or magical beast). The summoned creatures appears where you designate and act immediately, on your turn. They attack your opponents to the best of their ability. If you can communicate with the creatures, you can direct them not to attack, to attack particular enemies, or to perform other actions.

How many creatures are conjured depends on the amount of sorcery points expended on this sorcery.

# of Sorcery Points Expended	Level(s) of Monsters Summoned
1	1 1 st -level
2	1 2 nd level, or 1d3 1 st level
3	1 3 rd level, or 1d3 2 nd level, or 1d4+1 1 st level
4	1 4 th level, or 1d3 3 rd level, or 1d4+1 of a lower level
5	1 5 th level, or 1d3 4 th level, or 1d4+1 of a lower level
6	1 6 th level, or 1d3 5 th level, or 1d4+1 of a lower level
7	1 7 th level, or 1d3 6 th level, or 1d4+1 of a lower level
8	1 8 th level, or 1d3 7 th level, or 1d4+1 of a lower level
9	1 9 th level, or 1d3 8 th level, or 1d4+1 of a lower level

A character can never spend more sorcery points on a sorcery than she has levels.

See the chart below for the number of creatures *summoned* per

Summoned Monsters by Level
1st Level
Demonic cat
Demonic dog
Demonic donkey
<i>Kulillum</i> ¹
2nd Level
Demonic Wolf
3rd Level
Demonic Boar
Demonic Bull
<i>Etemmum</i> (Human base, CR 2)
<i>Utukkum</i> (CR 2)
4th Level
Demonic Lion
<i>Etemmum</i> (Human base, CR 3)
<i>Kusarikkum</i>
<i>Mušhušsum</i> , Wyrmling
5th Level
<i>Etemmum</i> (Human base, CR 4)
<i>Lahmum</i>
<i>Utukkum</i> (CR 4)
6th Level
<i>Etemmum</i> (Human base, CR 5)
<i>Mušhušsum</i> , Young Wyrmling
7th Level
<i>Etemmum</i> (Human base, CR 7)
<i>Utukkum</i> (CR 6)
8th Level
<i>Etemmum</i> (Human base, CR 8)
<i>Mušhušsum</i> , Juvenile Wyrmling
9th Level
<i>Etemmum</i> (Human base, CR 9)
<i>Mušhušsum</i> , Adult Wyrmling
Šedum
<i>Utukkum</i> (CR 8)
¹ May be summoned only into an aquatic or watery environment.

sorcery point expended.

The sorcery conjures one of the creatures from list on the accompanying Summon Monster table. You choose which kind of creature to summon, and you can change that choice each time you cast the sorcery.

A *summoned* monster cannot summon or otherwise conjure another creature, nor can it use any teleportation abilities. Creatures cannot be summoned into an environment that cannot support them.

Command Eṭimmum

Level: 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One *eṭimmum*

Duration: One day/level

Saving Throw: Will negates; see text

Sorcery Resistance: Yes

This sorcery allows you some degree of control over an *eṭimmum*. It perceives your words and actions in the most favorable way (treat its attitude as friendly). It will not attack you while the sorcery lasts. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An intelligent *commanded eṭimmum* never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

Any act by you or your apparent allies that threatens the commanded *eṭimmum* breaks the spell.

Your commands are not telepathic. The *eṭimmum* must be able to hear you.

Dimensional Anchor

Level: 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 1 min./level

Saving Throw: None

Sorcery Resistance: Yes (object)

A green ray springs from your outstretched hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a dimensional anchor include *dimension door*, *maze*, *teleport*, and similar sorcery-like abilities. The sorcery also prevents the use of a *teleportation circle* for the duration of the sorcery.

A *dimensional anchor* does not prevent *summoned* creatures from disappearing at the end of a *summoning* sorcery.

Charm Monster

Level: 4

Target: One living creature

Duration: One day/level

This sorcery functions like *charm person*, except that the effect is not restricted by creature type or size.

Dismissal

Level: 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One outsider-type creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Sorcery Resistance: Yes

This sorcery forces a demon or the spirit of an *etimmum* back to its home plane if it fails a special Will save (DC = sorcery's save DC – creature's HD + your caster level). If the sorcery is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Planar Binding

Level: 6

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels); see text

Target: Targets: Up to three outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear

Duration: Instantaneous

Saving Throw: Will negates

Sorcery Resistance: No and Yes; see text

Casting this sorcery attempts a dangerous act: to lure a creature

from another plane to a specifically prepared trap, which must lie within the sorcery's range. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, the kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the sorcery.

The target creature is allowed a Will saving throw. If the saving throw succeeds, the creature resists the sorcery. If the saving throw fails, the creature is immediately drawn to the trap (Sorcery Resistance does not keep it from being called). The creature can escape from the trap with by successfully pitting its Sorcery Resistance against your caster level check, by dimensional travel, or with a successful Charisma check (DC 15 + 1/2 your caster level + your Cha modifier). It can try each method once per day. If it breaks loose, it can flee or attack you.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the planar binding more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Sorcery check.

You do not know the result of this check. If the check fails, the diagram is ineffective. You can take

10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to cast *dimensional anchor* on the circle during the round before casting this sorcery. The *anchor* holds any called creatures in the circle for 24 hours per caster level. A creature cannot use its Sorcery Resistance against a *planar binding* prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. However, the creature itself cannot disturb the diagram either directly or indirectly, as noted above.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check opposed by the creature's Charisma check. The check is assigned a bonus of +0 to +6 based on the nature of the service and the reward. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can

be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other sorcery. Impossible demands or unreasonable commands are never agreed to. If you roll a 1 on the Charisma check, the creature breaks free of the binding and can escape or attack you.

Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete though its own actions the sorcery remains in effect for a maximum of one day per caster level, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

Using this sorcery, you may call a single creature of 12 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 12. Each creature gets a save, makes an independent attempt to escape, and must be individually persuaded to aid you.

Banishment

Level: 7

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more outsiders, no two of which can be more than 30

ft. apart

Duration: Instantaneous

Saving Throw: Will negates

Sorcery Resistance: Yes

A *banishment* is a more powerful version of *dismissal*. It enables you to force demons or the souls of *etimmum* out of your home plane. As many as 2 Hit Dice of creatures per caster level can be banished.

You can improve your chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +1 bonus on your caster level check to overcome the target's Sorcery Resistance (if any), the saving throw DC increases by 2.

Certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +2 bonus on the caster level check against Sorcery Resistance and increasing the save DC by 4).

Planar Binding, Greater

Level: 8

Components: V, S

Targets: Up to three outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.

This sorcery functions like *planar binding*, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18. Each creature gets a

saving throw, makes independent attempts to escape, and must be persuaded to aid you individually.

Dominate Monster

Level: 9

Target: One creature

This sorcery functions like *dominate person*, except that the sorcery is not restricted by creature type.

Hold Monster, Mass

Level: 10

Targets: One or more creatures, no two of which can be more than 30 ft. apart

This sorcery functions like *hold person*, except that it affects multiple creatures and holds any living creature that fails its Will save.

THE PATH OF NABU (Language and Learning)

Comprehend Languages

Level: 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely

its literal meaning. The sorcery enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one tablet per minute. It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a *permanency* sorcery.

Touch of Idiocy

Level: 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 min./level

Saving Throw: No

Sorcery Resistance: Yes

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1.

This sorcery's effect may make it impossible for the target to cast some or all of its sorcery, if the requisite ability score drops below the minimum required to cast sorceries of that level.

Confusion

Level: 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: All creatures in a 15-ft. radius burst

Duration: 1 round/level

Saving Throw: Will negates

Sorcery Resistance: Yes

This sorcery causes the targets to become *confused*, making them unable to independently determine what they will do.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

d%	Behavior
01–10	Attack caster with melee or ranged weapons (or close with caster if attack is not possible).
11–20	Act normally.
21–50	Do nothing but babble incoherently.
51–70	Flee away from caster at top possible speed.
71–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A *confused* character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any *confused* character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a *confused* character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been

attacked).

Tongues

Level: 4

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Sorcery Resistance: No

This sorcery grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This sorcery does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a *permanency* sorcery.

Feeblemind

Level: 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Sorcery Resistance: Yes

If the target creature fails a Will saving throw, its Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma-based skills, cast sorcery, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a *heal*, *limited wish*, or *wish* is used to cancel the effect of the *feeblemind*. A creature that can cast sorcery, takes a –4 penalty on its saving throw.

Mind Fog

Level: 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Fog spreads in 20-ft. radius, 20 ft. high

Duration: 30 minutes and 2d6 rounds; see text

Saving Throw: Will negates

Sorcery Resistance: Yes

Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the mind fog take a –10 competence penalty on Wisdom checks and Will saves. (A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is

stationary and lasts for 30 minutes (or until dispersed by wind).

A moderate wind (11+ mph) disperses the fog in four rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The fog is thin and does not significantly hamper vision.

Insanity

Level: 7

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Sorcery Resistance: Yes

The affected creature suffers from a continuous *confusion* effect, as the sorcery.

Remove curse does not remove insanity. *Greater restoration*, *heal*, *limited wish*, or *wish* can restore the creature.

Moment of Prescience

Level: 8

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged

This sorcery grants you a powerful sixth sense in relation to yourself. Once during the sorcery's duration, you may choose to use its effect. This sorcery grants you an

insight bonus equal to your caster level (maximum +25) on any single attack roll, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flatfooted). Activating the effect doesn't take an action; you can even activate it on another character's turn if needed. You must choose to use the moment of prescience before you make the roll it is to modify. Once used, the sorcery ends.

You can't have more than one *moment of prescience* active on you at the same time.

Power Word Kill

Level: 9

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 100 hp or less

Duration: Instantaneous

Saving Throw: None

Sorcery Resistance: Yes

You utter a single word of power that instantly kills one creature of your choice, whether the creature can hear the word or not. Any creature that currently has 101 or more hit points is unaffected by *power word kill*.

THE PATH OF NERGAŁ (Pestilence and Death)

Chill Touch

Level: 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Creature or creatures touched (up to one/level)

Duration: Instantaneous

Saving Throw: Fortitude partial or Will negates; see text

Sorcery Resistance: Yes

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level.

Contagion

Level: 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Sorcery Resistance: Yes

The subject contracts a disease selected from the table below, which strikes immediately (no incubation period). The DC noted is for the subsequent saves (use contagion's normal save DC for the initial saving throw).

Disease	DC	Damage
<i>Di'um</i>	15	1d6 Str
<i>Himŭm</i>	16	1d6 Wis
<i>Isātum</i>	12	1d4 Int
<i>Li'bum</i>	12	1d3 Dex and 1d3 Con
<i>Lŭtum</i>	16	1d4 Str ¹
<i>Rapādum</i>	14	1d4 Con
<i>Šuruppū</i>	13	1d8 Dex

¹ Each time a victim takes 2 or more points of Strength damage from *lŭtum*, he or she must make another Fortitude save (using the disease's save DC) or be permanently blinded.

Vampiric Touch

Level: 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/1 hour; see text

Saving Throw: None

Sorcery Resistance: Yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

Bestow Curse

Level: 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Fortitude negates

Sorcery Resistance: Yes

You place a curse on the subject. Choose one of the following three effects.

- -6 decrease to an ability score (minimum 1).

- -4 penalty on attack rolls, saves, ability checks, and skill checks.

- Blindness

- Deafness

- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this sorcery cannot be dispelled, but it can be removed with a *remove curse*, *limited wish*, or *wish*.

Bestow curse counters *remove curse*.

Enervation

Level: 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray of negative energy

Duration: Instantaneous

Saving Throw: None

Sorcery Resistance: Yes

You point your finger and utter the incantation, releasing a black ray of crackling negative energy that suppresses the life force of any living creature it strikes. You must

make a ranged touch attack to hit. If the attack succeeds, the subject gains 1d4 negative levels.

If the subject has at least as many negative levels as HD, it dies. Each negative level gives a creature a -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of sorcerous or special abilities).

Additionally, a sorcerer loses knowledge of all sorceries of the levels lost. Negative levels stack.

Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of permanently draining the victim's levels, but the negative levels from enervation don't last long enough to do so.

Create/Destroy Ephemum

Level: 6

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One corpse

Duration: Instantaneous

Saving Throw: None

Sorcery Resistance: No

This sorcery has two uses.

Create Ephemum: This version of this sorcery allows you to create an *ephemum*. Created *ephemmū* are not automatically under the control of their animator. If you are capable

of commanding undead, you may attempt to command the creature as it forms.

This sorcery must be cast at night and must be cast on a dead body.

Destroy Etemmum: By casting this sorcery, the caster can instantly destroy an *etemmum*. An *etemmum* targeted by this sorcery is entitled to a Fortitude save. If successful, he instead takes 3d8 points of damage.

Finger of Death

Level: 7

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Sorcery Resistance: Yes

You can slay any one living creature within range. The target is entitled to a Fortitude saving throw to survive the attack. If the save is successful, the creature instead takes 3d6 points of damage +1 point per caster level (maximum +25).

The subject might die from damage even if it succeeds on its saving throw.

Horrid Wilting

Level: 8

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: Living creatures, no two of

which can be more than 60 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Sorcery Resistance: Yes

This sorcery evaporates moisture from the body of each subject living creature, dealing 1d8 points of damage per caster level (maximum 20d6). This sorcery is especially devastating to aquatic and plant creatures, which instead take 1d10 points of damage per caster level (maximum 20d8).

Energy Drain

Level: 9

Saving Throw: Fortitude partial; see text for *enervation*

This sorcery functions like *enervation*, except that the creature struck gains 2d4 negative levels, and the negative levels last longer.

There is no saving throw to avoid gaining the negative levels, but 24 hours after gaining them, the subject must make a Fortitude saving throw (DC = *energy drain* sorcery's save DC) for each negative level. If the save succeeds, that negative level is removed. If it fails, the negative level also goes away, but one of the subject's character levels is permanently drained.

Resurrection

Level: 10

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Dead creature touched

Duration: Instantaneous
Saving Throw: None; see text

Sorcery Resistance: Yes (harmless)

You restore life to a deceased creature. You can resurrect a creature that has been dead as long as 10 years per caster level. The subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

This sorcery can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the sorcery, the creature is immediately restored to full hit points, vigor, and health, with no loss of level (or Constitution points).

Normal poison and normal disease are cured in the process of resurrecting the subject, but magical diseases and curses are not undone. None of the dead creature's equipment or possessions are affected in any way by this sorcery.

The sorcery cannot bring back a creature that has died of old age.

THE PATH OF NINHURSAG **(Healing)**

Cure Wounds

Level: 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Sorcery Resistance: Yes (harmless); see text

When laying your hand upon living creatures, you channel positive energy that cures 1d8+1 points of damage for every sorcery point expended in its casting. These points can be divided among any number of creatures touched, but the number of creatures is also limited by the number of points expended in the casting. A player cannot spend more sorcery points on this sorcery than she has levels.

Remove Paralysis

Level: 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to four creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Sorcery Resistance: Yes (harmless)

You can free one or more creatures from the effects of any temporary paralysis or related magic, including *slow*. If the sorcery is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a

+4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus.

The sorcery does not restore ability scores reduced by penalties, damage, or drain.

Neutralize Poison

Level: 3

Components: V,

Casting Time: 1 standard action

Range: Touch

Target: Creature or object of up to 1 cu. ft./level touched

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Sorcery Resistance: Yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the sorcery does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

The creature is immune to any poison it is exposed to during the duration of the sorcery. The creature need not make any saves against poison effects applied to it during the length of the sorcery.

This sorcery can instead neutralize the poison in a poisonous creature or object for the duration of the sorcery, at the caster's option.

Remove Disease

Level: 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Sorcery Resistance: Yes (harmless)

Remove disease cures all diseases that the subject is suffering from. The sorcery also kills parasites. Certain special diseases may not be countered by this sorcery or may be countered only by a caster of a certain level or higher.

Note: Since the sorcery's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Remove Curse

Level: 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature or item touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Sorcery Resistance: Yes (harmless)

Remove curse instantaneously removes all curses on an object or a creature. *Remove curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although the sorcery typically enables the creature afflicted with any such

cursed item to remove and get rid of it. Certain special curses may not be countered by this sorcery or may be countered only by a caster of a certain level or higher.

Remove curse counters and dispels *bestow curse*.

Restoration

Level: 6

Components: V, S

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Sorcery Resistance: Yes (harmless)

This sorcery cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target. It dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level. A character who has a level restored by *restoration* has exactly the minimum number of experience points necessary to restore him or her to his or her previous level.

Restoration does not restore levels or Constitution points lost due to death.

Heal

Level: 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Sorcery Resistance: Yes (harmless)

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the Target: ability damage, blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, *feeble-minded*, *insanity*, nauseated, sickened, stunned, and poisoned. It also cures 10 hit points of damage per level of the caster.

Heal does not remove negative levels, restore permanently drained levels, or restore permanently drained ability score points.

Regenerate

Level: 8

Components: V, S

Casting Time: 3 full rounds

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Sorcery Resistance: Yes (harmless)

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of

multiheaded creatures), broken bones, and ruined organs grow back. After the sorcery is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 1d8 +1 points of damage per caster level, rids the subject of exhaustion and/or fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

Restoration, Greater

Level: 9

Components: V, S

Casting Time: 10 minutes

This sorcery functions like *restoration*, except that it dispels all negative levels afflicting the healed creature. This effect also reverses level drains by a force or creature, restoring the creature to the highest level it had previously attained. The drained levels are restored only if the time since the creature lost the level is no more than one week per caster level.

Greater restoration also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of *insanity*, *confusion*, and similar mental effects. *Greater restoration* does not restore levels or

Constitution points lost due to death.

Heal, Mass

Level: 10

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more creatures, no two of which can be more than 30 ft. apart

This sorcery functions like *heal*, except as noted above. The maximum number of hit points restored to each creature is 250.

THE PATH OF NUSKA (Doors and Movement)

Prestidigitation

Level: 1

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target, Effect, or Area: See text

Duration: 1 hour

Saving Throw: See text

Sorcery Resistance: No

Prestidigitations are minor tricks that novice sorcerers use for practice. Once cast, *prestidigitation* enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of sorcerers. *Prestidigitation* can create small objects, but they look crude and artificial. The materials created by

prestidigitation are extremely fragile, and they cannot be used as tools, weapons, or sorcery components. Finally, *prestidigitation* lacks the power to duplicate any other sorcery effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Knock

Level: 2

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One door, box, or chest with an area of up to 10 sq. ft./level

Duration: Instantaneous; see text

Saving Throw: None

Sorcery Resistance: No

The *knock* sorcery opens stuck, barred, locked or *held* doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). The door does not re-lock itself or become stuck again on its own. *Knock* does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area. Each sorcery can undo as many as two means of preventing egress.

Dimension Door

Level: 3

Components: V

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Sorcery Resistance: No and Yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this sorcery, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature

traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature traveling with you take an additional 4d6 points of damage and the sorcery simply fails.

Telekinesis

Level: 4

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target or Targets: See text

Duration: Concentration (up to 1 round/ level) or instantaneous; see text

Saving Throw: Will negates (object) or None; see text

Sorcery Resistance: Yes (object); see text

You move objects or creatures by concentrating on them. Depending on the version selected, the sorcery can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

Sustained Force: A sustained force moves an object weighing no more than 25 pounds per caster level (maximum 375 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with Sorcery Resistance.

This version of the sorcery can last 1 round per caster level, but it ends if you cease concentration.

The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The sorcery ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks.

Combat Maneuver: Alternatively, once per round, you can use *telekinesis* to perform a bull rush, disarm, grapple (including pin), or trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your base attack bonus (for disarm and grapple), you use your Intelligence modifier in place of your Strength or Dexterity modifier, and a failed attempt doesn't allow a reactive attempt by the target (such as for disarm or trip). No save is allowed against these attempts, but Sorcery Resistance applies normally. This version of the sorcery can last 1 round per caster level, but it ends if you cease concentration.

Violent Thrust: Alternatively, the sorcery energy can be spent in a single round. You can hurl one

object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level).

You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier. Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects).

Creatures who fall within the weight capacity of the sorcery can be hurled, but they are allowed Will saves (and Sorcery Resistance) to negate the effect, as are those whose held possessions are targeted by the sorcery. If a telekinised creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Passwall

Level: 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Effect: 5 ft. by 8 ft. opening, 10 ft. deep plus 5 ft. deep per three

additional levels

Duration: 1 hour/level (D)

Saving Throw: None

Sorcery Resistance: No

You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10 feet deep plus an additional 5 feet deep per three caster levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level). If the wall's thickness is more than the depth of the passage created, then a single passwall simply makes a niche or short tunnel. Several *passwall* sorceries can then form a continuing passage to breach very thick walls. When passwall ends, creatures within the passage are ejected out the nearest exit. If someone dispels the passwall or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

Teleport

Level: 6

Components: V

Casting Time: 1 standard action

Range: Personal and touch

Target: You and touched objects or other touched willing creatures; or without you, one touched object of up to 50 lb./level and 3 cu. ft./level

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Sorcery Resistance: No and Yes

(object)

This sorcery instantly transports you (or an object as above without you) to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. When transporting yourself, you can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent (see below) per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all sorceries where the range is personal and the target is you, you need not make a saving throw, nor is Sorcery Resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and Sorcery Resistance.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the *teleportation* works, roll d% and consult the Teleport table. Refer to the

following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently see it, you've been there often, or you have used other means (such as scrying) to study the place for at least one hour. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic.

"False destination" is a place that does not truly exist or if you are *teleporting* to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that's visually or thematically similar to the target area.

Generally, you appear in the closest similar place within range. If no such area exists within the sorcery's range, it simply fails instead.

Mishap: You and anyone else *teleporting* with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
False destination (1d20+80)	—	—	81–92	93–100

Teleport, Greater

Level: 7

This sorcery functions like *teleport*, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are *teleporting*. If you attempt to *teleport* with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

Refuge

Level: 8

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: Permanent until discharged

Saving Throw: None

Sorcery Resistance: No

You create powerful magic in some specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same plane to your abode. Once the item is transmuted, you must give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used. To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item (a standard action). When this is done, the individual and all objects it is wearing and carrying (to a maximum of the character's heavy load) are instantly transported to your abode. No other creatures are affected (aside from a familiar that is touching the subject).

You can alter the sorcery when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken. You will have a general idea of the location and situation of the item possessor at the time *refuge* is discharged, but once you decide to alter the sorcery

in this fashion, you have no choice whether or not to be transported.

Teleportation Circle

Level: 9

Components: V

Casting Time: 10 minutes

Range: 0 ft.

Effect: 5-ft.-radius circle that teleports those who activate it

Duration: 10 min./level (D)

Saving Throw: None

Sorcery Resistance: Yes

You create a circle on the floor or other horizontal surface that teleports, as *greater teleport*, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The sorcery fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way.

Teleportation circle can be made permanent with a *permanency* sorcery. A *permanent teleportation circle* that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.

Note: Magic traps such as *teleportation circle* are hard to detect and disable. The Perceive DC is 25 + sorcery level, or 34 in the case of

teleportation circle.

Maze

Level: 10

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: See text

Saving Throw: None

Sorcery Resistance: Yes

You banish the subject into an extradimensional labyrinth of force planes. Each round on its turn, it may attempt a DC 20 Intelligence check to escape the labyrinth as a full-round action. If the subject doesn't escape, the maze disappears after 10 minutes, forcing the subject to leave.

On escaping or leaving the maze, the subject reappears where it had been when the *maze* sorcery was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Sorceries and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape a *maze* sorcery.

THE PATH OF ŠAMAŠ (Omens)

Detect Magic

Level: 1

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1

min./level (D)

Saving Throw: None

Sorcery Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Sorcery skill checks to determine the sorcery involved in each. (Make one check per aura; DC 15 + sorcery level, or 15 + half caster level for a non-sorcerous effect.)

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a sorcery's functioning sorcery level or an item's caster level. If an aura falls into more than one category, detect magic indicates the stronger of the two.

Sorcery or Object	Aura Power			
	Faint	Moderate	Strong	Over- whelming
Sorcery Level	3rd or lower	4th–6th	7th–9th	10th+

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a sorcery) or is destroyed (in the case of a magical item). If *detect magic* is cast and

directed at such a location, the sorcery indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Each round, you can turn to detect magic in a new area. The sorcery can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made *permanent* with *permanency*.

Augury

Level: 2

Components: V, S

Casting Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous

An *augury* can tell you whether a particular action will bring good or bad results for you in the immediate future.

The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the *augury* succeeds, you get one of four results:

- Weal (if the action will probably bring good results).

- Woe (for bad results).

- Weal and woe (for both).

- Nothing (for actions that don't have especially good or bad results).

If the sorcery fails, you get the “nothing” result. A caster who gets the “nothing” result has no way to tell whether it was the result of a failed or successful *augury*.

The *augury* can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All *auguries* cast by the same person about the same topic use the same dice result as the first casting.

Identify

Level: 3

Components: V, S

Casting Time: 1 hour

Range: Touch

Targets: One touched object

Duration: Instantaneous

Saving Throw: None

Sorcery Resistance: No

This sorcery determines all magic properties of a single magic item, including how to activate those functions (if appropriate), and how many charges are left (if any).

See Invisibility

Level: 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

You can see any objects or beings that are invisible within your range of vision as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible and invisible creatures.

The sorcery does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See invisibility can be made permanent with *permanency*.

Clairaudience/Clairvoyance

Level: 5

Components: V, S

Casting Time: 10 minutes

Range: Long (400 ft. + 40 ft./level)

Effect: Magical sensor

Duration: 1 min./level (D)

Saving Throw: None

Sorcery Resistance: No

Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious

one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying sorcery, this sorcery does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the sorcery's effect. *Clairaudience/clairvoyance* functions only on the plane of existence you are currently occupying.

True Seeing

Level: 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Sorcery Resistance: Yes (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under a *blur* effect, sees invisible creatures or objects normally, sees through illusions, and sees the true form of *polymorphed*, changed, or transmuted things. The range of *true seeing* conferred is 120 feet.

True seeing, however, does

not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the sorcery's effects cannot be further enhanced with known magic, so one cannot use *true seeing* through an artifact or in conjunction with *clairaudience/clairvoyance*.

Legend Lore

Level: 7

Components: V, S

Casting Time: See text

Range: Personal

Target: You

Duration: See text

Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4x10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better legend lore result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more

detailed information, thus allowing a better legend lore result next time).

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are “legendary,” as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Discern Location

Level: 8

Components: V, S

Casting Time: 10 minutes

Range: Unlimited

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Sorcery Resistance: No

Discern location is among the most powerful means of locating creatures or objects. Nothing short of *mind blank* or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. *Discern location* circumvents normal means of protection from scrying or location.

The sorcery reveals the name of the creature or object’s location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature with this sorcery, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

Foresight

Level: 9

Components: V, S

Casting Time: 1 standard action

Range: Personal or touch

Target: See text

Duration: 10 min./level

Saving Throw: None or Will negates (harmless)

Sorcery Resistance: No or Yes (harmless)

This sorcery grants you a powerful sixth sense in relation to yourself or another. Once *foresight* is cast, you receive instantaneous warnings of impending danger or harm to the subject of the sorcery. You are never surprised or flat-footed. In addition, the sorcery gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the sorcery, you receive

warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate sorcery) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

THE PATH OF SÎN (Wisdom and Magic)

Enlightenment

Level: 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Sorcery Resistance: Yes

When this sorcery is cast, it grants a +4 enhancement bonus to one of the target creature's non-physical ability scores (viz. Intelligence, Wisdom, or Charisma). This adds all of the usual benefits for the increase, including benefits to saves, checks and so forth. Sorcery points gained by increasing the Intelligence score in this manner are not used first.

All these benefits end with

the expiration of the sorcery.

Sleep

Level: 2

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: One or more living creatures within a 10-ft.-radius burst

Duration: 1 min./level

Saving Throw: Will negates

Sorcery Resistance: Yes

A *sleep* sorcery causes a magical slumber to come upon 4 Hit Dice of creatures. Creatures with the fewest HD are affected first.

Among creatures with equal HD, those who are closest to the sorcery's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action).

Sleep does not target unconscious creatures, constructs, or undead creatures.

Dispel Magic

Level: 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Area: One sorcerer, creature, or object; or 20-ft.-radius burst

Duration: Instantaneous
Saving Throw: None
Sorcery Resistance: No

You can use *dispel magic* to end ongoing sorceries that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing sorceries (or at least their effects) within an area. A *dispelled* sorcery ends as if its duration had expired. Some sorceries, as detailed in their descriptions, can't be defeated by *dispel magic*. *Dispel magic* can dispel (but not counter) sorcery-like effects just as it does sorceries.

Note: The effect of a sorcery with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel magic* can take effect.

You choose to use *dispel magic* in one of two ways: a targeted dispel, or an area dispel:

Targeted Dispel: One object, creature, or sorcery is the target of *dispel magic*. You make a dispel check (1d20 + your caster level, maximum +10) against the sorcery or against each ongoing sorcery currently in effect on the object or creature. The DC for this dispel check is 11 + the sorcerer's level. If you succeed on a particular check, that sorcery is dispelled; if you fail, it remains in effect.

If you target an object or creature that is the effect of an ongoing sorcery (such as a monster summoned by *monster summoning*), you

make a dispel check to end the sorcery that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any sorcery that you cast yourself.

Area Dispel: When *dispel magic* is used in this way, it affects everything within a 20-foot radius.

For each creature within the area that is the subject of one or more sorceries, you make a dispel check against the sorcery with the highest caster level. If that check fails, you make dispel checks against progressively weaker sorceries until you dispel one sorcery (which discharges the *dispel magic* so far as that target is concerned) or until you fail all your checks. The creature's magic items are not affected.

For each object within the area that is the target of one or more sorceries, you make dispel checks as

with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect sorcery whose point of origin is within the area of the *dispel magic*, you can make a dispel check to dispel the sorcery.

For each ongoing sorcery whose area overlaps that of the *dispel magic*, you can make a dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing sorcery (such as a monster summoned by *monster summoning*) is in the area, you can make a dispel check to end the sorcery that conjured that object or creature (returning it whence it came) in addition to attempting to dispel sorceries targeting the creature or object.

You may choose to automatically succeed on dispel checks against any sorcery that you have cast.

Deep Slumber

Level: 4

Range: Close (25 ft. + 5 ft./2 levels)

This spell functions like *sleep*, except that it affects 10 HD of creatures.

Permanency

Level: 5

Components: V, S, XP

Casting Time: 2 rounds

Range: See text

Target: See text

Duration: Permanent; see text

Saving Throw: None

Sorcery Resistance: No

This sorcery makes certain other spells *permanent*.

You must be of a minimum caster level depending on the sorcery.

You can make the following sorceries *permanent* in regard to yourself.

Spell	Minimum Caster Level	XP Cost
<i>Comprehend languages</i>	9th	500 XP
<i>Detect magic</i>	9th	500 XP
<i>See invisibility</i>	10th	1,000 XP
<i>Tongues</i>	11th	1,500 XP

You cast the desired sorcery and then follow it with *permanency*. You cannot cast these sorceries on other creatures. This application of *permanency* can be dispelled only by a caster of higher level than you were when you cast it.

Additionally, the following sorceries can be cast upon objects or areas only and rendered permanent.

Spell	Minimum Caster Level	XP Cost
<i>Invisibility</i>	10th	1,000 XP
<i>Teleportation circle</i>	17th	4,500 XP
<i>Wall of fire</i>	12th	2,000 XP

Sorceries cast on other creatures, objects, or locations (not on you) are vulnerable to *dispel magic* as normal.

Contingency

Level: 6

Components: V, S

Casting Time: At least 10 minutes; see text

Range: Personal

Target: You

Duration: One day/level (D) or until discharged

You can place another sorcery upon your person so that it comes into effect under some condition you dictate when casting *contingency*. The *contingency* and the companion sorcery are cast at the same time. The 10-minute casting time is the minimum total for both castings; if the companion sorcery has a casting time longer than 10 minutes, use that instead.

The sorcery to be brought into effect by the *contingency* must be one that affects your person and be of a sorcery level no higher than one-third your caster level (rounded down, maximum 6th level).

The conditions needed to bring the sorcery into effect must be clear, although they can be general. In all cases, the *contingency* immediately brings into effect the companion sorcery, the latter being “cast” instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole sorcery combination (*contingency* and the companion magic) may fail when called on. The companion sorcery occurs based solely on the stated conditions, regardless of whether you want it to.

You can use only one

contingency at a time; if a second is cast, the first one (if still active) is *dispelled*.

Dispel Magic, Greater
Level: 7

This sorcery functions like *dispel magic*, except that the maximum caster level on your *dispel* check is +20 instead of +10.

Additionally, *greater dispel magic* has a chance to *dispel* any effect that *remove curse* can remove, even if *dispel magic* can’t *dispel* that effect.

Limited Wish

Level: 8

Components: V, S

Casting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Sorcery Resistance: Yes

A *limited wish* lets you create nearly any type of effect. For example, a *limited wish* can do any of the following things.

- Duplicate any sorcery of 6th level or lower.
- Undo the harmful effects of many sorceries, such as *geas* or *insanity*.
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a –7 penalty on its next saving throw.

A duplicated sorcery allows saving throws and Sorcery Resistance as normal (but the save DC is for a 7th-level sorcery).

Disjunction

Level: 9

Components: V, SP

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: All magical effects and magic items within a 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates (object)

Sorcery Resistance: No

All magical effects and magic items within the radius of the sorcery, except for those that you carry or touch, are *disjoined*. That is, sorceries and sorcery-like effects are separated into their individual components (ending the effect as *dispel magic* does), and each permanent magic item must make a successful Will save or be turned into a normal item. An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher.

Even artifacts are subject to *disjunction*, though there is only a 1% chance per caster level of actually affecting such powerful items. Additionally, if an artifact is destroyed, you must make a DC 25 Will save or permanently lose all sorcerous abilities. (These abilities cannot be recovered by mortal magic, not even a wish.)

Note: Destroying artifacts is

a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

Wish

Level: 10

Components: V

Casting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Sorcery Resistance: Yes

Wish is the mightiest sorcery a sorcerer can cast. By simply speaking aloud, you can alter reality to better suit you.

Even *wish*, however, has its limits.

A *wish* can produce any one of the following effects.

- Duplicate any sorcery of 8th level or lower.
- Undo the harmful effects of many other sorceries, such as *geas* or *insanity*.
- Create a nonmagical item of up to 15,000 shekels in value.
- Create a magic item, or add to the powers of an existing magic item.
- Grant a creature a +1 inherent bonus to an ability score. Two to five *wishes* cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two *wishes* for a +2 inherent bonus, three for a +3 inherent bonus, and so on). Inherent bonuses

are instantaneous, so they cannot be *dispelled*. Note: An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.

- Remove injuries and afflictions. A single *wish* can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do both with the same wish. A *wish* can never restore the experience point loss from casting a sorcery or the level or Constitution loss from being raised from the dead.

- Revive the dead. A *wish* can bring a dead creature back to life by duplicating *resurrection*. A *wish* can revive a dead creature whose body has been destroyed, but the task takes two *wishes*, one to recreate the body and another to infuse the body with life again. A *wish* cannot prevent a character who was brought back to life from losing an experience level.

- Transport travelers. A *wish* can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and Sorcery Resistance (if any) applies.

- Undo misfortune. A *wish* can undo a single recent event. The *wish* forces a reroll of any roll made

within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *wish* could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and Sorcery Resistance (if any) applies.

You may try to use a *wish* to produce greater effects than these, but doing so is dangerous. (The *wish* may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.)

Duplicated sorceries allow saves and Sorcery Resistance as normal (but save DCs are for 10th-level sorceries).

SP Cost: Unlike most other sorceries in *BFJB*, casting *wish* requires the caster to permanently sacrifice one sorcery point, in addition to paying its normal costs. A sorcery point sacrificed in this way cannot be restored, except by the casting of another *wish*, which again costs the caster one sorcery point. Only one sorcery point lost permanently via a *wish* may be restored in this way per casting of *wish*.

THE PATH OF ZABABA (Domination of Animals)

Calm Animals

Level: 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Animals within 30 ft. of each other

Duration: 1 min./level

Saving Throw: Will negates; see text

Sorcery Resistance: Yes

This sorcery soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this sorcery. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of Hit Dice of animals you can affect is equal to $2d4 + \text{caster level}$. An animal trained to attack or guard is allowed a saving throw; other animals are not.

The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

Hold Animal

Level: 2

Components: V, S

Target: One animal

This sorcery functions like *hold person*, except that it affects an animal instead of a humanoid.

Dominate Animal

Level: 3

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One animal

Duration: 1 round/level

Saving Throw: Will negates

Sorcery Resistance: Yes

You can enchant an animal and direct it with simple commands such as “Attack,” “Run,” and “Fetch.” Suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the *dominated* animal) are simply ignored.

Dominate animal establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the animal with your own intelligence, it may be able to undertake actions normally beyond its own comprehension. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn’t do. Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a sorcery, so it is a move action.

Commune with Nature

Level: 4

Components: V, S

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of indigenous creatures, presence of powerful unnatural creatures, or even the general state of the natural setting. In outdoor settings, the sorcery operates in a radius of 1 mile per caster level. In natural underground settings—caves, caverns, and the like—the radius is limited to 100 feet per caster level. The sorcery does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

Insect Plague

Level: 5

Components: V, S

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Effect: One swarm of locusts per three levels, each of which must be adjacent to at least one other swarm

Duration: 1 min./level

Saving Throw: None

Sorcery Resistance: No

You summon a number of swarms of locusts (one per three levels, to a maximum of six swarms at 18th level). The swarms must be summoned so that each one is

adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). You may summon the locust swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.

Awaken Animal

Level: 6

Components: V, S

Casting Time: 24 hours Range: Touch

Target: Animal or tree touched

Duration: Instantaneous

Saving Throw: Will negates

Sorcery Resistance: Yes

You *awaken* an animal to humanlike sentience. To succeed, you must make a Will save (DC 10 + the animal's current HD).

The *awakened* animal is friendly toward you. You have no special empathy or connection with a creature you *awaken*, although it serves you in specific tasks or endeavors if you communicate your desires to it.

An *awakened* animal gets 3d6 Intelligence, +1d3 Charisma, and +2 HD. Its type becomes magical beast (augmented animal). An *awakened* animal can't serve as an animal companion, familiar, or special mount.

An *awakened* animal can speak one language that you know, plus one additional language that

you know per point of Intelligence bonus (if any).

Animal Shapes

Level: 7

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to one willing creature per level, all within 30 ft. of each other

Duration: 1 hour/level (D)

Saving Throw: None; see text

Sorcery Resistance: Yes (harmless)

As *polymorph*, except you *polymorph* up to one willing creature per caster level into an animal of your choice; the sorcery has no effect on unwilling creatures. All creatures must take the same kind of animal form. Recipients remain in the animal form until the sorcery expires or until you dismiss it for all recipients. In addition, an individual subject may choose to resume its normal form as a full-round action; doing so ends the sorcery for that subject alone. The maximum HD of an assumed form is equal to the subject's HD or your caster level, whichever is lower, to a maximum of 20 HD at 20th level.

Antipathy/Sympathy

Level: 8

Components: V, S

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One location (up to a 10-ft. cube/level) or one object

Duration: 2 hours/level (D)

Saving Throw: Will partial

Sorcery Resistance: Yes

This sorcery has two opposed functions.

Antipathy: You cause an object or location to emanate magical vibrations that repel nonhumanoid creatures. Affected creatures feel an overpowering urge to leave the area or to avoid the affected item.

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the sorcery is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

Sympathy: You cause an object or location to emanate magical vibrations that attract nonhumanoid creatures.

Affected creatures feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6x10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels *antipathy*, and vice versa.

Fertility/Sterility

Level: 9

Components V, S

Casting Time: 1 hour

Range: 1/2 mile

Targets: All domesticated animals within a mile of caster

Duration: Instantaneous

Saving Throw: No

Sorcery Resistance: No

This rare sorcery has two functions.

Fertility effects all domesticated animal life within a mile of the caster. Biological females of the affected creatures immediately become pregnant and will give birth with a month of this sorcery to strong, healthy offspring.

Sterility causes all domesticated animals of both sexes within the affected area to become sterile for one year following the casting. Affected animals that are already pregnant at this time immediately loose the pregnancy, without an opportunity for a saving throw.

Fertility counters *Sterility*, and vice versa.

This sorcery, in either of its functions, can only affect the targeted animal population once every three years. It has no effect on humans or other sentients, nor does it affect wild species of animals.

11.0 World and Culture

The world and culture of Hammu-rapi's Babylon can be rather opaque to those players new to it.

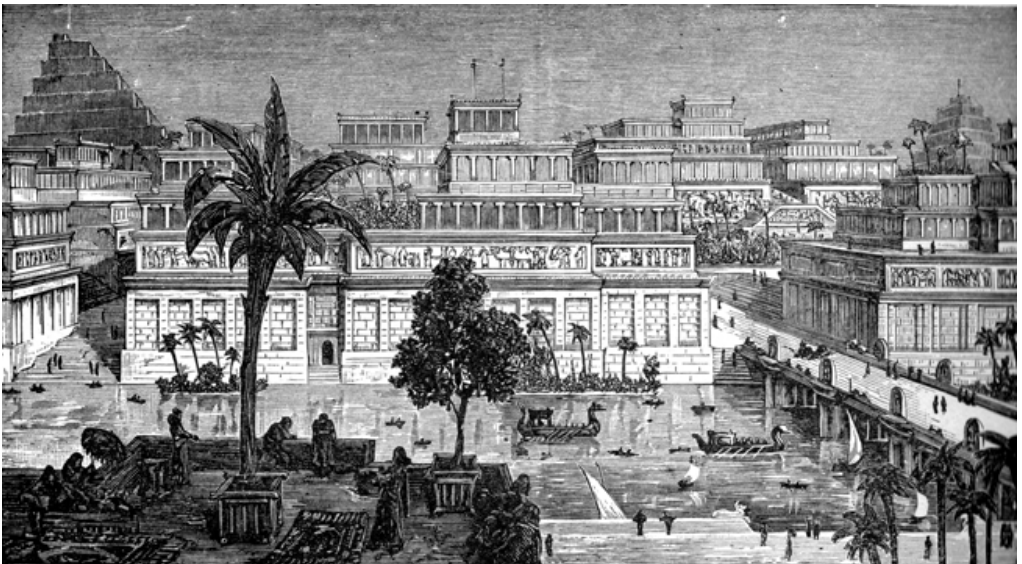
BFJB recognizes that Ancient Mesopotamia is given only cursory attention in the curricula of Western education. Often, players' preconceptions of Babylon will have their source either in the half-remembered admonitions of Sunday School teachers, or worse, the libelous inventions of Herodotus' *ἱστορίαι*.

Old Babylonian culture is at once familiar and alien, and rather than default to anachronistic Classical or Biblical tropes, it is suggested that special attention be given the following sections. They are offered to give flavor to the Gamemaster's Mesopotamian campaign, whether it be one grounded in history or in fantasy.

11.1 Appearance

For the better part of the third millennium BCE, free men in Mesopotamia removed all of their hair, and free persons of both sexes wore little in the way of clothing. The advent of the Akkadian Empire of Sargon the Great (ca. 2330 BCE) signaled a dramatic change in the types of clothing favored by the peoples of Sumer and Akkad, and for the past five hundred years their fashions have become increasingly varied and complex.

Free men. The typical *awīlum* wears his hair long, often braided and pulled into a chignon that sits at the nape of his neck. His beard is likewise worn long, and either braided or carefully waved. Most *muškēnū*, on the other hand, and likewise those *awīlū* who regularly engage in manual labor, must necessarily wear their hair and



beards shorter.

Social status and occupation again dictates the type of clothing worn by male *awīlû* and *muškēnû*. It stands to reason that the higher a male's economic status, the more elaborate his dress. Adult men generally wear a toga-like robe, essentially a long bolt of dyed wool draped and folded over the wearer's body. The edges of this garment are fringed, with the tassels and decoration becoming longer and more embellished with a garment's cost. Soldiers in the field, as well as free men engaged in labor, often wear belted tunics, or alternatively knee-length kilts under a bare torso.

Anachronizing trends do exist among priests and scribes, some of whom perpetuate Sumerian traditions related to hair removal, even if they wear modern robes.

In the arid environment of Mesopotamia, turbans and caps are prevalent among all classes.

Free women. Like *awīlû*, free women wear their hair long and often pleated. Rich and idle *awīlātum* style their hair in myriad elaborate fashions, often incorporating decorations of precious metals and gems to weighty headdresses. Women of the lower free status hold their hair back with straps of cloth or crocheted netting, and women of both classes wear hats and veils.

While the basic component of a free woman's garment — a long bolt of draped wool — does

not differ from that of free men, the patterns and decoration are readily distinguishable. In addition, female free women who can afford to wear jewelry, and accent their appearance with lotions and makeup.

Slaves. A special note must be made regarding slaves of both sexes. During the Hammu-rapi era, slaves' hair was partially shaved, and the remaining hair worn in a style called the *abbuttum*. Should a master chose to manumit his or her slave, the process begins with the removal of the *abbuttum*. Two provisions of Hammu-rapi's Code (§§ 226-7) are specifically concerned with those barbers who remove an *abbuttum* without the consent of the slave's master.

Clothing for slaves depends again on the economic status of their masters and the slave's specific occupation. Male slaves (OB sing. *wardum*, pl. *wardû*) assigned to fieldwork often wear very little, while women (sing. *amtum*, pl. *amātum*) and those employed in the homes of *awīlû* wear tunics and kilts.

11.2 Architecture

Composition. With the exception of small, temporary structures composed of wood or bundles of reeds, the homes, temples, ramparts and other sundry edifices of Hammu-rapi's time are composed of sun-dried mud-bricks, set together without mortar. As a general rule,

kiln-baked brick is only used in those areas of structures exposed to water. In circumstances where this exposure is constant, e.g., around drains and sluiceways, builders often seal the bricks with bitumen.

Of special note is the construction and maintenance of the roofs of Mesopotamian structures. Roofs are composed of a slab of dried mud erected over a frame of wood beams, which have themselves been covered with reed slats. Even though rain is infrequent in Mesopotamia, it can have a deleterious effect on homes if the roof is not regularly maintained and resealed. As a result, many leases specify a tenant's duties regarding the upkeep of the roof.

11.2.1 Special Mechanics for Damage to Walls. Most permanent structures in Mesopotamia at the time of Hammu-rapi are built using some form of mud-brick, either baked or not. The following table indicates the statistics for average walls by composition:

Brick Type	Damage from Rain	Damage from Inundation	Damage from Deliberate Application
Unbaked brick	1d8 per hour	1d6 per hour	1d6 per minute
Baked brick	1d4 per hour	1d2 per hour	1d2 per minute

Homes and Temples. The rooms of homes (sing. Akk. *bītum*, wr. É 𒂍 “house”) and temples (sing. gen. Akk. *bīt ilim* wr. É DINGIR(.RA) 𒂍𒀭(𒂍)), lit. “house of the god”) are laid out as sets of interconnecting suites around a courtyard. Grander homes infrequently have one or two more courtyards with additional surrounding rooms.

Old Babylonian architecture is windowless, and a home's courtyard, therefore, provides occupants with light and air. Most cooking takes place there. The largest, best rooms are typically those on the south-eastern side of the court.

For the majority of the populace, human waste is collected in containers and transported away from the home. Larger estates have lavatory rooms (OB. *bīt musâtim*) with either floor holes or toilets of baked brick, which sit over terra-cotta “ring-drains” connecting to a cesspit or sewer (OB. *asurrû*) dug under the room for this purpose. Snakes, scorpions, mongooses and, perhaps not surprisingly, demons, are widely reputed to nest in these areas, and could enter the house via the toilet.

While the doors of temples, palaces, and other important constructions can be composed of more

Wall Type	Thickness (Average)	Break DC	Hardness	Hit Points ¹	Climb DC
Unbaked mud-brick	1 ft.	25	5	70	15
Baked brick	1 ft.	35	8	90	20
Stone (worked), masonry	3 ft.	40	8	200	25
Unworked stone	5 ft.	65	8	800	20

¹ per 10-foot by 10-foot section

Exposure to water also damages brick:

expensive materials, the doors of most homes are made of reed, set in a wooden frame.

Housekeeping. In ancient Mesopotamia, homes often house many generations under one roof, as well as collateral relatives and their dependents. Shrines dedicated to ancestors and household gods are often present, and it is noteworthy that the bodies of the deceased are often buried under the walls and floors of the homes in which they lived.

For those families employed in commercial ventures, most of the actual work takes place in the home; as one descends the social ladder into the working classes, neighborhoods make little distinction between residences and businesses. The homes of many bakers, for instance, have counters on street-facing windows built into their walls.

11.3 Belief and the Gods

Whether or not you choose to include fantastic elements in *BFJB*, religion and a belief in magic pervade Mesopotamian culture during the time of Hammu-rapi. As such, roleplaying demands that these subjects be treated with a modicum of seriousness; characters in non-fantasy games should nevertheless treat magic and the existence of magical creatures with credulity.

Like all human cultures, the Babylonians endeavored to make sense out of the dangerous, uncertain world in which they lived. Just

as modern man today conceives of the universe as matter and energy resulting from the Big Bang; of sickness and disease as the result of microbial infection and environmental circumstances; of drought and famine as the result of complex weather patterns and economic factors; the people of ancient Mesopotamia took for granted their own explanations of the world and the origins of human suffering.

11.3.1 Babylonian Cosmology.

The Creation Myth. The *Enūma Eliš* details the events of the creation. In the earliest times, there were two god-features in the universe, Tiamat and Apsû. These two entities begat several other primordial beings, and this action ultimately resulted in the generation to which the gods Ea and Anum belong. The existence of these new gods disturbed Tiamat and Apsû, so that Apsû lobbied Tiamat to have them destroyed.

Ea, however, discovered this plot and preemptively subdued Apsû thorough magic. Several gods then came to Tiamat to persuade her to confront Ea. Tiamat spawned monsters, and together they initially overwhelmed the gods allied to Ea.

All appeared lost, until Ellil's son Marduk took up the fight against the allies of Tiamat, and drove them before him. Marduk killed Tiamat and proceeded to split her into two halves, which he placed over the

body of the dormant Apsû.

Marduk organized and allotted to Anum and Ellil the upper half of Tiamat, which became Heaven. Tiamat's lower portion became the earth, whose rocky surface floats upon the remains of the body primordial Apsû.

The Universe. At the time of the First Dynasty, the Babylonians believe that the whole of the earth (OB. *kibrāt arba'i*, "The Four Corners"), exists as a single, large continent circumambulated by salt-water ocean. Above the earth is the firmament (*šamû*, AN, 𒀭, "sky, heaven"), which is circular (*kippat šamê*, "the circle of heaven") and made of either water or stone. The heavens are held in place by great bonds and have gates through which the sun, moon, and stars move.

Beneath the earth still lies the remains of Apsû, which serves as the source of fresh subterranean water. Still further lies the underworld, where dwell the gods of death among the shades of deceased mortals.

11.3.2 Petitioners and Petitioned

Any attempt at a survey of Babylonian religion must begin with a caveat, that under close scrutiny, there exists little consensus among ancient sources regarding the functions and relationships of the gods. We know the names of hundreds of divinities who were worshipped in the Near East before the

Hellenistic Era, however, across this span of roughly 2,500 years, gods and goddess fell in and out of fashion; kings and scribes synchronized similar beings and magnified or redacted their mythological roles as they saw fit.

Town and cities, moreover, each had their own patron deity, a god or goddess who was usually accorded a prime position in the local conception of the pantheon. This tendency is especially present during the era of the city-state. Likewise, with the unification of the urban Near East into larger and larger confederations, the political fortunes of a god or goddess's city could elevate its tutelary head's position as well.

Even within cities themselves, multiple cults of a divinity could exist, each of them focused on a different aspect of the deity's portfolio. What follows below is meant as a rough sketch of those Mesopotamian deities most relevant to the world of eighteenth century BCE, viewed from a broad perspective.

Finally, it should be noted that there are no "evil" gods in the Mesopotamian pantheon, although at times every one of them can be unjustly cruel and malicious. The following excerpt is from the Old Babylonian poem *Ludlul Bēl Nēmeqi*, one of the earliest extant examinations of the theme of the righteous sufferer:

1 *akšud-ma ana balāṭ adanna ītiq*
 2 *asahḫur-ma lemun lemun-ma*
 3 *zapurtī ūtaṣṣapa išartī ul uttu*
 4 *ila aššīm ul iddina pānīšu*
 5 *usalli ištarī ul ušaqqā rēšīša*
 6 *bārū ina bīr arkat ul iprus*
 7 *ina maššakka šāʾilu ul ušāpi dīni*
 8 *zaqīqu abāl-ma ul upatti uznī*
 9 *mašmaššu ina kikiṭṭē kimiltī ul ipṭur*
 10 *ayyīte epšēti šanāti mātītān*
 11 *āmur-ma arkat ridāti ippīru*
 12 *kī ša tamqītum ana ilī lā uktinnu*
 13 *u ina mākalē ištari lā zakru*
 14 *appī lā enū šukīnni lā amru*
 15 *ina pīšu ipparkū suppū teslītu*
 16 *ibṭīlu ūmu ili išētu eššēšī*
 17 *iddū ahšu-ma mēšunu imēšu*
 18 *palāhu u itʾudu lā ušalmidu nišīšu*
 19 *ilšu lā izkur īkul akalšu*
 20 *īzib ištartašu mashatu lā ubla*
 21 *ana ša imhū bēlšu imšū*
 22 *nīš ilīšu kabti qalliš izku*
anāku amšal

1. I survived, that specific period elapsed,
 2. When I turn around, it is bad, it is *bad*;
 3. The malice (directed against me) has increased, I cannot find my equilibrium.
 4. I called to the god, but he did not give me his attention.
 5. I appealed to my goddess, but she did not raise her head.
 6. In his divination, the diviner has not determined the facts.
 7. Nor with his incense, the dream-interpreter teased out my situation.
 8. I sought the breeze, and it did not enlighten me.
 9. With his ritual, the incantation-priest did not remove the wrath (directed against me).
 10. What strange circumstances beset all lands?
 11. When I look about, persecution, conflict.
 12. Like one whose libations do not honor the the gods;
 13. Or at meals, does not invoke the goddess;
 14. One who does not prostrate himself, nor considers bowing down;
 15. From whose mouth, prayer and appeal are thwarted;
 16. Who has ignored holy days, despised observations;
 17. Who through negligence, scorns their rites,
 18. Who has not made his people learn reverence and attentiveness,
 19. Who eats his bread without invoking his god,
 20. Who abandons his goddess, not bringing a *mashatu*-offering,
 21. For one who is crazed, who forgot his lord,
 22. Who has lightly sworn a serious oath by the name of his god,
 I myself appear the equal.

11.3.3 Gods and Goddesses

ADAD

(wr. ^dIŠKUR 𒌦𒅗𒅗, also ^d10 𒌦𒅗𒅗)

Tutelary Affiliation: Karkar, where his temple is Eugalgal-la. In Babylon, his main temple is E-namḫe.

Indicia: Lightning bolts and the number 10. During the Old Babylonian period, a bull, although in earlier epochs it was the *mušḫušsum*-dragon.

Description: A storm god, Adad is both a bellacose, destructive character and the bringer of sporadic, life-giving rain. Alternatively described as a son of Anum or Ellil, his wife is the minor deity Šala. He is considered one of the greater gods, and is venerated in various local forms across the Middle East.

ANUM

(wr. ^dAN 𒌦𒌦 or AN-num 𒌦𒅗𒅗, also ^d60 𒌦𒅗𒅗)

Tutelary Affiliation: None. His primary cult-center is at Eanna in Uruk, a sanctuary he shares with Eštar. He has a seat in Babylon's

Esagil.

Indicia: The bull, the throne and the number sixty.

Description: Frequently called the "Father of the Gods," Adad, Ea, Ellil, Eštar, Nergal and Šîn are variously described as his children. A Mesopotamian sky deity, Anum could be considered the head of the Babylonian pantheon in some respects, however, by the time of the First Dynasty many traditions hold that he has delegated his authority (OB. *anûtum*) to one or several of his children. His function is generally to mediate among the gods, and to confer kingship upon those rulers whom he deems fit. He is one of a triad of greater Mesopotamian deities, along with Ellil and Ea/Enki.

AYYA

(wr. ^dA-A 𒌦𒌦𒌦𒌦)

Tutelary Affiliation: None. She is worshiped primarily at Ebabbar in Sippar with her husband, as well as in Larsa. Likewise in Babylon, at Edikukalamma.

Description: Like her husband Šamaš, Ayya is a justice-minded deity. During the First Dynasty, she is second among those deities invoked in the oaths binding parties to contracts and real estate agreements. She is a goddess of light and sometimes functions as an intercessor between a petitioner and her husband.

Author's Note: I'll confess to being little interested in outlining Mesopotamian religion, since it is a complicated subject treated better elsewhere. Gamematers can encourage players to source or invent their own interpretations of these or other deities. Frankly, because every Babylonian god and goddess fills myriad roles over the long course of Pre-Hellenic history, I'd place chances on your variation being correct according to some cult or the other.

DAGĀN

(wr. ^dDa-gan 𒃶𒃶𒃶 or ^dDa-ga-an 𒃶𒃶𒃶𒃶)

Tutelary Affiliation: Tuttul, but his worship is popular across the Middle East, including at Mari.

Description: Dagān is an Amorite grain god, one whose cult rose to prominence during the Ur III period. By the end the First Dynasty of Babylon, his worship will be firmly entrenched along the Levantine coast, where he will eventually be assigned the role of father to the Western Semitic deity Ba'al.

DUMUZI

(wr. ^dDUMU.ZI, 𒃶𒃶𒃶𒃶)

Tutelary Affiliation: Worshiped across Sumer and Akkad, typically with Inanna / Eštar, as in Uruk.

Indicia: None.

Description: Originally a god of shepherds and farming, Dumuzi is a frequent personality in the myths surrounding his wife, Eštar. Typically portrayed as the younger, junior partner in the marriage, he takes her place in the underworld. As such, the rituals involving their marriage and his death form two important cultic observations in Old Babylonian Era Mesopotamia.

EA / ENKI

(wr. ^dÉ.A 𒂗𒂗𒂗 or ^dEN.KI 𒂗𒂗𒂗𒂗, also ^d40 𒂗𒂗 and ^d60 𒂗𒂗)

Tutelary Affiliation: Eridu, where his main temple is Eabzu. In

Babylon, Eešmaḥ is his main sanctuary.

Indicia: A horned helm, as well as flowing fresh water and the turtle (i.e., the creature who facilitated the final return of the Tablet of Destinies).

Description: Chief god of the Apsū, Ea (syncretized with the Sumerian Enki) is one of a trinity of greater Akkadian deities. He is a masculine god of intelligence and magic, one whose cultic aspects focus on exorcism and sexual potency. In the epics, Ea is often portrayed as the creator and chief patron of mankind.

ELLIL

(wr. ^dEN.LÍL 𒂗𒂗𒂗, also ^d50 𒂗𒂗)

Tutelary Affiliation: Nippur at the temple Ekur. In Babylon, his main temple is Enamtila.

Indicia: Like Ea, Ellil is often depicted as wearing a horned helm.

Description: Along with Anum and Ea/Enki, Ellil finishes the triad of greater gods. Often treated as a son of Anum, he is a god of destiny, power, and rulership. At a fundamental level, his dictates determine the course of the world. Various sources describe his decrees as unalterable. In literary sources, Ellil is often indifferent, if not nominally hostile to mankind. By the Old Babylonian Period, his preeminence among Babylonians is already waning, superseded in favor of the city's

chief deity, Marduk.

EREŠKIGAL

(wr. ^dEreš-ki-gal(.la) 𒂍𒈪𒄠𒀭𒃶𒅗
(𒂍𒅗))

Tutelary Affiliation: Small shrines exist in several cities in the Kingdom of Upper Mesopotamia. However, Ereškigal has no organized cult or priests.

Indicia: The owl. Represented in art with taloned feet, Ereškigal is also shown with the horned cap common to Mesopotamian deities.

Description: Often treated in theogenic literature as a sister of Eštar, most sources agree that she is the consort of Nergal, a god who is more widely worshiped in Babylon during the period of the First Dynasty. As such, she is a goddess of death and of the earth, but also mentioned in invocations related to child-birth. Her vizier is Namtar.

ERRA

(wr. d.ÈR.RA 𒂍𒀭𒊕)

Tutelary Affiliation: Primarily Kutha, where his temple is Emeslam.

Description: A destructive warrior god, Erra is the divine plague-bringer in Babylonian mythology. He is popular among physicians and exorcists-priests, those who seek to forestall his effects. In later periods he is syncretized with Nergal.

EŠTAR

(in later periods, IŠTAR)

(wr. ^dIŠTÁR 𒌦𒌦𒌦, also ^d15 𒌦𒌦𒌦;
Note the spelling ^dEŠ4.TÁR 𒌦𒌦𒌦
in personal names)

Tutelary Affiliation: Primarily Uruk. In Babylon, she is worshiped in the warlike-aspect of Bēlet-Akkade at Emašdari, and as Bēlet-Bāb-ilim “The Lady of Babylon” at Eturkalamma.

Indicia: The lion and eight-pointed star. Depicted in art as a nude female, often wearing a horned cap.

Description: Originally Eštar was two goddesses, the Sumerian Inanna and the Akkadian deity of the same name. Sometime during the Old Akkadian period these two deities became syncretized and by the time of Hammu-rapi, Eštar's aspects are myriad. She is both Babylon's principal war-goddess and a goddess of love. She is invoked in matters related to sexual love, as well as the patron goddess of virtue through female virginity. In the era of the First Dynasty of Babylon, Eštar features heavily in celebrations related to the New Year festival, where her high-priestess is ritually wed to the king.

The Sumerian story of her descent into the underworld, her death and return, forecasts similar tales. She is often a lover of the god Dumuzi, whom she ultimately condemns to death.

(wr. ^dGESTIN.AN.NA 𐎶𐎵𐎠𐎺𐎠𐎥𐎢𐎽,
also as Bēlet-šēri, ^dBe-lí-et-EDIN
𐎶𐎵𐎠𐎺𐎠𐎥𐎢𐎽)

Tutelary Affiliations: Primarily worshiped in southern Mesopotamia, she has cult places in Bad-tibira, Nippur, Isin and Uruk.

Indicia: None.

Description: Identified as the sister of Dumuzi in the myths surrounding Eštar's descent into the underworld, Geštinanna attempts to save her brother from his fate, but fails. By the Old Babylonian Era, she has become syncretized to Bēlet-šēri, "The Scribe of the Earth," a member of Eriškigal's court.

GIRRA

(wr. ^d.BIL.GI 𒄩𒂊𒂗𒂗𒂗𒂗𒂗)

Tutelary Affiliation: Nipur, where his main temple is E-melamhuš.

Indicia: The torch.

Description: Girra is primarily a god of fire, along with light and metallurgy. As such, he is regularly invoked in rituals of exorcism and purification.

MARDUK

(wr. d.AMAR.UTU 𒌦𒌶𒌵𒌦)

Tutelary Affiliation: Babylon. His main temple there is Esagil and its ziqqurrat, Etemenanki.

Indicia: The *mušhušsum*-dragon.

Description: As patron god of Babylon, the cult of Marduk is

ascendant throughout the era of the First Dynasty. Usually considered a son of Ea, Marduk is the hero of the Old Babylonian creation epic, *Enūma Eliš*, where he confronts and defeats the primordial ocean-goddess, Tiamat. In the prologue to Hammurabi's Code, the king notes that both Anum and Ellil ceded their authority over the gods and the human race to Marduk. His spouse is Šarpanītum, with whom his cult shares a suite of chambers in Esagil.

NABU

(wr. ^d.Na-bi-um 𒍪𒍪𒍪𒍪𒍪𒍪)

Tutelary Affiliation: Borsippa is Nabu's cult-city and his temple there is Ezida. As a son of Marduk, he also has a shrine in Esagil.

Indicia: A cuneiform stylus.

Description: Like their cities Borsippa and Babylon, Nabu and Marduk are gods closely linked. A patron of scribes and writing, Nabu's cult-statute plays an important role in the Babylonian New Year Festival. In later periods his faith grows to rival that of Marduk.

NERGAL

(wr. ^dKIŠ.UNU 𒌦𒍪𒍪𒍪)

Tutelary Affiliation: Kutha, where his main sanctuary is Ehuškia.

Indicia: A lion-headed mace.

Description: The Mesopotamian god of death, pestilence, and destruction, Nergal commands a

with the temple E-melamanna, also in that city. In Babylon, his shrine Egirku is located in Esagil.

Indicia: None identified in the Old Babylonian Period, but afterwards the lamp and the rooster.

Description: Nuska is the son and minister of Ellil. Like Gibil, he is a god of light and fire. A protective deity, he is often invoked to protect sufferers against sorcery and demons of the night.

ŠAMAŠ

(wr. ^dNIN.HUR.SAG 𒀭𒈪𒊩𒌆𒍪𒋞,
as Bēlet-ilī, wr. var. ^dNIN-i-
lí 𒀭𒈪𒊩𒌆𒍪𒋞, ^dBe-le-et-i-lí
𒀭𒈪𒊩𒌆𒍪𒋞𒅗𒅗𒅗𒅗𒅗𒅗, etc.)

Tutelary Affiliation: None. Two distinct temples, sharing the name Emaḥ are located in the cities of Adab and Keš.

Indicia: A symbol resembling the Greek letter Ω (a stylized uterus?)

Description: Ninḫursag is one of the many names used to identify the person of the “mother goddess” in Sumero-Akkadian literature. Formerly ranked among the greatest gods by the Sumerians, during the Old Babylonian Period her prominence has yielded to that of Eštar.

Like Eštar, she is often associated with fertility and childbirth, and is also treated as the creator of humanity in earlier sources.

(wr. d.UTU 𒌦𒌷)

Maternal Affiliation

par, where his sanctuary is Ebabbar; also Larsa, where again his temple is called Ebabbar. In Babylon, his main sanctuary is Edikukalamma.

Indicia: The sun disk, the saw (OB. *šaššarum*), and the number 20.

Description: One of the most prominent gods of the Old Babylonian Period, Šamaš is at once the god of the sun and the god of justice. He is invoked in virtually every contact and legal transaction, and his temples serve as both locations for entering legal agreements and as archives of those matters. He is a favored god of divinatory prayers, where *bārû* invoke him to ensure accuracy in their omens.

Most mythologies agree that Šamaš is the son of the moon-god Sîn and the husband of Ayya. During the period of the First Dynasty, the worship of his charioteer,

(wr. ^d.NUSKA 𒍪𒍪𒍪)

Tutelary Affiliation: None, but has various shrines, among them Eešmah in Ekur in Nippur, along

Bunene is popular as well.

SÎN

(wr. ^dEN.ZU 𒂗𒍪𒍪𒍪 as Sîn, also ^d30 𒂗𒍪 and ^dŠEŠ.KI 𒂗𒍪𒍪𒍪𒍪 as Nan-na)

Tutelary Affiliation: Ur, where he is worshiped at Ekišnugal. In Babylon he has two temples, Enitendu and Egišnugal.

Indicia: The crescent moon, the bull, and the number 30.

Description: As patron god of Ur, the cult of the moon god is one of the most favored in Mesopotamia at this point in history. Sîn is the father of Šamaš in most sources, and as such, often plays a role in divinatory prayers.

ZABABA

(wr. ^dza-ba₄-ba₄ 𒂗𒍪𒍪𒍪𒍪)

Tutelary Affiliation: Kiš, where he shares a temple with Eštar, Edubba.

Indicia: The lion, the mace, and the bow.

Description: A warrior god often synchronized with similar deities (such as Ninurta), Zababa regularly appears associated with the more-warlike aspects of Eštar, as in Kiš. Like his city, the cult of Zababa has a long history, as shown in the frequent use of his name among of the early kings of Kiš.

11.3.4 Demons and Other Spirits

Along with gods and goddesses, the people of Ancient Mesopotamia believed in the existence of various lesser supernatural agents. These spirits, variously good, bad or mercurial, were considered in mythology and incarnations to be responsible for many of the ills and benefits experienced by humans in the world at large.

Whether or not every sufferer in eighteenth century Babylon believed his or her specific malady to result from the direct action of a demon is beside the point; the fact remains that especially with respect to disease and famine, popular conceptions were framed in terms of demonic influence.

Many demons, moreover, serve as mere agents of a god or goddess's will, while a few seem to operate as free agents. Various terms for "demon" exist in Sumerian and Akkadian, but during the Old Babylonian Period *utukkum* (wr. UDUG 𒍪𒍪) is most frequently attested. It should be stated that demonology and the artistic depictions of spirits remain in their infancy at this stage of Mesopotamian culture and in fact, there appears to have been a superstitious reticence to fix the forms of malicious entities in art. Scribes of subsequent eras would settle, to some extent, the forms and roles of demons; most of those entities readers will find in comprehensive sourceworks rely primarily on later

Middle-Assyrian and Neo-Babylonian descriptions.

The following represents those demonic entities specific to Old Babylonian religion and magical practice.

LAMASSĀTUM

(sing. *lamassum*,

OB. wr. ^dLAMMA 𒌦𒌦)

The *lamassātum* are class of beneficent female spirits, invoked in healing incantations. They are usually depicted as attractive human women in flowing garments. Prior to the Old Babylonian Era, there are indications of a male counterpart called the *Alad* (Sum. wr. ^dALAD 𒌦𒌦𒌦). At some undetermined point in Mesopotamian history, the Sumerian sign ALAD began to be used to describe the Akkadian protective entity called the *šēdum*. Eventually, the compound *aladlam-mû* was applied to the bull colossi that often grace temples and palaces in later eras.

LAMAŠTUM

(OB. wr. ^dDÌM.ME 𒌦𒌦𒌦)

Not to be confused with the class of spiritual entities called *lamassātum*, Lamaštum is a singular female demon of great power and malice. The putative daughter of Anum, she is a disease-bringer, a slayer of newborns and the agent of death in pregnancy.

During subsequent eras of Mesopotamian civilization, men and

women wore amulets depicting the bird-spirit Pazuzu to ward off her advances during times of illness or childbirth. At the early date of *BFJB*, however, Pazuzu is of little note.

In art, Lamaštum is often depicted as a naked woman with donkey ears, though she may be shown with additional animal-like or monstrous aspects.

ŠĒDŪ

(sing. *šēdum*, wr. OB. ^dALAD 𒌦𒌦𒌦)

Often cited as the male-equivalent of the *lamassātum*, the *šēdū* are a class of beneficent protective beings. At times, a *šēdum* is invoked as a figurative representation of a human individual's spiritual self. During the period of the First

Usage note on the terms *alad* and *šēdum*: Players consulting Chapter 14 will see that the humanoid male protective spirit is grouped with the *lamassum* under the name *alad* for game purposes. The term *šēdum*, on the other hand, is exclusively applied to the human-headed bull creature one finds in many similar rules systems.

Even a cursory inspection of scholarly writing on this terminology will reveal the uncertainty we have regarding the use of these names in their historical context. Players and GMs alike are asked to keep in mind that as used in Chapter 14, the distinction between *alad* and *šēdum* is artificial and a simplification necessitated for clarity's sake. Nor, finally, is it meant to be indicative of the author's opinion on this matter.

Dynasty of Babylon, they are depicted as human males, or have the form of winged bulls or lions with human heads.

11.4 Cuneiform Transliteration Conventions

Of the four major historical languages available to player characters, only two, Sumerian and Akkadian, are utilized in any volume to be of note. Both use the cuneiform script. As such, a brief survey of cuneiform, its orthography, and the modern conventions regarding its transliteration are necessary.

At its simplest, a cuneiform sign is composed of one or several wedges, which are pressed into wet clay with a tapered stylus. The basic wedges are:



Early Sumerian cuneiform derived from pictographs, which over the span of several hundreds of years became abstracted, first in form, then in meaning. Early cuneiform signs served a primarily logographic function, i.e., one sign represented one thing. However, as the use of writing increased, the signs and their functions were expanded to represent individual, phonetic syllables of a word. This system was then further adapted to Akkadian.

By the time of Hammu-rapi, the cuneiform system is fully-formed. Like modern English, it is written left-to-right in columns, beginning at the top of the scribe's

medium.

Whether writing Sumerian or Akkadian, a cuneiform sign of this era can have three kinds of values:


1. A phonetic value
2. A logographic value
3. A determinative value



Phonetic Value. A discussion of phonetic cuneiform transliteration must begin with an important consideration — that there is no cuneiform alphabet. Rather than representing individual sounds, phonetic cuneiform signs represent groups of two or more sounds, with the exception of simple vowels. Words are constructed from one or several of these signs.



For instance, consider the Old Babylonian word for man, *awīlum*. To write this word, a scribe would use 𒀭 *a*, 𒄀 *wi* and 𒌦 *lum* for 𒀭𒄀𒌦. To use another example, *īnum* (“eye”) could be written 𒄀𒄀𒄀 *i-nu-um* or 𒄀𒄀𒄀 *i-num*.

Ultra-heavy vowels (those signified by a macron) are often written in Akkadian with an extra vowel sign. Words beginning with “ya” in transliteration are usually written with 𒄀𒀭, the IA sign, and those with “ayy-” are primarily written with two A signs, e.g. 𒀭𒀭𒄀𒄀 *a-a-i-mu-ut*, for *ayy-imūt*, “may s/he not die.” The writing of ’ in Old Babylonian is more problematic. Indeed, while there are many more important considerations that exist when composing authentic transcriptions, they lie








beyond the scope of this work.



Logographic Value. As noted above, signs can have a logographic value. , for instance, is the sign for the Sumerian word LUGAL, the equivalent of the Akkadian *šarrum*, “king.” In transliteration, logographic signs are usually written in all caps, to distinguish them from phonetic signs.

Determinative Value. This final kind of sign acts as a classifier for certain nouns. In this role, a sign has neither phonetic, nor logographic value, but merely exists to help aid in denoting the intended noun. The sign  KI, for instance, regularly follows names of places and geographic features (e.g., the final sign of  KA.DINGIR.RA.^{ki}, “Babylon”); it has a determinative function. Determinatives are usually expressed in transliteration by superscript to distinguish them from other components.

One sign, many meanings. To make things more difficult for beginning cuneiform students, the same sign can have multiple functions within the writing system, and indeed, can have both multiple phonetic and multiple determinative values.  for instance, has a phonetic value of *an*. It is also a determinative for divine beings (represented in transliteration as ^d) and a logographic value of *šamû*, “sky, heaven,” *ilum*, “god” and the name of the god Anum. To use another example,  can have phonetic values

of *ud/ut/uṭ*, and *tam*, among others, as well as serving as a logograph for the sun and the name of the sun-god Šamaš.

One meaning, many signs. Finally, to complicate things even further, cuneiform has multiple signs for the same phonetic component. For instance, , , and  can all have a phonetic value of *ta* in Old Babylonian. To distinguish these signs in transliteration we first use accents, then numbers.  is *ta*,  is *tá*, and  is *tà*. , which is not used for *ta* in Old Babylonian, is *ta*₄.

This implicates one final consideration for the would-be novice transliterator, that not all cuneiform signs were in use in Babylon at the time of the First Dynasty, nor were they ever all in use at the same time. Moreover, the variety of signs varied depending on locality and scribal school.  is used in Mari during the Old Babylonian period to express the phonetic element *qa*, while the Babylonians use , *qá* instead.

Allow me to place a plug here for Huehnergard's *A Grammar of Akkadian*. As I've stated elsewhere, if you have an interest in Akkadian or cuneiform I would encourage you to avoid more cursory works and approach the subject seriously.

11.5 The Babylonian Calendar

Days and months. Contrary to modern dating conventions, the Babylonian day began at sunset and carried through to the following evening. Like many ancient peoples, the Mesopotamians used a lunar calendar, theirs consisting of three seasons of four months each. A month began with the first sighting of the crescent moon following the previous month, which ended on the last day of the new moon. Months therefore had roughly twenty-nine days, with the full moon occurring around the fourteenth.

Table 11.5.1 Old Babylonian Month Names

OB. Name	Writing	Equivalent
Nisānum	BARA ₂ .ZAG. GAR 𒀠𒄣𒍪𒌷	March-April
Ayyarum	GUD.SI.SÁ 𒂊𒅆𒈾𒑭	April-May
Simānum	SIG ₄ .GA 𒔫𒄣𒁺	May-June
Dumuṣi	ŠU.NUMUN.NA 𒔰𒃶𒏩𒐝	June-July
Abum	NE.NE.GAR 𒎲𒉈𒉈𒄣𒍪𒌷	July-August
Elūnum	KIN. ^a INANNA. NA 𒋢𒅗𒉈𒑭𒐝	August-September
Tašrītum	DU ₆ .KUG 𒄩𒕕𒌷	September-October
Kinūnum	APIN.DU ₈ .A 𒀯𒐝𒄩𒕕𒁺	October-November
Kislī-mum	GAN.GAN.NA 𒄣𒄣𒑭𒐝	November-December
Teβētum	AB.BA.È 𒀠𒂊𒄣𒑭𒐝	December-January
Šabātum	ZÍZ.A.AN 𒍪𒑭𒐝𒀤	January-February
Addarum	ŠE.KIN.KUD 𒔫𒑭𒐝𒕓	February-March

Old Babylonian Months are given in Table 11.5.1, along with their modern counterparts. Month names are usually written in Sumerian.

Years. The year begins at the rising of the first crescent moon after the vernal equinox. As a result of the discontinuity between the lunar calendar and the solar year, the Babylonians employed intercalendary months, inserted either after Addarum or Elūnum to correct any discrepancies.

During the Era of the First Dynasty of Babylon, every year is given a name, often based on some royal project or victory which occurred therein. Like the names of months, they are usually written in Sumerian. Consult table 11.5.2 below for a list of imminently relevant Babylonian year names.

The date formula. Dates are written as follows:

ITI (Month) + UD.(Day).KAM +
MU (Year Name)

[illegible]

Table 11.5.2: Relevant Babylonian Year Names			
Translation	Ḫammu-rapi's Year	Modern Reckoning (BCE; Middle Chronology)	Campaign Year
The Year in Which the Euphrates Canal, "Vessel of Ellil" Was Dug	24	1768	-1
The Year in Which the Destroyed Great Wall of Sippar was Rebuilt for Šamaš and Serida	25	1767	1
The Year Great Thrones of Red Gold were Made for Šamaš, Adad, and Serida	26	1766	2
The Year in Which a Palm-tree Icon of His Helpers, the Great Gods, was Made for Going Before the Army (Or more simply) The Year of the Gold Icon of the Great Gods	27	1765	3
The Year of the E-namḫe of Adad of Babylon	28	1764	4

For a full list of Old Babylonian Year Names, players should seek out the article "Datenlisten" in *Reallexikon der Assyriologie und vorderasiatischen Archäologie (RLA)* 2.

11.6 Names

This section supplies players with a sampling of period-appropriate names, along with their correct writings in transliteration. While not by any means exhaustive, players should keep in mind that many names (and their writings) occurring in subsequent eras are not appropriate to the Ḫammu-rapi epoch.

The names have been grouped into four subsections based on their dominant philological elements, *viz.*, Akkadian, Amorite, Hurrian or Sumerian. An overview

of Elamite names will be included in a forthcoming supplement planned to cover that nation's geography. For now, Elamite players should seek out Ran Zadok's *The Elamite Onomasticon* (Istituto Universitario Orientale, 1984). Gutian names are poorly preserved in the historical record, but can be found in records from the Late Dynastic Period through the Ur III era. Hittite, Egyptian, and other, foreign names lie beyond the scope of this work.

Akkadian Names. Akkadian names are well-attested over the course of Old Babylonian history, and moreover, scholars have a thorough understanding of most aspects of Old Babylonian pronunciation and vowel-length. All subsequent treatments of Akkadian Personal Names have their basis in

Johann Stamm's *Die Akkadische Namengebung* (1939). Players (with passing literacy of German) who find the subject of Akkadian names, their composition and meanings interesting should seek out this work, as well as Marten Stol's "Old Babylonian Personal Names," an English-language article published in *Studi Epigrafici e Linguistici sul Vicino Oriente Antico* 8, 191-212 (1991).

Male Names with Primarily Akkadian Elements

Name:	Writing:
Abī-ešuḫ	a-bi-e-šu-uḫ
Abī-iddinam	a-bi-i-din-na-am
Adad-iddinam	^d ISKUR-MA.AN.SUM
Adad-illassu	^d ISKUR-illat-su
Adad-ilušu	^d ISKUR-DINGIR-šu
Adad-mālik	^d ISKUR-ma-lik
Adad-muballit	^d ISKUR-mu-ba-lī-iṭ
Adad-qarrād	^d ISKUR-UR.SAG
Adad-rīm-ilī	^d ISKUR-ri-im-i-lī
Aḫī-maraṣ	a-ḫi-ma-ra-aṣ
Aḫī-ummīšu	a-ḫi-um-mi-šu
Aḫum	a-ḫu-um
Aḫūni	a-ḫu-ni
Aḫūšunu	a-ḫu-šu-nu
Akšak-iddinam	akšak.ki-i-din-na-am
Āmur-gimilla-Šamaš	a-mur-gi-mi-la- ^d UTU
Ana-Šamaš-taklāku	a-na- ^d UTU-tāk-la-ku
Anum-pīšu	AN-pi- ⁴ -šu
Apil-ilīsu	a-pīl-i-lī-šu
Apil-Sîn	a-pil- ^d EN.ZU
Arši-aḫum	ar-ši-a-ḫu-um
Attā-waqar	a-ta-wa-qar
Awīl-Adad	a-wi-il- ^d ISKUR
Awīl-Ea	LÚ- ^d É.A
Awīl-Ilī	a-wi-il-DINGIR
Awīl-Nabium	a-wi-il- ^d na-bi-um
Awīlum	a-wi-il- ^d ISKUR
Bēlānum	be-la-nu-um
Bēlī-emūqī	be-lī-e-mu-qī

Bēlī-ippalsam	be-lī-i-pa-al-sà-a,
Bēlī-kibrī	be-lī-ki-ib-ri
Bēlšunu	be-el-šu-nu
Būr-Sîn	^d bur- ^d EN.ZU
Dagān-šīnušu	^d da-gan-ši-nu-šu
Damiq-ilīšu	da-mi-iq-i-lī-šu
Dannatum	da-na-tum
Dāriš-libūr	da-ri-iš-li-bur
Dummuqum	du-um-mu-qum
Ea-nāšir	^d É.A-na-ši-ir
Ellil-bāni	^d EN.LÍL-ba-ni
Ellil-rēmēni	^d EN.LÍL-re-me-ni
Erra-bāni	^d ÈR.RA-ba-ni
Eštar-iddinam	^d INANNA-MA.AN.SUM
Etel-pī-Marduk	e-tel-pi- ⁴ - ^d AMAR.UTU
Etel-pī-Šamaš	e-tel-KA- ^d UTU
Gimil-Marduk	gi-mil- ^d AMAR.UTU
Ḫadûm	ḫa-du-um
Ibbi-Sîn	i-bi- ^d EN.ZU
Ibni-Erra	ib-ni- ^d ÈR.RA
Ibni-Marduk	ib-ni- ^d AMAR.UTU
Ibni-Sîn	ib-ni- ^d EN.ZU
Ibni-Šamaš	ib-ni- ^d UTU
Ibni-Tiṣpak	ib-ni- ^d iṣpak
Ibūr-Eštar	i-bur-eš- ⁴ -tar
Iddin-Dagān	i-din- ^d da-gan
Iddin-Eštar	i-din-eš- ⁴ -tār
Iddin-Ilum	i-din-DINGIR
Iddin-Sîn	i-din- ^d EN.ZU
Iddin-Šamaš	i-din- ^d UTU
Igmil-Sîn	ig-mi-il- ^d EN.ZU
Ikšud-appašu	ik-šu-ud-ap-pa-šu
Ikūn-pī-Adad	i-ku-un-pi- ⁴ - ^d ISKUR
Ikūn-pī-Eštar	i-ku-un-pi- ⁴ -eš4-tār
Ikūn-pī-Sîn	i-ku-un-pi- ⁴ - ^d EN.ZU
Ikūn-pīša	i-ku-un-pi- ⁴ -ša
Ilani	i-la-ni
Ilī-bāni	i-lī-ba-ni
Ilī-ibbani	i-lī-ib-ba-nī
Ilī-Ea	i-lī-É.A
Ilī-iddinam	i-lī-i-dī-nam
Ilī-īqīšam	i-lī-i-qī-ša-am
Ilī-ippalsam	i-lī-ip-pa-al-sà-am
Ilī-putram	i-lī-pu-uṭ-ra-am
Ilī-Šamaš	i-lī- ^d UTU
Ilum-kānum	DINGIR-ka-nu-um
Iluma-ilīšu	DINGIR-ma-i-lī-šu
Ilum-bāni	DINGIR-ba-ni

Ilum-bullit DINGIR-bu-il-li-iṭ
 Ilum-gāmil DINGIR-ga-mi-il
 Ilum-iddin DINGIR-i-din
 Ilum-išmeanni DINGIR-iš-me-an-ní
 Imgur-Sîn im-gur-^dENZU
 Ina-Esagil-zēru I-na-é-sag-il-NUMUN
 Inib-Šamaš i-ni-ib-^dUTU
 Inibšina i-ni-ib-ši-na
 Ipiq-Adad i-pi-iq-^dIŠKUR
 Ipiq-Eštar i-pi-iq-eš₄-tár
 Ipiqšina i-pi-iq-ši-na
 Ipqu-Adad ip-qú-^dIŠKUR
 Ipqu-Annunītum ip-qú-an-nu-ni-tum
 Iqīš-Sîn ŠU₄₅-^dEN.ZU
 Iqīš-Tišpak i-qí-iš-^dTIŠPAK
 Išme-Dagān iš-me-^dda-gan
 Išme-Erra iš-me-^dÈR.RA
 Išme-Ilum iš-me-DINGIR
 Išme-Sîn iš-me-^dEN.ZU
 Īter-pīša i-te-er-pi₄-ša
 Itūr-Šamaš i-túr-^dUTU
 Kīnam-išti ki-nam-iš-ti
 Kīnam-waqar ki-nam-wa-qar
 Libūr-bēlī li-bur-be-li
 Libūr-nādiššu li-bur-na-di-in-šu
 Lipit-Enlil li-pí-it-^dEN.LÍL
 Lipit-Eštar li-pí-it-eš₄-tár
 Lirīš-gamlum li-ri-iš-ga-am-lum
 Luḫḫir-bītam lu-pa-ḫir-qí-bí-tam
 Luštāmar-Adad lu-uš-ta-mar-^dIŠKUR
 Luštāmar-Zababa lu-uš-ta-mar-^dza-ba₄-ba₄-šu
 Mannum-šāniššu ma-nu-um-ša-ni-in-šu
 Mannum-šuklul ma-an-nu-um-šu-uk-lu-ul
 Marduk-mušallim ^dAMAR.UTU-mu-ša-lim
 Marduk-nāšir ^dAMAR.UTU-na-ši-ir
 Marduk-šulūl ^dAMAR.UTU-AN.DŪL
 Marduk-zuqqip ^dAMAR.UTU-zu-uq-qí-ip
 Mār-Eštar DUMU-eš₄-tár
 Mār-Sipparim DUMU-ZIMBIR.ki
 Muḫaddūm mu-ḫa-ad-du-um
 Mukannišum mu-ka-an-ni-šum
 Mutuša mu-tu-ša
 Nabi-ilī na-bi-i-lí
 Nabi-ilīšu na-bi-i-lí-šu
 Nabi-Sîn nabi-^dEN.ZU
 Nabium-gāmil ^dNa-bi-um-ga-mil
 Nabium-nāširum ^dNa-bi-um-na-ši-rum
 Naḫmī-Dagān na-aḫ-mi-^dDa-gan

Nanna-rēmēni ^dNANNA-ŠÀ.LÁ.SÙ
 Naplānum Na-ap-la-an-num
 Narām-Ili na-ra-am-DINGIR
 Narām-ilīšu na-ra-am-i-lí-šu
 Narām-Sîn na-ra-am-^dEN.ZU
 Nawirum na-wi-ru-um
 Nawram-šarūr na-aw-ra-am-ša-ru-ur
 Nawrum-ilī na-aw-ru-um-i-lí
 Ninurta-abī ^dNin-urta-a-bi
 Ninurta-gāmil ^dNIN.URTA-ga-mi-il
 Niqmī-Epuḫ ni-iq-mi-e-pu-uḫ
 Nīši-īnīšu ni-ši-i-ni-šu
 Nūr-Adad nu-úr-^dIŠKUR
 Nūr-aḫum nu-úr-a-ḫu-um
 Nūr-bēlī nu-úr-be-li
 Nūr-ilī nu-úr-i-lí
 Nūr-ilīšu nu-úr-i-lí-šu
 Nūr-Kubi nu-úr-ku-bí
 Nūr-libbi nu-úr-li-bi
 Nūr-Sîn nu-úr-^dEN.ZU
 Nūr-Šamaš nu-úr-^dUTU
 Pī-Eštar pi-i-eš₄-tár
 Pīqqum pi-iq-qum
 Qarrādum qar-ra-du-um
 Qīšti-Marduk qí-iš-ti-^dAMAR.UTU
 Qudma-rē'i ^dqud-ma-SIPA
 Raba-šarrum ra-ba-ša-ru-um
 Rammānu ra-ma-nu
 Rēmūt-Gula re-mut-^dGU.LA
 Rīm-Anum ri-im-^da-nu-um
 Rīm-Sîn ri-im-^dEN.ZU
 Rīm-Sîn-Šala-bāštašu
 ri-im-^dEN.ZU-^dŠA.LA-ba-aš-ta-šu
 Rīš-Edub ri-iš-É.DUB
 Rīš-Marduk ri-iš-^dAMAR.UTU
 Rīš-Šuqab ri-iš-^dŠu-qa-ab
 Simat-Eštar si-ma-at-^dINANNA
 Sîn-abūšu ^dEN.ZU-a-bu-šu
 Sîn-aḫam-iddinam ^dEN.ZU-a-ḫa-am-i-din-nam
 Sîn-bēl-aplim ^dEN.ZU-be-el-ap-lim
 Sîn-bēl-ilī ^dEN.ZU-be-el-i-lí
 Sîn-erībam ^dEN.ZU-e-ri-ba-am
 Sîn-ēriš ^dEN.ZU-APIN
 Sîn-gāmil ^dEN.ZU-ga-mi-il
 Sîn-ḫāzir ^dEN.ZU-ḫa-zi-ir
 Sîn-ibbīšu ^dEN.ZU-i-bi-šu
 Sîn-iddin ^dEN.ZU-i-di-in
 Sîn-iddinam ^dEN.ZU-i-din-na-am

Sîn-illassu	^d EN.ZU-ILLAT-su
Sîn-imittī	^d EN.ZU-i-mi-ti
Sîn-in-mātim	^d EN.ZU-im-ma-tim
Sîn-iqīšam	^d EN.ZU-i-qī-ša-am
Sîn-irībam	^d EN.ZU-i-ri-ba-am
Sîn-išmeanni	^d EN.ZU-iš-me-a-ni
Sîn-kāšid	^d EN.ZU-kā-ši-id
Sîn-kīma-ilīya	^d EN.ZU-ki-ma-i-lī-ia
Sîn-le'i	^d EN.ZU-le-i
Sîn-māgir	^d EN.ZU-ma-gir
Sîn-muballiṭ	^d EN.ZU-mu-ba-lī-iṭ
Sîn-muštāl	^d EN.ZU-mu-uš-ta-al
Sîn-nādā	^d EN.ZU-na-da
Sîn-nādin-šumi	^d EN.ZU-na-di-in-šu-mi
Sîn-nūr-mātim	^d EN.ZU-nu-úr-ma-tim
Sîn-šemi	^d EN.ZU-še-mi
Sîn-ublam	^d EN.ZU-ub-lam
Šālilum	ša-li-lum
Šillī-Adad	ši-li- ^d IŠKUR
Šillī-Eštar	ši-lī-eš ₄ -tār
Šillī-Sîn	ši-lī- ^d EN.ZU
Šillī-Šamaš	šil-lī- ^d UTU
Šadūm-rabi	ša-du-um-ra-bi
Ša-Eštar	ša-d.eš ₄ -tār
Šālil-la-milkum	ša-li-la-mi-il ₅ -ku-um
Šamaš-gāmil	^d UTU-ga-mi-il
Šamaš-ḫāzir	^d UTU-ḫa-zi-ir
Šamaš-ilum-dannum	^d UTU-DINGIR-KA.LAG.GA
Šamaš-isqam-kīn	^d UTU-GIŠ.RU-GI
Šamaš-lamassašu	^d UTU-la-ma-sà-šu
Šamaš-liwwir	^d UTU-li-wi-ir
Šamaš-muballiṭ	^d UTU-mu-ba-lī-iṭ
Šamaš-muštēpiš	^d UTU-mu-uš-te-pi-iš
Šamaš-nāšir	^d UTU-na-ši-ir
Šamaš-nūr-ilī	^d UTU-nu-úr-i-lī
Šamaš-pāris-dīnim	^d UTU-TAR-DI
Šamaš-rabi	^d UTU-ra-bi
Ša-rēš-šābim	LÚ.SAG.ERIN ₂
Šarrum-kīma-kalima	LUGAL-ki-ma-ka-li-ma
Šēlebum	še-le-bu-um
Šēp-Sîn	še-ep- ^d EN.ZU
Šērum-bāni	še-rum-ba-ni
Šībum-rēmēnī	^d ši-bu-um-re-me-nī
Tarām-pala-migrīša	ta-ra-am-pa-la-mi-ig-ri-ša
Tišpak-nāšir	^d TIŠPAK-na-ši-ir
Ṭāb-bēlī	ṭa-ab-be-lī
Ṭāb-wašābšu	ṭa-ab-wa-ša-ab-šu
Uqqâ-Eštar	ú-qâ-eš ₄ -tār

Uqqâ-Ilum	ú-qâ-DINGIR
Uruk-libluṭ	UNUG. ^{ki} -li-ib-lu-uṭ
Ūši-dannum	ú-ši-da-num
Ūši-nawir	ú-ši-na-wi-ir
Ušur-awassu	ú-šur-a-wa-sú
Warad-Adad	ÌR- ^d IŠKUR
Warad-Amurram	ÌR- ^d MAR.TU
Warad-ilīšu	ÌR-i-li-šu
Warad-Nanna	ÌR- ^d NANNA
Warad-Sîn	ÌR- ^d EN.ZU
Warad-Šamaš	ÌR- ^d UTU
Warad-Tišpak	ÌR- ^d TIŠPAK
Warassa	ÌR-sà
Zakirum	za-ki-rum
Zikir-ilīšu	zi-ki-ir-i-lī-šu

Female Names with Primarily Akkadian Elements

Name:	Writing:
Abī-dūri	a-bi-BAD
Abī-lamassi	a-bi-la-ma-sí
Abī-liburam	a-bi-li-bu-ra-am
Abī-maraš	a-bi-ma-ra-aš
Adad-dumqi	^d IŠKUR-du-um-qí
Adad-liburam	^d IŠKUR-li-bu-ra-am
Aḫāssunu	a-ḫa-as-sú-nu
Aḫatāni	a-ḫa-ta-ni
Aḫī-libluṭ	a-ḫi-li-ib-lu-uṭ
Aḫī-liburam	a-ḫi-li-bu-ra-am
Ali-abī	a-lí-a-bi
Ali-abūša	a-lí-a-bu-ša
Ali-aḫī	a-lí-a-ḫi
Amat-Adad	GEME ₂ - ^d IŠKUR
Amat-Amurram	GEME ₂ - ^d MAR.TU
Amat-Ayya	GEME ₂ - ^d A.A
Amat-ilī	A-ma-at-i-lí
Amat-kabta	GEME ₂ - ^d KAB.TA
Amat-Šamaš	GEME ₂ - ^d UTU
Amat-Sîn	GEME ₂ - ^d EN.ZU
Ana-bēlti-taklāku	a-na-be-el-ti-ták-la-ku
Ana-Ayya-uznī	A-na-A.A-uz-ni
Anum-píša	AN-um-pí-ša
Annunītum-ummi	an-nu-ni-tum-um-mi
Aššumīya-lībūr	aš-šu-mi-ia-li-bu-úr
Atkalšim	at-kal-ši-im
Awāt-Ayya	a-wa-at- ^d A.A
Ayya-lamassi	^d A.A-la-ma-sí
Ayya-gāmilat	^d A.A-ga-mi-la-at

Ayya-rēmēni	^d A.A-re-me-ni
Ayya-Šemeat	^d A.A-še-me-at
Ayya-tāddinam	^d A.A-ta-di-nam
Ayya-ummi	^d A.A—um-mi
Ayya-ummi-alittim	^d A.A-um-mi-a-lit-tim
Bēlessunu	be-li-su-nu
Bēli-dūri	be-li-du-ri
Bēltāni	be-el-ta-ni
Bēlti-abī-qīšim	be-el-ti-a-bi-qī-ši-im
Bēlti-erišti	be-el-ti-e-ri-išti
Bēlti-māgirat	be-el-ti-ma-gi-ra-at
Bēlti-rēmēni	be-el-ti-re-me-ni
Bēltum-kīma-abī	be-el-tum-ki-ma-a-bi
Bēltum-māgirat	be-el-tum-ma-gi-ra-at
Dāmiqtum	da-mi-iq-tum
Dummuq-bēltim	du-mu-uq-be-el-tim
Erištum	e-ri-iš-tum
Eštar-damqat	eš ₄ -tār-dam-qá-at
Eštar-lamassi	eš ₄ -tār-la-ma-as-sí
Eštar-ummī	eš ₄ -tār-um-mi
Eulmaš-liwwir	É.UL.MAŠ-li-wi-ir
Gāmitum	ga-mi-il-tum
Ḫumašrum	ḫu-ma-ši-rum
Ilī-dumqī	i-lí-du-um-qí
Ilī-qātī	i-lí-qá-ti
Iltani	il-ta-ni
Ina-īn-bēl-ilīšu-damiq	I-na-i-in-be-el-i-lí-šu-da-mi-iq

Ippalatum	ip-pa-la-tum
Itti-Eštar-libluṭ	it-ti-eš ₄ -tár-li-ib-lu-uṭ
Itti-Šamaš-milkī	it-ti- ^d UTU-mi-il-ki
Kanišītum	ka-ni-ši-tum
Kiṣšurum	ki-iš-šú-rum
Lamassani	la-ma-sà-ni
Lišlim	li-iš-li-im
Mami-dumqī	^d ma-mi-du-um-qí
Mami-rēmēnī	^d ma-mi-re-me-ni
Mannum-balušša	ma-an-nu-um-ba-lu-uš-ša
Munawwirtum	mu-na-wi-ir-tum
Narāmtum	na-ra-am-tum
Ningal-ummī	^d NIN.GAL-um-mi
Nuṭtuṭtum	nu-ṭu-up-tum
Pīḫātum	pí-ḫa-tum
Rībatum	ri-ba-tum
Šallūrtum	ša-lu-úr-tum
Šamaš-lamassi	^d UTU-la-ma-sí
Šamaš-nūrī	^d UTU-nu-ri
Šarrat-tašimātim	ša-ra-at-ta-ši-ma-tim

Tabnī-Eštar	tab-ni-eš ₄ -tár
Tarām-Adad	ta-ra-am- ^d IŠKUR
Ṭābitum	ṭa-bi-tum
Ulmaššitum-tukluṭī	^d ul.maš.ši-tim-TUKUL-tí
Ummī-Šamšī	um-mi- ^d UTU-ši
Ummī-waqrat	um-mi-wa-aq-ra-at
Ummum-ṭābat	AMA-DU ₁₀ .GA
Waqar-abī	wa-qar-a-bí
Zabbatu	za-ba-tu
Zarriqum	za-ar-ri-iq-qú-um

Amorite Personal Names.

The Amorites adopted the written languages of the peoples of the Near East among whom they settled. As a result, practically all of our understanding of Amorite is derived from its use in proper names. A competent lexical survey in English is Herbert Huffman's *Amorite Personal Names in the Mari Texts* (1965).

Since modern scholars lack a thorough understanding of the language itself, no attempt to extrapolate vowel length in Amorite is made within this work.

Male Names with Primarily Amorite Elements

Name:	Writing:
Abi-eqar	a-bi-e-qar
Abi-samar	a-bi-sa-mar
Abi-sare	a-bi-sa-re-e
Abi-rasap	a-bi-ra-sa-ap
Abi-rapi	a-bi-ra-pi
Adda	a-ad-da-a
Admu-erah	ad-mu-e-ra-aḫ
Aḫi-ebal	a-ḫi-e-ba-al
Aḫi-ekim	a-ḫi-e-ki-im
Aḫi-malik	a-ḫi-e-ma-lik
Aḫi-lim	a-ḫi-li-im
Aḫi-tanu-a	a-ḫi-ta-nu-a
Aḫu-lumu	a-ḫu-lu-mu
Aḫu-yahad	a-ḫu-ya-ḫa-ad

Akunatum	a-ku-na-tum	Dagan-ma-lik	^d Da-gan-ma-lik
Alpan	al-pa-an	Dagan-niri	^d Da-gan-ni-ri
Amatan	a-ma-ta-an	Dudanim	du-da-nim
Ami-ibal	^d a-mi-i-ba-al	Dudu	du-du-ú
Amum-lu	^d a-mu-um-lu-ú	Ebatan	e-ba-ta-an
Amud-pi-El	a-mu-ud-pí-AN	Ebil	e-bi-il
Amud-pi-ila	a-mu-ud-pí-i-la	Ekilahwi	e-ki-la-aḥ-wi
Ana-rabu	a-na-ra-a-bu	Eli-Dagan	el-i- ^d Da-gan
Asdi-etar	às-di-e-tar	Ḫabdan	ḫa-ab-da-an
Ašri-etar	às-ri-e-tar	Ḫabdiya	ḫa-ab-di-ia
Attari-šaduq	at-ta-ri-ša-du-up	Ḫabdiyandu	ḫa-ab-di-ia-an-du
Aya-dadu	a-ya-da-du	Ḫabdu-Ami	ḫa-ab-du- ^d A-mi
Aya-ḫalu	a-ya-ḫa-lu	Ḫabdu-baḫla	ḫa-ab-du-ba-aḥ-la
Aya-hamu	a-ya-ḫa-mu-ú	Ḫabdu-Dagan	ḫa-ab-du- ^d Da-gan
Aya-la-sumu	a-ya-la-su-mu-ú	Ḫabdu-erah	ḫa-ab-du-e-ra-aḥ
Ayalum	a-ya-lum	Ḫabdu-Ḫanat	ḫa-ab-du- ^d Ḫa-na-at
Baḫlu-gayim	ba-aḥ-lu-ga-i-im	Ḫabdu-ḫatra	ḫa-ab-du-ḫa-at-ra
Baḫlu-kulim	ba-aḥ-lu-ku-li-im	Ḫabdu-kubi	ḫa-ab-du-ku-bi
Baḫlum	ba-ḫi-lum	Ḫabdu-malik	ḫa-ab-du-ma-lik
Biḫirum	bi-ḫi-rum	Ḫabdu-nawar	ḫa-ab-du-na-wa-ar
Balami	ba-la-mi	Ḫabi-Addu	ḫa-bi- ^d IM
Bali-ḫan	ba-lí-ḫa-an	Ḫadatan	ḫa-da-ta-an
Baqqum	ba-aq-qum	Ḫadkum	ḫa-ad-ku-um
Baqqanum	ba-aq-qa-nu-um	Ḫadun-lumu	ḫa-du-un-lu-mu
Bina-Addu	bi-na- ^d IM	Ḫagirum	ḫa-gi-rum
Bina-aḫum	bi-na-a-ḫu-um	Ḫalatan	ḫa-la-ta-an
Binum	bi-nu-um	Ḫali-Addu	ḫa-lí- ^d IM
Binaḫan	bi-na-ḫa-an	Ḫali-etar	ḫa-li-e-tar
Biniya	bi-ni-ia	Ḫali-ḫadun	ḫa-li-ḫa-du-un
Bini-maraš	bi-ni-ma-ra-aš	Ḫali-malik	ḫa-lí-ma-lik
Bin-Šamši	Bin- ^d UTU	Ḫaliya	ḫa-li-ia
Bunuma-Addu	bu-nu-ma- ^d IM	Ḫaliyadu	ḫa-li-ia-du
Bunu-Ami	bu-nu- ^d A-mi	Ḫalilum	ḫa-li-lum
Bunu-erah	bu-nu-e-ra-aḥ	Ḫalun-Addu	ḫa-lu-un- ^d IM
Bunu-baḫlanu	bu-nu-ba-aḥ-la-nu	Ḫaluna-Addu	ḫa-lu-na- ^d IM
Bunu-ḫammi	bu-nu-ḫa-am-mi	Ḫamman	ḫa-am-ma-an
Buqaqum	bu-qa-qum	Ḫammanum	ḫa-am-ma-nu-um
Burqan	bu-ur-qa-an	Ḫammatan	ḫa-am-ma-ta-an
Dadanum	da-da-nu-um	Ḫammi-anduli	ḫa-am-mi-an-dùl-lí
Dadatum	da-da-tum	Ḫammi-ebal	ḫa-mi-e-ba-al
Dadi-erah	da-di-e-ra-aḥ	Ḫammi-epuḥ	ḫa-am-mi-e-pu-uḥ
Dadi-ešuh	da-di-e-šu-uḥ	Ḫammi-esuḥ	ḫa-mi-e-su-uḥ
Dadi-ḫadun	da-di-ḫa-du-un	Ḫammi-ištamar	ḫa-am-mi-iš-ta-mar
Dadim	da-di-im	Ḫammi-kun	ḫa-mi-ku-un
Dadiya	da-di-ia	Ḫammi-šaduq	ḫa-am-mi-ša-du-uq
Dadum-lu	da-du-um-lu-ú	Ḫammi-zaku	ḫa-am-mi-za-ku-ú
Dagan-El	^d Da-gan-el	Ḫammi-zanu	ḫa-mi-za-nu
Dagan-yapuḥ	^d Da-gan-ia-pu-uḥ	Ḫammiya	ḫa-am-mi-ia

Ḥammu-Dagan	ḥa-am-mu- ^d Da-gan	Kabi-epuḥ	Ka-bi-e-pu-uḥ
Ḥammu-ḥalum	ḥa-am-mu-ḥa-lum	Kabiya	Ka-bi-ia
Ḥammu-rama	ḥa-mu-ra-ma	Kalban	Ka-al-ba-an
Ḥammu-rapi	ḥa-am-mu-ra-pí	Kanisan	Ka-ni-sa-an
Ḥammu-yiṣar	ḥa-mu-ia-ṣar	Kaṣuran	Ka-ṣú-ra-an
Ḥaradan	ḥa-ra-da-an	Kaṣuri-ḥala	Ka-ṣú-ri-ḥa-la
Ḥariya	ḥa-ri-ia	Kazibu	Ka-zi-bu
Ḥarišan	ḥa-ri-ša-an	Kibsi-Addu	Ki-ib-sí- ^d IM
Ḥata-li-El	ḥa-ta-li-el	Kibsi-Šamaš	Ki-ib-si- ^d UTU
Ḥatnan	ḥa-ta-na-an	Kiḥilum	Ki-ḥi-lum
Ḥatni-Addu	ḥa-at-ni- ^d IM	Kiḥilim	Ki-ḥi-lim
Ḥatni-erah	ḥa-at-ni-e-ra-aḥ	La-Amurrim	La-a-mu-ri-im
Ḥatni-Dagan	ḥa-at-ni- ^d Da-gan	La-dinam	La-di-nam
Ḥaya-sumu	ḥa-ia-su-mu-ú	Laḥatna-amud	La-ḥa-at-na-a-mu-ud
Ḥaya-sumu-abim	ḥa-ia-su-mu-a-bi-im	Laḥun-Dagan	La-ḥu-un- ^d Da-gan
Ḥayatan	ḥa-ia-ta-an	Laḥwi-Il	La-aḥ-wi-AN
Ḥayum-rapi	ḥa-iu-um-ra-pí	Laḥwi-maliku	La-aḥ-wi-ma-li-ku
Ḥazran	ḥa-az-ra-an	Lakazubum	La-ka-zu-bu-um
Ḥazirum	ḥa-zi-ru-um	Lama-dudu	La-ma-du-du
Ḥiṣriyan	ḥi-iṣ-ri-ia-an	Lama-Il	La-ma-AN
Ḥiqban	ḥi-iq-ba-an	Lana-Dagan	La-na- ^d Da-gan
Yabbi-Addu	ia-ab-bi- ^d IM	La-nasum	La-na-su-ú-um
Yabbi-Dagan	ia-ab-bi- ^d Da-gan	Larim-Addu	La-ri-im- ^d IM
Yabḥar-Addu	ia-ab-ḥa-ar- ^d IM	Larim-baḥli	La-ri-im-ba-aḥ-li
Yadidum	ia-di-du-um	Larim-ibalu	La-ri-im-i-ba-lu-ú
Yadinim	ia-di-nim	Larim-lu	La-ri-im-lu-ú
Yadurim	ia-du-ri-im	Latira-me	La-ti-ra-me-e
Yaiti-ibal	ia-i-ti-i-ba-al	Latniya	La-at-ni-ia
Yaḥṣur-Addu	ia-aḥ-ṣu-ur- ^d IM	Lawi-Il	La-wi-AN
Yakun-Addu	ia-ku-un- ^d IM	Lawi-la-Addu	La-wi-la- ^d IM
Yakun-aṣar	ia-ku-un-a-ṣar	Lawi-la-Dagan	La-wi-la- ^d Da-gan
Yamlikan	ia-am-li-ka-an	Limi-Addu	Li-mi- ^d IM
Yaṣṣib-Addu	ia-an-ṣi-ib- ^d IM	Liya-sitru	Li-ia-sí-it-ru-ú
Yaṣṣib-Dagan	ia-an-ṣi-ib- ^d Da-gan	Lumma-Il	Lum-ma-il
Yapaḥ-Addu	ia-a-pa-aḥ- ^d IM	Maḥnub-Il	Ma-aḥ-nu-ub-AN
Yar	ia-a-ar	Malak-Ili	Ma-la-ak-i-lí
Yar-ipiq	ia-ar-i-pí-iq	Malaku-Il	Ma-la-ku-Il
Yašubim	ia-šu-bi-im	Malik-Dagan	Ma-li-ik- ^d Da-gan
Yatar-lim	ia-tar-li-im	Manatan	Ma-na-ta-an
Yatar-ḥamu	ia-tar-ḥa-mu	Manatnu	Ma-na-ta-nu
Yatnu	ia-at-nu	Manna-balati-Il	Ma-an-na-ba-al-ti-AN
Yauš-Addu	ia-ú-uš- ^d IM	Masiḥan	Ma-si-ḥa-an
Yawi-Addu	ia-wi- ^d IM	Masiḥum	Ma-si-ḥu-um
Yawi-Dagan	ia-wi- ^d Da-gan	Mas-marim	Ma-ās-ma-ri-im
Yiter-nasi	ia-te-er-na-sí	Mebišum	Me-bi-šum
Kabi-Addu	Ka-bi- ^d IM	Me-kinum	Me-ki-nu-um
Kabi-ata	Ka-bi-a-ta	Me-piḥum	Me-pí-ḥu-um
Kabi-Dagan	Ka-bi- ^d Da-gan	Meptum	Me-ep-tu-ú-um

Me-qibum	Me-qí-bu-um	Sagbi-Addu	Sa-ag-bi- ^d IM
Merum	Me-er-rum	Sakirum	Sa-ki-rum
Mes-kinim	Me-ès-ki-nim	Saliman	Sa-li-ma-an
Me-şitum	Me-şí-tu-um	Samal	Sa-am-a-al
Milki-Addu	Mi-il-ki- ^d IM	Samalan	Sa-am-a-la-an
Milkili-El	Mi-il-ki-li-el	Samamel	Sa-ma-me-el
Milkiya	Mi-il-ki-ia	Saman	Sa-ma-an
Mu-kayyim	Mu-ka-sa-a-ia-im	Same-erah	Sa-me-e-ra-aḥ
Mutanum	Mu-ta-nu-um	Samḫili-Il	Sa-am-ḫi-li-AN
Mut-arḫu	Mu-ut-ar-ḫu	Sami-daḫum	Sa-mi-da-ḫu-um
Mut-asdim	Mu-ut-às-di-im	Samiya	Sa-mi-ia
Mut-aşkur	Mu-ut-aş-kur	Samme-etar	Sa-am-me-e-tar
Muta-şuḥ	Mu-ta-şu-uḥ	Samu-Addu	Sa-mu- ^d IM
Mut-ḫalima	Mu-ut-ḫa-li-ma	Samu-Dagan	Sa-mu- ^d Da-gan
Mut-ḫirman	Mu-ut-ḫi-ir-ma-an	Samuḫil	Sa-mu-ḫi-il
Muti-erah	Mu-ti-e-ra-aḥ	Samu-ila	Sa-mu-ú-i-la
Mut-raḥ	Mu-ut-ra-aḥ	Samum	Sa-mu-um
Mutu-Addu	Mu-tu- ^d IM	Samsi-Addu	Sa-am-si- ^d IM
Mutu-Dagan	Mu-tu- ^d Da-gan	Samsi-Dagan	Sa-am-si-d.Da-gan
Mutu-ḫadkim	Mu-tu-ḫa-ad-ki-im	Samsi-erah	Sa-am-si-e-ra-aḥ
Mutu-kanata	Mu-tu-ka-na-ta	Sibkuna-Addu	Si-ib-ku-na- ^d IM
Mutu-malaka	Mu-tu-ma-la-ka	Simḫi-Dagan	Si-im-ḫi- ^d Da-gan
Naḥ-manu	Na-aḥ-ma-nu	Simti-erah	Sí-im-ti-e-ra-aḥ
Niḫmum	Ni-iḫ-mu-um	Sitri-Addu	Sí-it-ri- ^d IM
Niqman	Ni-iq-ma-an	Sitrubal	Sí-it-ru-ba-al
Niq-meya	Ni-iq-me-ia	Sitriya	Sí-it-ri-ia
Niqmi-epuḥ	Ni-iq-mi-e-pu-uḥ	Sumatan	Su-ma-ta-an
Nuḫmi-Dagan	Nu-uḥ-mi- ^d Da-gan	Sumḫu-rapi	Su-um-ḫu-ra-pí
Nuḫmi-Il	Nu-uḥ-mi-AN	Sumu-ami	Su-mu-a-mi
Nuḫ-milim	Nu-uḥ-mi-lim	Sumiya	Su-mi-ia
Pika-ma-El	Pí-ka-ma-el	Sumu-Dagan	Su-mu- ^d Da-gan
Pu-Dagan	Pu-ú- ^d Da-gan	Sumu-ditana	Su-mu-di-ta-na
Puka-Dagan	Pu-ka- ^d Da-gan	Sumu-epuḥ	Su-mu-e-pu-uḥ
Pulsan	Pu-ul-sà-an	Sumu-erah	Su-mu-e-ra-aḥ
Pulsi-Addu	Pu-ul-sí- ^d IM	Sumu-ḫadu	Su-mu-ḫa-du-ú
Pulsiya	Pu-ul-sí-ia	Sumuḫum	Sú-mu-ḫu-um
Qalu-Ami	Qa-lu- ^d A-mi	Sumu-ila	Su-mu-i-la
Qarni-lim	Qar-ni-li-im	Sumu-Ištar	Sú-mu-IŠTAR
Qibişan	Qí-bi-şa-an	Sumu-laba	Su-mu-la-ba
Raḫanum	Ra-ḫa-an-nu-um	Sumu-nayapuḫa	Su-mu-na-ia-pu-ḫa
Raḫmaya	Ra-aḥ-ma-ia	Sumu-numaḫa	Su-mu-nu-ma-ḫa
Rapiyum	Ra-pí-ú-um	Sumu-ramem	Su-mu-ra-me-em
Raşa-Dagan	Ra-şa- ^d Da-gan	Sumu-rapi	Su-mu-ra-pí
Rip'a-Il	Ri-ip-a-AN	Sumu-taqiṣ	Su-mu-ta-qí-iş
Rip'a-malik	Ri-ip-a-ma-lik	Sumu-tibal	Su-mu-ti-ba-al
Rip'i-Addu	Ri-ip-i- ^d IM	Sumu-yamam	Su-mu-ia-ma-am
Rip'i-Dagan	Ri-ip-i- ^d Da-gan	Sumu-yasim	Su-mu-ia-si-im
Rip'i-lim	Ri-ip-i-li-im	Şabi-ḫim	Şa-bi-ḫu-um

Şapur-salim	Şa-pur-sà-lim	Elum-şehir-e	e-lu-um-şe-ḫi-ir-e
Şiban	Şí-ba-an	Ḫalima	ḫa-li-ma
Şibatan	Şí-ba-ta-an	Ḫami-Ḫanat	ḫa-mi- ^d Ḫa-nat
Şibi-lim	Şí-bi-li-im	Ḫaşanatum	ḫa-şa-na-tum
Şibi-niḫim	Şí-bi-ni-ḫi-im	Ḫaşnatum	ḫa-aş-na-tum
Şibum	Şí-bu-um	Ḫazala	ḫa-za-la
Şidqa-Addu	Şí-id-qa- ^d IM	Ḫazirum	ḫa-zi-ru-um
Şidqa-Il	Şí-id-qa-AN	Yadida	ia-di-da
Şidqi-epuḫ	Şí-id-qí-e-pu-uḫ	Yadiḫa	ia-di-ḫa
Şidqi-etar	Şí-id-qí-e-tar	Yaḫila	ia-ḫi-la
Şidqu-lanasi	Şí-id-qú-la-na-si	Yapaḫatum	ia-pa-ḫa-tum
Şilli-baḫli	Şíl-lí-ba-aḫ-li	Yaqartum	ia-qar-tum
Şupri-eraḫ	Şú-up-ri-e-ra-aḫ	Yaşuḫa	ia-şu-ḫa
Şura	Şú-ra-a	Yataraya	ia-ta-ra-ya
Şuratanu	Şú-ra-ta-nu	Kab-kaba	Ka-ab-ka-ba
Şuri-Addu	Şú-ri- ^d IM	Kib-satum	Ki-ib-sà-tum
Şuri-Dagan	Şú-ri- ^d Da-gan	Kiḫila	Ki-ḫi-la
Şuri-eraḫ	Şú-ri-e-ra-aḫ	Malika	Ma-li-ka
Şuri-ḫammu	Şú-ri-ḫa-am-mu-ú	Mama-tal-e	^d Ma-ma-ta-al-e
Şub-Addu	Şu-ub- ^d IM	Marşatum	Mar-şa-tum
Şub-nalu	Şu-ub-na-lu-ú	Marşaya	Ma-ar-şa-ia
Şu-ḫammu	Şu-ḫa-am-mu	Masmara	Ma-as-ma-ra
Şunuḫra-ḫalu	Şu-nu-uḫ-ra-ḫa-lu-ú	Nawar-kanasi	Na-wa-ar-ka-na-si
Taḫ-tamar	Ta-aḫ-ta-mar	Nig-ḫatum	Ni-ig-ḫa-tum
Taḫ-tupi-Il	Ta-aḫ-tu-pí-AN	Niḫatum	Ni-ḫa-tum

Female Names with Primarily Amorite Elements

Admu-niri	^d ad-mu-niri	Niḫima	Ni-ḫi-ma
Ana-balu	a-na-ba-lu	Niḫ-matum	Ni-iḫ-ma-tum
Annu-ḫanni	an-nu-ḫa-an-ni	Niqmi-lanasi	Ni-iq-mi-la-na-si
Annu-ḫašni	an-nu-ḫa-aş-ni	Niqmuk	Ni-iq-mu-uk
Annu-niri	an-nu-ni-ri	Nuḫama	Nu-ḫa-ma
Annu-tal-e	an-nu-ta-al-e	Raba-sitru	Ra-ba-sí-it-ru-ú
Annu-tasmaḫ	an-nu-ta-às-ma-aḫ	Sakiya	Sa-ki-ra
Annu-taram	an-nu-ta-ar-am	Samida-ḫatum	Sa-mi-da-ḫa-tum
Atamratum	a-tam-ra-trum	Samulatam	Sa-mu-la-tum
Ayala	a-ya-la-a	Sumu-nabi	Su-mu-na-a-bi
Baḫli-ili	ba-aḫ-li-í-li	Taḫzi-Admu	Ta-aḫ-zi- ^d Ad-mu
Baḫli-bašti	ba-aḫ-li-ba-aş-ti	Tanuḫa	Ta-nu-ḫa
Baḫli-niri	ba-aḫ-li-ni-ri	Tanuḫ-nawum	Ta-nu-uḫ-na-wu-um
Baḫli-samas	ba-aḫ-li-sa-mas	Taqbim	Ta-aq-bi-im
Baḫli-sapar	ba-aḫ-sa-pa-ar	Tašubatam	Ta-şu-ba-tum
Baḫli-Šamši	ba-aḫ-li- ^d UTU-ši	Tispatum	Ti-is-pa-tum
Bunu-ḫammi	bu-nu-ḫa-am-mi	Ṭaba	ṭa-ba-a
Dadatum	da-da-tum	Ṭabatam	ṭa-ba-tum
Dagan-niri	^d Da-gan-ni-ri		
Duḫ-šatum	du-uḫ-şa-tum		

Hurrian Personal Names.

Hurrian personal names are well attested in Old Babylonian texts. Scholars, moreover, have an extensive understanding of the grammar and vocabulary of the language itself. Much of the following section is based on *Hurrian and Hurrian Names in the Mari Texts*, by Jack M. Sasson (1974).

Male Names with Primarily Hurrian Elements

Abi-tišan	a-bi-ti-ša-an
Adal-šeni	a-da-al-še-ni
Agap-tanu	a-ga-ap-ta-nu
Aga-tišan	a-ga-ti-ša-an
Akiya	a-ki-ia
Akiyan	a-ki-ia-an
Alla-e	al-la-e
Amman-taḫi	am-ma-an-ta-ḫi
Amma-tan	a-ma-ta-an
Anatan	ana-ta-an
Anni-šar	ani-ni-i-šar
Aniš-ḫurpe	a-ni-iš-ḫu-ur-pé
Arda-kanda	ar-da-ka-an-da
Arim-adal	a-ri-im-a-da-al
Arip-ḫurmiš	a-ri-ip-ḫu-ur-mi-iš
Arip-Tešub	a-ri-ip-te-šu-ub
Arip-turi	a-ri-ip-tu-ri
Ari-tupku	a-ri-tu-up-ku
Arri-yuk	ar-ri-yu ₈ -uk
Arzi-ḫip	ar-zi-ḫi-ip
Asar-mušni	a-sa-ar-mu-úš-ni
Ašakka	a-ša-ak-ka
Ašmat	aš-ma-at
Ašuzi	a-šu-zi
Atta-ḫan	at-ta-ḫa-an
Awiyazi	a-wi-ia-zi
Ayazi	a-ia-zi
Azizan	a-zi-za-an
Eḫlip-adal	eḫ-lip-a-dal
Eḫlip-šarri	eḫ-lip-šar-ri
Ela-paraluḫ	e-la-pa-ra-lu-uḫ
Elapi	e-la-pi

Eniš-agum	e-ni-iš-a-gu-um
Eniya	e-ni-ia
Ḥamanna	ḫa-ma-an-na
Ḥapaluk	ḫa-ba-lu-uk
Ḥapiya	ḫa-pi-ia
Ḥari-pan	ḫa-ri-pá-an
Ḥari-yazu	ḫa-ri-ia-zu
Ḥazip-adal	ḫa-zi-ip-a-dal
Ḥazip-aranziḫ	ḫa-zi-ip-a-ra-an-zi-iḫ
Ḥazi-pan	ḫa-zi-pá-an
Ḥazip-Kakka	ḫa-zi-ip-ka-ak-ka
Ḥazip-Kuzuh	ḫa-zi-ip-ku-zu-uḫ
Ḥazip-Nawar	ḫa-zi-ip-na-wa-ar
Ḥazip-šarri	ḫa-zi-ip-šar-ri
Ḥazip-Tešub	ḫa-zi-ip-te-eš ₁₅ -šu-ub
Ḥazip-ulme	ḫa-zi-ip-ul-me
Ḥerzuk	ḫe-er-zu-uk
Ḥupazan	ḫu-pá-za-an
Ḥupazza	ḫu-pá-az-za
Ikuza	i-ku-za
Illu-te	il-lu-te ₁₀
Innaḫan	in-na-ḫa-an
Iwari	i-wa-ri
Izzan	i-za-an
Kabi-ata	ka-bi-a-ta
Kani-pan	ka-ni-pá-an
Kanni	ka-an-ni
Kari-tan	ka-ri-ta-an
Kariya	ka-ri-ia
Katir-ḫe	ka-ti-ir-ḫe
Kilip-šarri	ki-li-ip-šar-ri
Kiliya	ki-li-ia
Kinziya	ki-in-zi-ia
Kipar	ki-pá-ar
Kipiri	ki-pí-ri
Kipu-šeni	ki-pu-še-ni
Kizziya	ki-iz-zi-ia
Kupam	ku-pa-am
Kuppiya	ku-up-pí-ia
Kuzan	ku ₈ -za-an
Kuzuḫ-adal	ku-zu-uḫ-a-da-al
Kuzu-zari	ku-zu-za-ri
Mulkan	mu-lu-kà-an
Muzan-adal	mu-za-an-a-dal
Muzani	mu-za-ni
Nana-tan	na-na-ta-an
Nanip-šawiri	na-ni-ip-ša-wi-ri
Nawar-adal	na-wa-ar-a-da-al

Nubar-wari	nu-bar-wa-ri	Unap-tagı	ú-na-ap-ta-gı
Nuza-wari	nu-zu-wa-ri	Unaya	ú-na-ia
Nuzukka	nu-zu-uk-ka	Urran	ur-ra-an
Paban-šarri	pa-ba-an-šar-ri	Uški-zan	uš-kí-za-an
Paiba	pa-i-ba	Ušše	ú-uš-še
Paki-la	pá-ki-la	Uštap-adal	úš-ta-ap-a-dal
Pala-mi	pá-la-mi	Uštap-kiriš	uš-ta-ap-ki-ri-iš
Pandiya	pa-an-di-ia	Uštaya	uš-ta-ia
Patalan	pa-tá-la-an	Uzu-nan	ú-zu-na-an
Puḥen	pu-ḥe-en	Wari-kipa	wa-ri-ki-pa
Puramzi	pu-ra-am-zi	Wari-muza	wa-ri-mu-za
Putaman	pu-tá-ma-an	Wari-taldu	wa-ri-ta-al-du
Putan	pu-tá-an	Zatan	za-ta-an
Šaki-yan	ša-ki-ia-an	Zaziya	za-zi-ia
Šama-ḥiš	ša-ma-ḥi-is	Zigi	zi-gi
Šama-ḥul	ša-ma-ḥu-ul	Zikan	zi-ka ₄ -an
Šazu-e	ša-zu-e	Zina-ki	zi-na-kí
Šehlip-šarri	še-eḥ-li-ip-šar-ri	Ziri-tan	zi-ri-ta-an
Šeḥ-šaya	še-eḥ-ša-ia	Zirri	zi-ir-ri
Šenaya	še-na-ia	Zituya	zi-tu-ia
Šenip-šarri	še-eḥ-ni-ip-šar-ri	Ziza-pan	zi-za-pá-an
Šeniš-wari	še-ni-iš-wa-ri	Zunzum	zu-un-zu-um
Šenu-uḥri	še-nu-uḥ-ri	Zuzan	zu-za-an
Šime-tagup	ši-me-ta-gu-up	Zuzu	zu-zu
Šuk-siya	šu-uk-si-ia		
Šur-e	šu-ur-e		
Šur-šiya	šu-ur-ši-ya		
Tagı	ta-gı		
Taguzza	ta-gu-uz-za		
Taḥi	ta-ḥi		
Taḥiya	tá-ḥi-ia		
Taḥuk	tá-ḥu-uk		
Taḥu-zan	ta-ḥu-za-an		
Tai-zi	tá-i-zi		
Taki-ki	ta-ki-kí		
Tamaku-meni	ta-ma-ku-me-ni		
Tamar-taḥi	ta-mar-ta-ḥi		
Tarma-riš	ta-ar-ma-ri-iš		
Tamarzi	ta-mar-zi		
Tišwen-adal	ti-iš-we-en-a-dal		
Tizi-ḥan	ti-zi-ḥa-an		
Turip-šeni	tu-ri-ip-še-ni		
Ullu-ki	ul-lu-kí		
Ullu-ni	ul-lu-ni		
Ullu-ri	ul-lu-ri		
Ullu-waru	ul-lu-wa-ru		
Unap-šarri	ú-na-ap-šar-ri		
Unap-še	ú-na-ap-še		

Female Names with Primarily Hurrian Elements

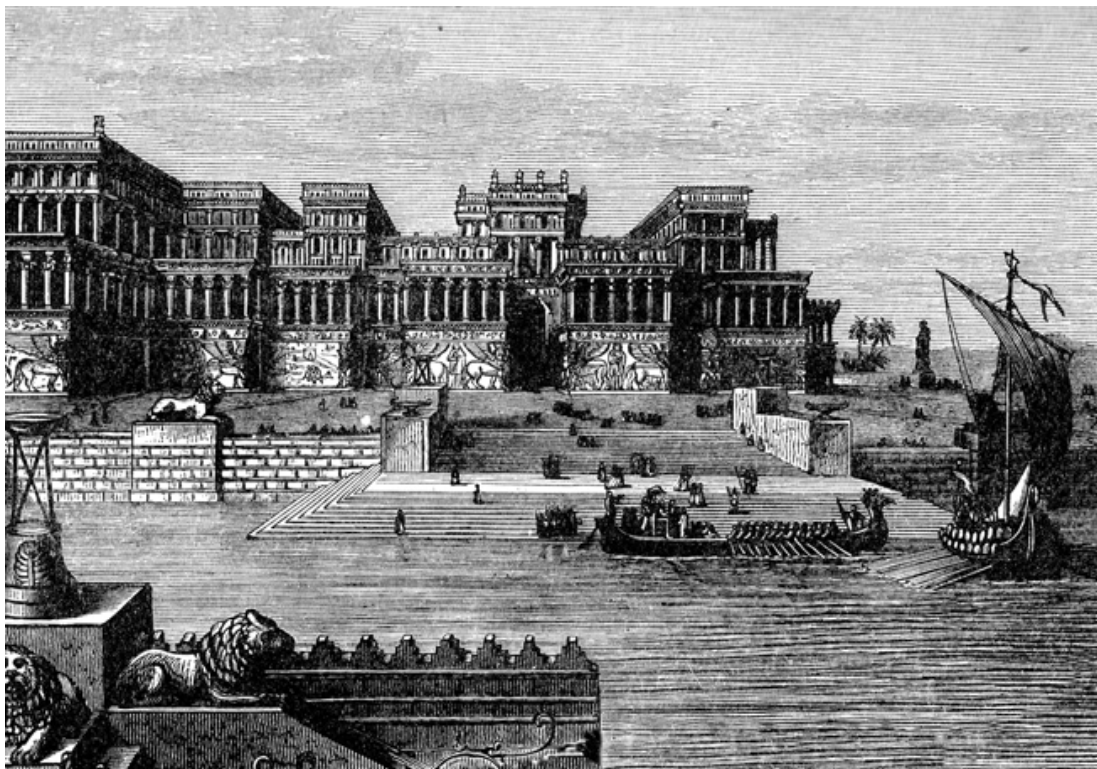
Agap-Eli	a-ga-ap-e-li
Akaya	a-ka-ia
Akira	a-ki-ra
Akkuya	a-ku-ia
Allae-kiyazi	al-la-e-ki-ia-zi
Alli-turaḥ	al-li-tu-ra-aḥ
Amman-kiyazi	am-ma-an-ki-ia-zi
Ammen-ammume	am-me-en-am-mu-me
Ammen-ki	an-me-en-kí
Ammin-na	am-mi-in-na
Anni-kapi	an-ni-ka-pí
Arupa	a-ru-ba
Arupal	a-ru-ba-al
Ašmun-šaki	aš-mu-un-ša-ki
Ašta-kuzi	aš-ta-ku-zi
Aštu	aš-tu
Aštua-unna	aš-tu-a-un-na
Attazza	at-ta-az-za
Attu-Ayya	at-tu-a-ia
Attu-e	at-tu-e

Attukki	at-tu-uk-ki
Attuzar	at-tu-za-ar
Awisna	a-wi-is-na
Azzu	az-zu
Azzu-Eli	az-zu-e-li
Azzukki	az-zu-uk-ki
Azzunni	az-zu-un-ni
Elan-kiyazi	e-la-an-ki-ia-zi
Elan-šaki	e-la-an-ša-ki
Elanza	e-la-an-za
Ela-patal	e-la-pa-tal
Elenza	e-le-en-za
Elum-šeḫir-e	e-lu-um-še-ḫi-ir-e
Ewennikki	e-we-en-ni-ik-ki
Ḫameza	ḫa-me-za
Ḫapuri	ḫa-bu-ur-ri
Ḫazi-pa	ḫa-zi-pá
Ḫazip-šaki	ḫa-zi-ip-ša-ki
Ḫazip-šaya	ḫa-zi-ip-ša-ia
Ḫu'izzi	ḫu-iz-zi
Imaku	i-ma-ku ₈
Izamu	i-za-mu
Iziza	i-zi-za
Izza-Ayya	iz-za-a-ia
Kayta	kà-i-tá
Kanzu	ka-an-zu
Katuli	ka-tù-li
Kilum-allai	ki-lum-al-la-i
Kimma	ki-im-ma
Kutate	ku-tá-te ₁₀
Memen-kanazi	me-me-en-ka-na-zi
Memen-ki	me-me-en-kí
Memen-šaki	me-me-en-ša-ki
Menanna	me-na-an-na
Menna	me-en-na
Nanakka	na-na-ak-ka
Nanip-naya	na-ni-ip-na-ia
Nanniya	na-ni-ia
Nawar-kanazi	na-wa-ar-ka-na-zi
Neniš-naya	ne-ni-iš-na-a-ia
Nubar-ela	nu-bar-e-la
Nupata	nu-pá-ta
Nupuri	nu-pu-ri
Nuputa	nu-pu-ta
Nuzapa	nu-zu-pá
Paḫar-mi	pa-ḫa-ar-mi
Pai-la	pa-i-la
Palalla	pá-la-al-la

Papuzi	pa-pu-zi
Paruri	pa-pu-ri
Pirḫen-šaki	pí-ir-ḫe-en-ša-ki
Pirḫuna	pí-ir-ḫu-na
Pir-kina	pí-ir-ki-na
Pišru-uḫli	pí-iš-ru-uḫ-li
Šaḫiš-menni	ša-ḫi-iš-me-en-ni
Šambari	ša-am-ba-ri
Šaš-karu	ša-aš-ka-ru
Šat-pa	ša-at-pá
Šattam-kiyazi	ša-at-tam-ki-ia-zi
Šeḫḫiya	še-eḫ-ḫi-ia
Šim-kinna	ši-im-kí-in-na
Šinim-šali	ši-ni-im-ša-li
Šiniš-tar-e	ši-ni-iš-ta-ar-e
Šinuka	ši-nu-ka
Tagazi	tá-ga-zi
Tagiš-nati-e	ta-gi-iš-na-ti-e
Tai-ra	tá-i-ra
Taku-na	ta-ku-na
Talmu-ašḫi	ta-al-mu-a-ši-ḫi
Tanu-ta	ta-nu-tá
Tašap-kildi	ta-ša-ap-ki-il-di
Tata-ra	ta-tá-ra
Tatta	ta-at-ta
Tawenna	ta-wi-en-na
Tundi	tu-un-di
Tuzana	tu-za-na
Tuzaya	tu-za-ia
Unakka	ú-na-ak-ka
Uni-na	ú-ni-na
Unuš-kiyazi	ú-nu-úš-ki-ia-zi
Ura-ki	ú-ra-kí
Uti-na	ú-ti ₄ -na
Uwe-ḫul-e	ú-we-ḫu-ul-e
Uzzu	uz-zu
Zaza-Naya	za-za-na-ia
Ziwe-ni	zi-we-ni
Zuwe-ni	zu-we-ni

Sumerian Personal Names.

Compared to Akkadian, Amorite and Ḫurrian, Sumerian personal names are much less frequently attested during the Old Babylonian Period. The lists below are compiled from a number of sources, primarily



Robert A. Di Vito's *Studies in Third Millennium Sumerian and Akkadian Personal Names*, with special attention given to names of the Ur III Period, i.e., the most proximate of those time periods covered by Di Vito to that of *BFJB*. As such, several of the names included here might have fallen out of use before the reign of Ḫammu-rapi.

However, given that in the fantastic version of *BFJB* the dwarves obsessively conserve Sumerian traditions and their language, these will be entirely appropriate for use by that race, or those character's living in areas of heavy dwarfish influence.

Male Names with Primarily Sumerian Elements

A-a-dingir-mu	A.A.DINGIR.MU
A-a-dùg-ga	A.A.DÙG.GA
Arad-Ba'u	ARAD ₂ . ^d .BA.Ú
Arad-Dingirra	ARAD ₂ .DINGIR.RA
Arad-Enlilla	ARAD ₂ . ^d .EN.LÍL
Arad-Nanna	ARAD ₂ . ^d .NANNA
Ba'u-di-kud	^d .BA.Ú.DI.KUD
Dingir-igi-du	DINGIR.IGI.DU
Dingir-izu	DINGIR.Ì.ZU
Dingir-kalla	DINGIR.KAL.LA
Dingir-mudadaḥ	DINGIR.MU.DA.DAḤ
Dingir-mumansum	DINGIR.MU.MA.AN.SUM
Dingir-sagga	DINGIR.SAG ₄ .GA
Dingir-talu	DINGIR.TA.LÚ
Dumuzi-šeš	^d .DUMU.ZI.ŠEŠ
En-dingir-mu	EN.DINGIR.MU
Enlil-a-maḥ	^d .EN.LÍL.Á.MAḤ
Giri-dingir-ga-idab	GIRI ₁ .DINGIR.GÁ.Ì.DAB ₅
Giri-lugal-ga-idab	GIRI ₁ .LUGAL.GÁ.Ì.DAB ₅
Lu-am	LÚ.ĀM
Lu-bad	LÚ.BĀD

Lu-Ba'u	LÚ. ^d .BA.Ú
Lu-dingirra	LÚ.DINGIR.RA
Lu-dùg-ga	LÚ.DÙG.GA
Lu-Enlilla	LÚ. ^d .EN.LÍL.LA
Lugal-a-mah	LUGAL.Á.MAḪ
Lugal-dalla	LUGAL.DALLA
Lugal-di-kud	LUGAL.DI.KUD
Lugal-dingir-mu	LUGAL.DINGIR.MU
Lugal-dùg-ga	LUGAL.DÙG.GA
Lugal-engar	LUGAL.ENGAR
Lugal-ḫegal	LUGAL.ḪÉ.GÁL
Lugal-ḫili-anna	LUGAL.ḪI.LI.AN.NA
Lugal-ku-li	LUGAL.KU.LI
Lugal-mumagi	LUGAL.MU.MA.GI ₄
Lugal-pa-e	LUGAL.PA.È
Lugal-sig	LUGAL.SIG ₅
Lugal-sipa	LUGAL.SIPA
Lugal-si-sa	LUGAL.SI.SÁ
Lugal-šeš	LUGAL.ŠEŠ
Lugal-ur	LUGAL.UR
Lugal-Utu	LUGAL. ^d .UTU
Lu-ḫegal	LÚ.ḪÉ.GÁL
Lu-Inanna	LÚ.d.INANNA
Lu-Iškur	LÚ.d.IŠKUR
Lu-kalagga	LÚ.KALAG.GA
Lu-Nanna	LÚ. ^d .NANNA
Lu-sagga	LÚ.SAG ₄ .GA
Lu-sig	LÚ.SIG ₅
Lu-Sîn	LÚ. ^d .EN.ZU
Lu-Utu	LÚ. ^d .UTU
Nanna-gír-Gal	^d .NANNA.GÍR.GAL
Nanna-ḫili	^d .NANNA.ḪI.LI
Nanna-ki-ag	^d .NANNA.KI.ÁG
Nanna-ku-zu	^d .NANNA.KÙ.ZU
Nanna-sagga	^d .NANNA.SAG ₃ .GA
Nanna-si-sa	^d .NANNA.SI.SÁ
Nanna-zi	^d .NANNA.ZI
Šeš-am	ŠEŠ.ÀM
Šeš-ba-tuku	ŠEŠ.BA.TUKU
Šeš-dingir-mu	ŠEŠ.DINIGIR.MU
Šeš-dùg-ga	ŠEŠ.DÙG.GA
Šeš-sagga	ŠEŠ.SAG ₄ .GA
Ur-Ba'u	UR. ^d .BA.Ú
Ur-Dingirra	UR.DINGIR.RA
Ur-Dumuzida	UR. ^d .DUMU.ZI.DA
Ur-Enki	UR. ^d .EN.KI
Ur-Enlilla	UR. ^d .EN.LÍL.LÁ
Ur-kalla	UR.KAL.LA

Ur-Lama	UR. ^d .LAMA
Ur-Lugal	UR.LUGAL
Ur-Nanna	UR. ^d .NANNA
Ur-Ningišzida	UR. ^d .NIN.GIŠ.ZI.DA
Ur-Utu	UR. ^d .UTU
Utu-ḫili-anna	^d .UTU.ḪI.LI.AN.NA
Utu-gír-Gal	^d .UTU.GÍR.GAL
Utu-silim-mu	^d .UTU.SILIM.MU
Utu-sig	^d .UTU.SIG ₅
Utu-si-sa	^d .UTU.SI.SÁ
Utu-zi-mu	^d .UTU.ZI.MU

Female Names with Primarily Sumerian Elements

Ama-zi-mu	AMA.ZI.MU
Ba'u-ama	^d .BA.Ú.AMA
Ba'u-ku-zu	^d .BA.Ú.KÙ.ZU
Ba'u-nin-am	^d .BA.Ú.NIN.ÀM
Geme-Ba'u	GEME ₂ . ^d .BA.Ú
Geme-Enlilla	GEME ₂ . ^d .EN.LÍL.LÁ
Geme-Inanna	GEME ₂ . ^d .INANNA
Geme-Lama	GEME ₂ . ^d .LAMA
Geme-Nanna	GEME ₂ . ^d .NANNA
Geme-Ninlilla	GEME ₂ . ^d .NIN.LÍL.LÁ
Geme-Utu	GEME ₂ . ^d .UTU
Ḫala-Lama	ḪA.LA. ^d .LAMA
Inanna-zi-mu	^d .INANNA.ZI.MU
Mi-am	MÍ.ÀM
Nin-am	NIN.ÀM
Nin-ama	NIN.AMA
Nin-a-zu	NIN.A.ZU
Nin-e-inzu	DINGIR.E.IN.ZU
Ningal-mu-daḫ	NIN.GAL.MU.DAḪ
Nin-ḫegal	NIN.ḪÉ.GÁL
Nin-ḫilia	NIN.ḪI.LI.A
Nin-Inanna	NIN. ^d .INANNA
Nin-kalla	NIN ₉ .KAL.LA
Ninlil-ama	^d .NIN.LÍL.AMA
Nin-Lama-mu	NIN. ^d .LAMA.MU
Nin-mansum	NIN.MU.MA.AN.SUM
Nin-pa-e	NIN.PA.È
Sag-Ba'u	SAG. ^d .BA.Ú
Sag-Inanna	SAG. ^d .INANNA

12.0. The Kingdom of Babylon in Ḥammu-rapi's 25th Year.

What follows is an overview of those regions of Mesopotamia that fall under the hegemony of the King of Babylon in 1767 BCE. This chapter is meant to provide a sandbox for player's initial interactions in the world of the Near East during the First Dynasty. Subsequent supplements will detail the surrounding lands and city-states.

12.0.1 The Geography of the Kingdom.

In the 25th year of Ḥammu-rapi's reign, the King's hegemony extends along the course of the River Purattum north to Sippar, east to the ancient city of Kiš and south to Borsippa and Dilbat. To the west lies the vast expanse of the

Arabian desert. The kingdom moreover includes a nebulous frontier region extending beyond these cities and the rural villages and farmsteads located therein.

Until recently, Babylon laid claim to cities as far north as Yabliya, Ḥarbe, and Ḥīt. This resulted in a several years-long dispute with the king of Mari, which was settled between the kings of Mari, Ešnunna and Babylon by treaty in 1770. Per this agreement, Mari took control of the three cities, in exchange for formal recognition of Ḥammu-rapi's claim to Rapiqum.

The Kingdom of Babylon sits at the northern end of Lower Mesopotamia, near the rough division created by the approach of the rivers toward one another. While the climate is arid, centuries of



annual flooding have produced a fertile, alluvial plain. The River Puratum, its tributaries and their network of man-made canals are the central geographical feature of Babylonia. Deprived of water, the ecology of the area would suffer rapid collapse.

During the summer days of the months Simānum, Dumuzi and Abum, temperatures usually rise above 100°F. On nights in Tebētum, however, it can fall below freezing. Rain is an infrequent occurrence, and rare during the summer months. From Ayyarum to Simānum and Tašrītum through Kinūnum, winds from the southwest can stir up hazardous sand and dust storms. During the rest of the summer, the wind is from the northwest.

Included among the natural flora of well-irrigated regions are wheat, barley and other grasses, carob, tamarisks, date-palms, apple and several other kinds of fruit trees including pear, pomegranate, and fig. Flowering plants include sesame, rhubarb, a handful of varieties of orchid, and many other species of shrub and wildflower.

Fauna are those common to arid regions, including insects and snakes. The watercourses support fish, in addition to several varieties of waterfowl and migratory birds. Among the wild mammalian population are rodents, dogs, foxes, otters, the wild ass, deer, gazelle, and the occasional wandering pride of asiatic lions.

Sheep are domesticated in large quantities, but are used primarily as a source of wool. Pork, on the other hand, is widely consumed by all strata of society. Bovines of several varieties are used for food, transport, and to pull field-ploughs.

Horses remain uncommon in Mesopotamia at this time, donkeys preferred in their place.

12.1 Cities of the Kingdom

AKKADE

(wr. var. A-ka-du-um

𒀠𒂗𒀠𒂗𒀠𒂗𒀠,

Ak-kà-dè.^{ki} 𒀠𒂗𒀠𒂗𒀠𒂗𒀠𒂗𒀠)

Somewhere, probably on the western reaches of the kingdom of Babylon and neighboring Ešnunna, possibly near the confluence of the Diyala River with the Tigris, lies the lost city of Sargon the Great. Constructed by the first Akkadian king on the site of a smaller, more ancient settlement over five hundred years before the reign of Hammu-rapi, this city was abandoned after the Gutians invaded Mesopotamia. By the time of the Ur III monarch Šu-Sîn, its precise location was lost.

What treasures await adventurers who discover this forgotten burg? While doubtless a settlement of middling proportions by 18th century standards, the city boasted a major temple of Ištar (Eulmaš, Sum. wr. É.UL.MAŠ 𒀠𒂗𒀠𒂗𒀠, “House of Ulmaššitum”) at least three ziqqurats (of Ištar: Eandasa, Sum. wr.

É.AN.DA.SÁ.A 𒂗𒂗𒂗𒂗𒂗, “House which Rivals Heaven”; and the twin towers of Dumuzi: (1) Eb-araude, Sum. wr. É.BARA₂.U₆.DE 𒂗𒂗𒂗𒂗𒂗𒂗, “House, Dias of Wonder”; and (2) Esugalla, Sum. wr. É.SU.GAL.LA 𒂗𒂗𒂗𒂗𒂗, meaning obsc. “House of the Grand Niche”?) as well as Sargon’s principal palace. All of these sites could yield valuable artifacts and historically-significant tablets to would-be excavators.

BABYLON

(OB. *Bāb-ilim*, wr.

KÁ.DINGIR.RA. ^{ki} 𒂗𒂗𒂗𒂗𒂗,

lit. “The Gate of the God”)

Description. Babylon’s crenelated outer ramparts rise forty feet above the surrounding plain. Called the Imgur-Ellil, these walls surround the city to form a rough rectangle, approximately 2.4km (1.5 miles) on the north and south sides, and 1.2km (7.5 miles) on the east and west sides. Hammu-rapi’s fortifications admit the flow of a branch of the Purattum, locally named the Araḫtum; its course divides the city into eastern and western districts, while a portion of the water flows through watercourses spanning the length of Babylon’s external walls and into canals inside and outside of the city.

Besides the river, eight major gates allow entry into Babylon. Each of these is named, usually after a god or goddess. A network of

additional, older walls and gates exists inside the city. A quay wall runs along the eastern bank of the river. A bridge over the Araḫtum leads to a gate set approximately midway this wall, and once inside the city, this serves as the only convenient way to pass between the two divisions.

Several neighborhoods are known to exist in Babylon and are labeled on the accompanying map. The major districts of the western city are Lugalirra Gate in the northwest, Kumar near the Araḫtum bridge, and Tuba in the southeastern neighborhood nearest the Šamaš Gate. In the city east of the quay wall is the old religious quarter of Eridu midway along the riverbank; north of Eridu is the king’s palace near the Eštar Gate in the Ka-din-igrra quarter, and south of Eridu is the neighborhood of Šuanna. The far eastern districts of the city are “Newtown” (OB. *ālum eššum šīt šamšim*, “eastern new town”) in the north, Kullab spanning from the Eridu district to the Marduk Gate, and finally Tê in the south.

As is true of the majority of Mesopotamian construction, the walls and buildings themselves are composed of dried mud-brick. The doors of the city gates are made of cedar wood imported from Lebanon, chased and decorated with bronze. A thousand years hence, Nebuchadnezzar II (NB. Nabû-kudurri-ušur) will renovate much of the city, and will upgrade the Ištar Gate with

blue-tile and stylized figures of animals. During the period of Hammu-rapi's First Dynasty, however, the walls remain unadorned, showing only the dun-colored surface of sun-baked brick to those inside and out.

The streets and alleys of Babylon are for the most part of packed dirt. Brick-paved exceptions are the procession roads that begin at the gates.

Home and other constructions follow floor plans familiar to Mesopotamians for a millennia. While the poor live in single-story, one room hovels, or in a succession of rooms on one arm of a larger home, those of the higher classes live in one- or two-story residences built around a central, open courtyard. All homes are windowless, with flat roofs.

During Hammu-rapi's day and for a millennia afterward, the city is notorious for its noise and bustle. Even at this early period, some parts of Babylon are densely populated, while others, especially the eastern districts of Newtown and Kullab, have areas of relatively low density with estates surrounded by canal-watered fields and farms.

At dusk, non-residents are encouraged to leave the city. Foreigners, alien merchants and mercenaries are far too dangerous to admit in large numbers inside the walls. The gates are closed and guarded. While no law expressly

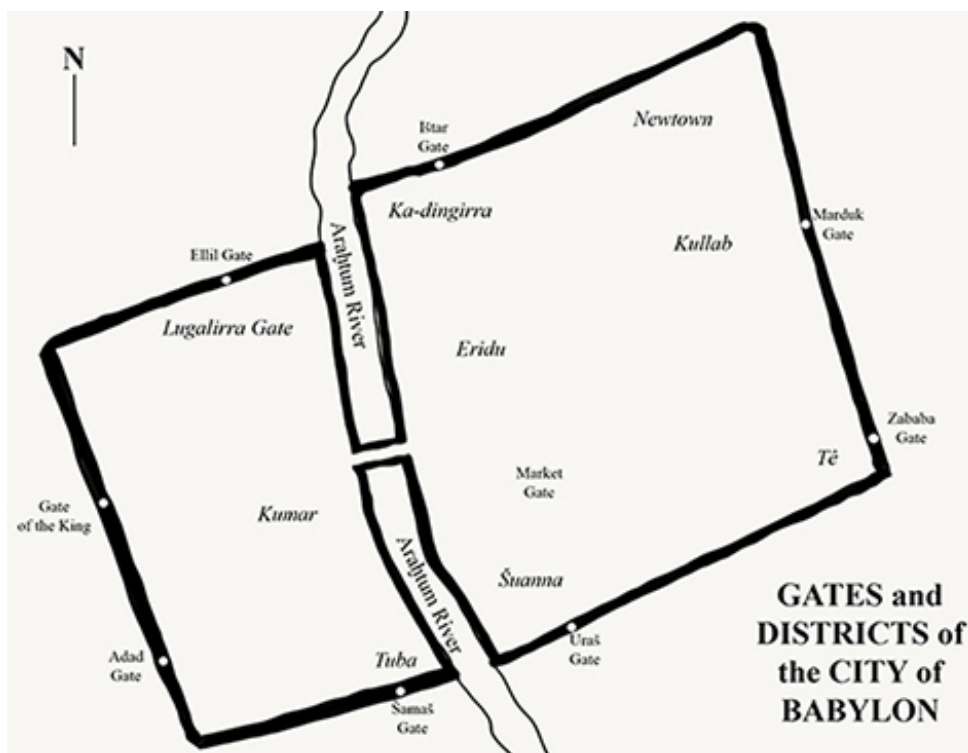
prohibits going about the city after dark, nightwatchmen patrol and detain idlers. Panhandling is forbidden even during the day, and vagabonds are ejected when discovered.

Surrounding Babylon out to the frontier are villages, farmhouses and fields, and the complex network of canals that sustain them. Many of these areas have some fortification, while others stand exposed. Later kings will eventually expand the walls of the city to incorporate suburban fields nearby.

Under the hood. Readers looking for the Imgur-Ellil (or Imgur-Enlil) in Old Babylonian documents will be disappointed. The earliest extant use of this label belongs to the reign of a Kassite king, Adad-šuma-ušur. No record of the construction of the wall is extant; thus, my incorporation of it here is not necessarily anachronistic. I have chosen to reduce the proportions as a result.

Another notable bit of artistic license occurs below with the description of the ziqqurat Etemenanki. Again, I've discovered nothing conclusive regarding the original construction of the ziqqurat, only that a ziqqurat was in existence in 689 BCE when Sennacherib is recorded to have torn it down. Later kings (including Esharaddon, Ashurbanipal, Nabopolassar, and Nebuchadnezzar) rebuilt and renovated it, expanding its dimensions in the process.

Of course Babylon without a ziqqurat seems strange even at this early period, especially considering that Hammu-rapi renovated those of other cities during his reign. Moreover, the romantic ideal of Babylon virtually requires a ziqqurat.



NOTEWORTHY STRUCTURES BY DISTRICT

Eridu District

(Sum., wr. ERI.DU₁₀.ki 𒂍𒅗𒂍)

Named after the Sumerian city, Eridu is the religious district of Babylon. This neighborhood houses temples dedicated to Marduk, Bēlet-Bāb-ilim, Ninisinna, and the Eniten-du sanctuary of Sîn, among others. It also contains the great ziqqurrat, Etemenanki.

Eridu is a temenos, separated from the rest of Babylon by walls and gates. The quay wall frames its western side, while the the so-called “Processional Way,” Ayy-ibūr-šabû (OB. “May the Arrogant not Flourish!”) runs along the outside of its

eastern wall. The most northern course of Ayy-ibūr-šabû has an additional name, that of Eštar-la-massi-ummānīša. Marduk’s road ends at the Išemme-ana-rūqim, the street running between Esagil and Etemenanki.

Several important gates allow entry into the district, among them the Market Gate (OB. *Abul Maḥīrim*, usu. wr. KÁ.GAL GAN-BA 𒂍𒅗𒂍 𒂍𒅗𒂍) from the south and the August Gate (OB. *Abullum Šīrtum*, usu. Wr. KÁ.GAL.MAḤ 𒂍𒅗𒂍 𒂍𒅗𒂍) in the north.

Esagil. (Sum., wr. É.SAG. 𒂍𒅗𒂍𒅗𒂍𒅗𒂍, “The House whose Top is High”)

The principal temple of

Babylon is Esagil. An enormous structure that covers roughly 75 square meters, it is the residence of the cult image of Babylon's patron god, Marduk.

The outside of the temple displays the same dun-colored mud-brick used in structures throughout the city. Inside, however, many of the walls are decorated in tiles of blue lapis lazuli, including the cellae of Marduk and his consort Šarpanītum, and their grand courtyard. Modest ornamentation, usually representations of *mušḫuššū* or stars decorate the walls of the interior, while great sculpted *šēdū* frame the more important gates and interior doorways.

The image of Marduk himself is a gilded *meš*-tree, inlaid with precious gem-stones. The Lady of Babylon's statute is itself more humble, however, her priests still decorate her in all manner of gold and begemmed finery.

As of yet, Hammu-rapi has undertaken no renovation work at this temple. The last major restoration effort here was performed during the reigns of his forebears, Sabium and Sumu-la-El. Subsequent kings will endeavor to leave their mark on Esagil, and it is worth noting that absent in Hammu-rapi's time is the so-called "Eastern Annex" of later periods, as well as its two additional courtyards.

Etemenanki. (Sum. wr.

É.TE.ME.EN.AN.KI𐎶𐎵𐎲𐏀𐎧𐎺𐎠,
“House of the Foundation Platform
of Heaven and Underworld”)

The most impressive edifice of Babylon is the seven-story ziqqurrat of Marduk. Constructed of unadorned mud-brick, the stair-step pyramid is 65 meters square at its base, and rises 226 feet (69 meters) to the roof of its *gegunnûm*, the blue-titled temple at its top.

Despite its obvious physical prominence, Esagil rather than Etemenanki remains the chief sanctuary of Marduk. Primarily, the ziqqurrat serves a symbolic function, although the *gegunnûm* contains chambers dedicated to Marduk, to Marduk's son Nabû, and his daughter-in-law Tašmētum, as well as Ea, Nuska, Anu, and Ellil.

Like Esagil, later kings will undertake successive renovations and expansions of Etemenanki. The Assyrian king Sennacherib will tear down the ziqqurrat in 689 BCE, but his heirs will see it restored.

Eturkalamma. (Sum. wr.
É.TÙR.KALAM.MA 𒂗𒍪𒈾𒀭,
“House of the Cattle-Pen of the
Land”)

Built by Hammurpai's grandfather Apil-Sîn, this temple houses a trinity of Urukite gods — Anu, Nanāy, and, chief among them, Eštar. It is an important cult-center for the worship of Eštar in her aspect as Bēlet-Bāb-ilim, "The Lady of Babylon."

The structure is single-storied, with a single courtyard. Eturkamma is possessed of three cellae, one for each of the divine statues housed therein. Decorations include Eštar's symbol, a star with eight points, as well as figures of lions.

Enitendu. (Sum. wr. É.NÍ.
TE.EN.NA 𒂍𒅗𒂍𒅗𒂍𒅗𒂍𒅗, “The
House of Pleasant Rest”)

(Sum., wr. KÁ.DINGIR.RA^{ki}
𒀭𒃶𒄣𒀭, “Gate of the God”)

One of two temples dedicated to Sîn in Babylon, this modest structure is less significant during this period than Egišnugal, in the Kullab district. The cult image is unadorned, except for sapphire eyes. Far more interesting is the silver statue of a bull, a gift to the temple by Ḥammu-rapi's father, on display in a room adjoining the cella.

Ekarzaginna. (Sum. wr.
É.KAR.ZA.GÍN.NA 𒂍𒀭𒄩𒀪𒄣𒀭,
“House of the Quay of Lapis Lazuli”)

Situated between Esagil and the river, this small sanctuary is devoted to Ea. Its outer facade presents the vivid blue color of lapis-lazuli-glazed bricks. While modest, this structure is critically important to the religious life of the city, as the place where divine images are made and refurbished.

An exit through its garden, Kiri-Abzu, affords access through the quay wall to the river. This gate is where the *pīt pîm* ritual is performed, one of the ceremonies

boasting two large courtyards with gardens, parks, and orchards. Residents of the palace include the king and his family, his harem, his servants and slaves, and several of the households of the members of his privy council.

Emašdari. (Sum. wr. É.MÁŠ.DA.RI 𒂍𒀭𒂍𒀭𒂍𒀭, “House of Offerings”)

This temple is devoted to Bēlet-Akkade, the warlike aspect of Eštar once worshiped in the ancient city of Akkade. Inside and out, the building is in a state of decay. It is a modest shrine possessed of a small clergy. In the foyer of its entrance is a niche with a secondary shrine dedicated to the Asakkum Demon.

Kullab District

(wr. Kul-aba₄.^{ki} 𒊕𒂍𒂍𒀭𒂍𒀭)

Kullab is one of the newer eastern districts. As such, it is not as densely peopled as those neighborhoods of the city’s center. Its northern boundary is clearly marked by the main extension of the Tutu-ḥen-gal canal, while its southern border is more nebulous, verging into Tê. Several temples exist here, but otherwise the buildings are mostly residences of more affluent *awilû*.

A ceremonial road, Marduk-rēʾî-mātīšu (OB. “Marduk is the Shepherd of His Land”), begins at the Marduk Gate and passes through Kullab.

Egišnugal. (Sum. wr. É.KIŠ.NU₁₁.GAL 𒂍𒀭𒂍𒀭𒂍𒀭, “House of Great Light”)

Located in a quiet, residential neighborhood in the Kullab district, this temple is the primary cult center for Sîn in Babylon. It shares a name with the ancient edifice of moon god’s cult in Ur. Architecturally, the exterior is nondescript, except that a white pigment was mixed into the bricks of its facade, giving the temple a pale cast that becomes more noticeable on moon-lit nights.

The founder of the First Dynasty of Babylon, Sumu-abum, rebuilt E-gišnu-gal during his fifth regnal year. Ḥammu-rapi, moreover, donated a great throne-dais for Sîn’s cult image. The image is made of light-colored wood and decorated in silver and gemstones.

Bīt-rēš-Akītīm. (OB. wr. É.SAG A.KI.TIM 𒂍𒀭𒂍𒀭𒂍𒀭𒂍𒀭, “House of the Beginning of the Akītu Festival”)

This small temple is little more than a courtyard with a ceremonial dais and stele opposite its entrance. It serves an important role in the Babylonian religious calendar; it is the place where priests perform the initial rituals of the New Year festival.

Kumar District

(Wr. Sum. HA.A.^{ki} 𒂍𒂍𒀭𒂍𒀭)

Across the river from Babylon’s Eridu district, lies Kumar, the

most ancient of the city's western neighborhoods. Several temples are present here, among them Adad's Enamḫe and Ellil's Enamtila, as well as Šamaš's Edikukalamma. The cult of Amurru, the Amorite deity, also maintains a sanctuary here, called Emesikil.

The district shares its name with the city of Ea, and his cult-center in Babylon, E-ešmaḫ is here.

Enamḫe. (Sum. wr. É.NAM. HÉ 𒂍𒀭𒂍𒀭, "House of Plenty")

The main temple of Adad in Babylon, its size is concomitant with the importance ascribed to the god's cult by the rulers of Babylon. As storm god, Adad is the divine *gugallum*, the "irrigation controller." His processional street, Adad-zānin-nišīšu begins at the Adad Gate and ends here.

Enamḫe is a relatively recent construction, built during the reign of Sumu-la-el.

Enamtila. (Sum. wr. É. NAM.TI.LA 𒂍𒀭𒂍𒀭𒂍𒀭, "House of Life")

The primary sanctuary of Ellil in Babylon, this temple shares its name with a shine in Nippur. Its processional road, called El-lil-mukīn-šarrūtīšu ends here after beginning at the Ellil Gate. The sanctuary of Ellil is in need of renovation, but so far Ḫammu-rapi's only attention has been to install a great dais for the god's throne.

Edikukalamma. (Sum. wr. É.DI.KU₅.KALAM.MA 𒂍𒀭𒂍𒀭𒂍𒀭𒂍𒀭, "House of the Judge of the Land")

The center of Šamaš worship in Babylon, like other sanctuaries of the god of justice the temple has a rather large archive containing copies of legal agreements, the decisions of judges, etc. The cult image is unusual in that it is made of fired-clay, rather than the traditional core of wood.

Šamaš's processional street, Šamaš-šulūl-ummānīšu arrives here after passing through the neighborhood of Tuba from the Šamaš Gate.

The doorway of the antechamber of Šamaš cella functions as a portal to Ebabbar in Sippar. A petitioner wishing to travel thus should approach the doorway in the direction of the idol of the sun god, holding five shekels of silver in their palm and reciting the prayer, "*Dīnī dīn, purussāya purus! Ūmka ez-zum liššiakkum.*" The speaker will instantly and with no other outward effect reappear in the doorway of the antecella of the temple of Šamaš in Sippar. His silver will be gone. This portal only works one-way.

Lugalirra Gate District
(Wr. Sum. KÁ.^dLUGAL.IR₉.RA 𒂍𒀭𒂍𒀭𒂍𒀭𒂍𒀭)

After Tê, Lugalirra Gate is the most under-cultivated district within the city's walls. Ellil's

processional road enters at the El-lil Gate here, and its course is lined with homes and fields. Moving west beyond this line, however, the buildings attenuate markedly. Most of these areas are not irrigated, as city officials have had no need to extend the city's canal network here as of yet.

Newtown District

(OB. *Ālum Eššum*, wr. A-lum eš-šumki 𒀭𒌷𒍪𒌷 or Sum.

URU.GIBIL.^{ki} 𒍪𒌷𒍪𒌷𒍪𒌷)

Newtown's full name is *ālum eššum šīt šamšim* (OB. lit. "New Town of the Sunrise"). Located east of Ka-dingirra and north of Kullab, it is an area burgeoning settlement throughout the First Dynasty and sports several of the largest estates within the city walls.

Ekitušgirzal. (Sum. wr. É.KI.TUŠ.GIR₁₇.ZAL, 𒂍𒌷𒍪𒌷𒍪𒌷𒍪𒌷 "House, the Abode of Joy")

One of two city temples dedicated to an aspect of Ištar, this shrine concerns her role as Bēlet-Eanna, incorporating the goddess's happier and less-bellicose aspects. It is located on the edge of southern Newtown, near a branch of the Tutu-ḥengal canal.

Šuanna District

(Wr. Šu-an-naki 𒍪𒌷𒍪𒌷𒍪𒌷)

Another neighborhood of Babylon east of the river, Šuanna includes those neighborhoods of old

Babylon between the Market Gate and the Uraš Gate. This is a densely occupied area, choked with shops, warehouses, small temples and residences.

The processional way of Nabû, Nabû-dayyān-nišišu (OB. "Nabû is the Judge of His People"), passes through here from Esagil on its way to the Uraš Gate, and from there to a quay on the main branch of the Purattum.

The Market Gate. (Sum. KÁ.GAL GANBA wr. 𒂍𒌷𒍪𒌷, OB. *Abul Maḥīrim*)

Part of Apil-Sîn's original fortifications, this decayed gate now marks the southern border of the sacred precinct of Eridu. The Šuanna side of the gate is notable for the market that spans several of the streets and alleys of the neighborhood between the gate's wall and the Imgur-Ellil's Uraš Gate. While Babylon's economic activity is by no means limited to this area, it remains the largest and busiest commercial neighborhood in the city.

Tê District

(Sum.? wr. TE.E.^{ki} 𒂍𒌷𒍪𒌷)

During the First Dynasty of Babylon, Tê is the least populated of the city districts. Several industries are present here which produce noxious pollution and are therefore ill-suited to the densities of the city center.

A processional street enters

here, Zababa-muḥalliq-gārīšu at the Zababa gate.

The haunted estate of Utu-andul is located in this district. It is described below in the entry for that personality.

Tuba District

(Wr. Sum. A. 𒊕𒀭. ^{ki} 𒊕𒀭, or
Tu-ba. ^{ki} 𒊕𒀭)

This small quarter fills the space between the Šamaš Gate and the neighboring district of Kumar. It is a densely populated, less affluent neighborhood. It boasts few temples during the First Dynasty, and those shrines that are present are dwarfed by the prestigious cult-centers of Eridu and Kumar.

Commerce is prominent here, with most shops and craftsmen working and selling their wares from their homes. This district has one of the two prominent harbor areas in the city, and enjoys all of the regular attendant edifices, such as store houses, fish-mongers, and boat repair facilities.

The processional street of Šamaš, Šamaš-šulūl-ummānīšu, begins at the Šamaš Gate here, before crossing into Kumar on its way to Edikukalamma.

IMPORTANT PERSONS OF BABYLON

The Royal Family

Ḥammu-rapi, King of Babylon. (wr. Ḥa-am-mu-ra-pí 𒌦𒍪𒍪𒍪)

Now in the twenty-fifth year of his reign, Ḥammu-rapi assumed the mantle of kingship at the age of twelve upon the incapacity of his father, Sîn-muballiṭ. Physically, the king remains as hale and hearty as he was a decade ago, however gray the hair beneath his tiered crown has grown. Weekly, he engages in exercise and hunting with his two closest intimates, Apil-ilišu, son of Damiq-ilišu and his *šukkal ubârī*, Sîn-bēl-aplim.


Ḥammu-rapi speaks Akkadian and Amorite fluently, though like most kings of his era, he remains illiterate. He has an affection for music and verse, as well as wine and good food. Less prone to violence as he moves into middle age, the king makes an effort to appear genial to all but his closest friends, and does not wish his reign to be



considered inordinately autocratic. If he is ever cruel, now it often results more from flippant mischievousness than outright anger.

Unlike many of the palace *awīlû*, the king seems diligent in his duties, and genuinely engaged in the political intrigues of Mesopotamia. Among his friends and wives, he has a reputation for rising before his slaves.


Like his father before him, Ḫammu-rapi is tall for an eighteenth century Amorite. Even on campaign, he wears his hair and pleated beard long and perfumed. His robes are the finest in Babylon, and he likes gold rings and necklaces.

Šaddašu, First Wife of Ḫammu-rapi. (wr. Ša-ad-da-šu, )

Šaddašu is 38 years old, and was married to Ḫammu-rapi during his fifth regnal year. She is the mother of Samsu-iluna, Ḫammu-rapi's principal heir, as well as two living daughters. An Amorite, she is the granddaughter of Šamši-Adad of Assyria and as such, she enjoys entertaining dignitaries from Upper Mesopotamia. Sîn-bēl-aplim, among others, have expressed concern to Ḫammu-rapi regarding her loyalties for years.

In truth, she cares as much for Babylon as any where else. The king's first wife is fiercely protective of her daughters, and this loyalty has produced in lasting rift between

herself and the king. Three years ago, Šaddašu discovered that Ḫammu-rapi had promised her eldest daughter Šiḫar-ṭilluk as a *nadītum* of the temple of Šamaš in Sippar. The queen stormed into the king's courtyard and interrupted an audience with Ešnunna ambassadors to express her hostility to the plan. She went on to maintain her obstinacy even under threats of imprisonment and exile. It took two letters from her uncle, Išme-Dagan (I), before the king backed down. Though he admits it to no one, the king continues to nurse a grudge.

Dan-erēssa, Second Wife of Ḫammu-rapi. (wr. Da-an-e-re-es-sa, )

Dan-erēssa is 31 years old and the mother of three living daughters and a son. She grew up in Ur, in the household of her aunt, the niece of the high-priestess of Sîn. As a result, she is a devout follower of the moon god, and prefers silver ornamentation and moon symbols.

Since the birth of her last child five years ago, she has cut her hair short. She wears a wig on those occasions she leaves the palace.

Dan-erēssa is literate in both Akkadian and Sumerian, and speaks Amorite, Akkadian, and even some Hurrian. She is competent administrator, a skill learned from her aunt, and has taken charge of several areas of palace management. In this capacity, she often finds her

interests aligned with those of her husband's *šukkallum* Erra-nada; the younger man, for his part, values her opinion and support more than she knows. Hammu-rapi's *šandabak-kum* Lu-Ninurta on the other hand, and his pantry overseer Marduk-qarrad, find her meddlesome. Both chafe under Dan-erēssa's attempts to dictate palace orders and expenditures.

With the exception of those personal attendants of the king and his fellow wives, Dan-erēssa governs the domestic slaves. Those in her power find her a humorless, unforgiving mistress.

Lālûtum, Third Wife of Hammu-rapi. (wr. La-lu-û-tum, 𒌒𒍪𒌒𒍪𒌒𒍪𒌒𒍪)

Lālûtum is 22 years old, and the mother of a son and daughter. She is the sister of the current king of Ešnunna, Ibal-pi-El (II) and would see herself returned there. Would that she could, she would abandon her children and bring about the ruin of Babylon to see herself installed in the palace of Ešnunna.

Lālûtum is above all things lazy, and makes a conscious effort to appear silly to those around her. These characteristics have spared her the scrutiny of Sîn-bēl-aplim; he believes her far too unclever and self-interested to concern herself with matters of state.

Like Hammu-rapi and his first wife Šaddašu, Lālûtum is

illiterate. She speaks Amorite and Akkadian.

Samsu-iluna, First son and heir of Hammu-rapi. (wr. Sa-am-su-i-lu-na, 𒌒𒍪𒌒𒍪𒌒𒍪𒌒𒍪𒌒𒍪)

At 18 years old, the king tacitly recognizes Samsu-iluna as his heir, and the boy knows it. While this would make many *awīlum* his age insufferable, Samsu-iluna remains well-liked among the palace staff, if only because he's far too awkward to be taken seriously.

The king's son has received the best education available in the world. He is a capable rider and accurate bowman. He speaks Akkadian, Amorite, and Elamite and his tutors taught him to write Akkadian and some Sumerian, though he has forgotten much of his cuneiform through disuse.

Šiḥar-ṭilluk, eldest daughter of Hammu-rapi. (wr. Ši-ḥar-ṭi-lu-uk, 𒌒𒍪𒌒𒍪𒌒𒍪𒌒𒍪𒌒𒍪)

Šiḥar-ṭilluk is a tall and lanky 21 year-old *awīltum*. She is the oldest child of Hammu-rapi, and the one least favored by the king. Sullen and little interested in anything, she eats little, speaks less and does not go out of the palace, even during festival days.

As a result, Hammu-rapi considers her an embarrassment. The king has attempted numerous times to marry her off to a foreign monarch, if only to get her away

from Babylon. Her mother has so far foiled him, and this has been the subject of a lasting rift between the king and his first wife. Three years ago, Ḫammu-rapi attempted to send Šiḫar-ṭilluk to Sippar as a *nadītum* of Šamaš. The ensuing row is still only whispered at among the palace staff.

Iltani, third daughter of Ḫammu-rapi. (wr. Il-ta-ni, 𒌒𒌒𒌒𒌒𒌒)

Iltani is the third eldest living daughter of Ḫammu-rapi, borne by his second wife, Dan-erēssa. She is fifteen in 1767 and the king is more pleased with her than any of his other children. A girl of middling height, she is pleasant and quick-witted. For two years now the Ḫammu-rapi's *šukkallum* Erra-nada has advised him to marry her off to some foreign prince or other dignitary, and at last the king has begun to consider it.

That the prospect of leaving Babylon on a journey to strange lands delights Iltani, the men, of course, do not care.

The Privy Council

Erra-nada, sukkallum of Babylon. (wr. ^d.Èr-ra-na-da 𒂗𒂗𒂗𒂗𒂗𒂗)

In truth, historians know nothing about Ḫammu-rapi's wives or family, not even their names. The exception is, of course, his heir and successor, Samsu-iluna.

For two years now, Erra-nada has served as the king's *sukkallum* (wr. SUKKAL 𒂗𒂗𒂗), his "grand vizier." As such, he deals much in the day-to-day management of the city. His subordinates manage the king's schedule and transact much of the business that the king either does not have time for, or simply does not want to do. Ḫammu-rapi values Erra-nada's discretion and decisiveness, and rarely has occasion to disagree with him. While the *sukkallum* attempts to stay out of palace intrigues, he considers himself an ally of Dan-erēssa, Ḫammu-rapi's second wife, as their views generally align.

In 1767, Erra-nada is 23 years old. He has already begun to go bald, and so shaves his head after the style of the Neo-Sumerians. Out of the palace, he regularly wears a headdress.

The *sukkallum* resides in a large, ancient estate in the neighborhood of Ka-dingirra, with his two wives and four children. In addition, he owns several estates and lots throughout the city.

Šîn-bēl-aplim, sukkal ubāri of Babylon (wr. ^dEN.ZU-be-el-IBI-LA, 𒂗𒂗𒂗𒂗𒂗𒂗𒂗𒂗)

Šîn-bēl-aplim is 47 years old in 1767 and has served as Ḫammu-rapi's *sukkal ubāri* (wr. SUKKAL ú-ba-ri 𒂗𒂗𒂗𒂗𒂗𒂗𒂗𒂗, "minister of foreigners") for most of the king's reign. A fierce proponent of the king

and his city, Sîn-bēl-aplim has eyes and ears all over Babylon. His spies have infiltrated the courts of the kings of Ešnunna, Mari, and Upper Mesopotamia, though they have yet to gain a firm foothold in the court of Elam.

No foreign dignitary visiting Babylon moves without this minister's permission. Sîn-bēl-aplim is closer to the king than anyone, even the monarch's lifelong friend, Apil-ilišu. While Ḫammu-rapi is shrewd enough to know that the minister keeps some secrets even from him, and that he engages in his own petty intrigues, the king remains satisfied with the minister's results, and rightly judges that Sîn-bēl-aplim's ultimate loyalties lie with the city.

Babylon's *sukkal ubāri* is man of modest dress, and he wears no jewelry, nor does he style his gray beard and hair beyond the basics of grooming. He remains hale for his age, and keeps a dagger concealed beneath his robes. He lives in the palace and keeps neither wife nor concubine.

Sîn-bēl-aplim is literate in Akkadian and the basics of Sumerian. In addition to Akkadian, he speaks Amorite and Elamite.

Lu-Ninurta, Ḫammu-rapi's šandabakkum. (wr. LÚ-^d.NIN.URTA, 𒌦𒍪𒍪𒍪)

Ḫammu-rapi's šandabakkum (wr. ŠANDANA 𒍪𒍪𒍪), Lu-Ninurta manages Babylon's finances,

including the palace granary and its treasury. Irascible in the extreme, at one time or the other he has argued with virtually everyone in the palace with the exception of Ḫammu-rapi himself, and Sîn-bēl-aplim. He terrorizes the scribes who work under him, and maintains a bitter feud with Ḫammu-rapi's cellarer, Marduk-qar-rad.

Thirty-three years old in 1767, Lu-Ninurta shaves his hair and beard following the Sumerian fashion. He is literate in Akkadian and Sumerian, and along with Akkadian, speaks Amorite.

In Fantasy *BFJB*, Lu-Ninurta is one of the few Sumerian dwarves publicly active in Babylon. Ḫammu-rapi, and indeed the rest of the Amorite aristocracy of the kingdom, look upon dwarves with a degree of disgust, and so his position is a testament to his proficiency in accounting and resource management. In addition to the languages above, as a Sumerian dwarf, he is fluent in spoken Sumerian.

Sîn-iddinam and Marduk-nāšir, ṭupšarrū sakkakkim (or ṭupšar sakkakkī). (wr. ^dEN.ZU-iddin-na-am, 𒂗𒍪𒍪𒍪𒍪𒍪 and ^dAM-AR.UTU-na-ši-ir 𒂗𒍪𒍪𒍪𒍪𒍪)

These two men serve as Ḫammu-rapi's highest scribes, the so-called *ṭupšarrū sakkakkim* (sing. *ṭupšar sakkakkim* wr. DUB.SAR sa-ak-ka-ak-kim 𒂗𒍪𒍪𒍪𒍪)



𒂗𒍪𒍪𒍪𒍪𒍪𒍪, “The scribe of secret”). Though their deputies normally transcribe public letters and proclamations of the king, for private, official letters, these men still put stylus to clay. Day-to-day, their chief duty is to read, out loud, the king’s correspondence, since the king and many of the councilors are illiterate.

Both men are ethnic Akkadians in their twenties. Marduk-nāšir is the younger and from a good family. He owns a large estate near the palace in the Ka-dingirra neighborhood, which he shares with Sîn-iddinam. Sîn-iddinam’s pedigree is of lower birth; his father was a *muškēnum* journeyman at one of the city’s two principal scribal schools.

Both men are literate in Sumerian, Akkadian, Elamite, and speak, in addition, Amorite. Both are ethnic Akkadians.

Ṭāb-eli-mātim, Ḥammu-ra-pi’s barber. (wr. Ṭā-ab-e-li-ma-tim

𒂗𒍪𒍪𒍪𒍪𒍪𒍪)

Ṭāb-eli-mātim is Ḥammu-ra-pi’s chief barber (OB. *gallāb šarrim*, wr. LÚ.ŠU.I LUGAL 𒂗𒍪𒍪𒍪𒍪𒍪), a prestigious post in ancient Mesopotamia. In addition to shaving and styling the king’s hair, the barber cares for the king’s skin, teeth and nails, and is proficient in minor cosmetic surgeries.

In 1767, Ṭāb-eli-mātim is 5’11” and in his late thirties. He is an ethnic Amorite, but his father was a *muškēnum*. He regularly dresses in flamboyant-patterned robes, and wears his hair and beard long and carefully waved, with a long, curled mustache.

Daily, the king’s barber is never far from the paraphernalia of his occupation -- razors, scissors, a scalpel and lancets. He is always armed as well, a large sword on prominent display at his side.

In Fantasy *BFJB*, Ṭab-elimatim’s mother was a *nadītum* of

Šamaš in her youth, as was his maternal grandmother. Unknown to anyone except his still-living mother, his maternal grandfather was a *laḥmum*. The king's barber is therefore one of the god-touched, with all of the skills and abilities of that race.

Apil-ilišu, son of Damiq-ilišu, previous šāpir nārim, occasional envoy. (wr. IBILA-ì-lí-šu 𒂗𒌷𒍪𒌷𒍪𒌷)

Forty years old, Apil-ilišu is one of the largest private landowners in Babylonia. An Amorite *awīlum*, his father was the head of a merchant house who took a daughter of Sîn-muballiṭ as his first wife. This, of course, makes him a cousin of the king. The two men grew up together, and have remained close.

Apil-ilišu is not the businessman his father was. Since succeeding to his father's inheritance, he has divested himself of the trading business and invested in the purchase of fields and homes around Babylon, which his deputies tend and rent while he lives large off the income.

He therefore spends the majority of his time with the king, and is a close companion in his royal recreations. Previously Apil-ilišu held the position of *šāpir nārim* ("Overseer of the River," wr. ša-pi-ir ÍD 𒂗𒌷𒍪𒌷𒍪𒌷) for three years, but gave it up when his many derelictions began to cause tension with the king and his advisors. If he serves the king in any official capacity now,

it is usually as an envoy to nearby kingdoms.

By 1767 a life of luxury has begun to show. Apil-ilišu is paunchy, an aspect exaggerated by his middling height. He wears his hair and beard long and pleated, and like the king, is barbered by Tāb-elimātim. He is a passable shot with a bow. His primary residence is an estate in Ka-dingirra. He has two wives and several children.

Other Notable Residents

Ruttum, alewife. (wr. Rut-tum 𒂗𒌷𒍪𒌷𒍪𒌷)

Ḥammu-rapi's 109th law exists for a reason, and that reason is Ruttum. Born during the reign of Apil-Sîn, gossips of a generation gone-by spoke of a romantic liaison between Ruttum and Ḥammu-rapi's father, Sîn-muballiṭ. However spurious the dating of such a tryst, the disparate social positions of both parties make such talk likely slander promulgated this *awīltum*'s enemies.

Regardless of her initial motives, Ruttum and her establishment have long had a reputation as supporters of dissension and illegality. While Ḥammu-rapi's regime borders on the autocratic (a reputation that makes him the envy of neighboring kings, despite the his own attempts to appear more magnanimous) Ruttum's tavern and her associated holdings remain a haven for Babylon's smugglers and

In 1767 BCE, Ruttum is 52 years old. Gray-haired, she is short and slightly overweight. She is active at all times of day and apparently sleeps very little. With her customers she is talkative and sardonic, if not offensively nosy regarding their activities. She speaks Akkadian and Amorite, but cannot read or write.

Throughout the year, she makes several large donations to Edikukalamma, the temple of Šamaš.

The grandson of the last *šangûm* of Esagil, Taklāku-ana-Marduk has been occupied in some way or another at the temple or neighboring Etemenanki since childhood. Now 37 years old, he is the chief temple administrator of the clergy of Marduk and as such, is one of the

In addition to his temple duties, the high priest is also an antiquarian of some note. Through proxies, he regularly encourages the king to campaign against the old cities of the south, in hopes of turning up artifacts that may fall to the temple. His agents also occasionally employ mercenaries and thieves to recover choice items from sites beyond the borders of the kingdom.

In fantasy campaigns, Taklāku-ana-Marduk has access to sorceries from the Paths of Anum, Ellil and Marduk.

Three years ago, two diviners entered Babylon and petitioned the king for an audience. By all

appearances ethnic Akkadians from the Elamite city of Susā, they have gradually insinuated themselves into the king's inner circle. Much to the disappointment of Erra-nada, the king has accepted them as members of his privy council and regularly consults with them on matters of state. Sîn-bēl-aplim watches them closely, and if he suspects any deception, he has yet to communicate this to Ḥammu-rapi.

In fact, Hašdudu and In-šušinak-kašiša are disguised elven and half-elven spies, respectfully, sent to Babylon by the king of Elam to gather intelligence on the political maneuverings of Babylon. They are both fighters of some skill, with the elder Inšušinak-kašiša the greater. Their human guises are magically maintained by a pair of gold rings crafted in a pattern popular in Ur during the reign of Šulgi.

Utu-andul, undead sorcerer.

(wr. ^d.UTU-AN.DŪL 𒌦𒀭𒌦𒀭𒌦𒀭)

In the rural neighborhood of Tê, sits a sprawling estate surrounded by several acres of fallow fields on all sides. This estate has lain seemingly deserted since the reign of Sumu-abum, when Utu-andul, then its owner, was executed pursuant to a long held principal of Babylonian law, codified by Ḥammu-rapi as his 26th.

In short, Utu-andul had hired a mercenary named Gāmilum to

fulfill his obligation to serve as a soldier in the king's campaign against the city-state of Kallazu. When the campaign ended and Gāmilum returned to receive his payment, however, Utu-andul denied him. Upon discovering that Gāmilum intended to bring a suit against him for the money, Utu-andul, then a fledgling sorcerer, made a pact with one of Erra's plague demons to have the mercenary killed.

Through the intervention of an exorcist-priest, the demon was unsuccessful in his assault on Gāmilum. Thus the mercenary survived to see his suit prevail in court. The judges returned Utu-andul to his home and had him summarily beheaded on the doorstep. His estate, household property, and slaves were given over to Gāmilum, who turned out Utu-andul's wives and children to install his own young wife as the mistress of the house.

Here the tragedy enters its second act, for the mercenary *muškēnum* did not enjoy his possession long. Inexperienced in the ways of farming and the maintenance of irrigation canals, his crops died. A plague followed which slew his wife and many of their remaining servants. His infant son died shortly thereafter. Within a year, Gāmilum dwelt alone on the former estate of Utu-andul. With no other livelihood left to him, he hired himself out during the next campaign season and did not return. His fate remains

unknown.

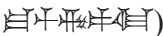
Since that time, no one has reoccupied the estate. Three generations of children and looters have told horror stories of the strange, deathless occupants of the home and of the open graves found under collapsed walls.

In truth, Utu-andul was as faithful to his human obligees as he was to his otherworldly ones. Some demon or god has lain a curse upon him, and his shade is reputed to walk about the estate, carrying its head in its hand. In addition to the various apparitions and other *eṭemmū* that dwell thereabouts, plague and ill-luck are known to befall those who approach the home.



If confronted, Utu-andul will prove to be a perilous opponent. In addition to the abilities conferred upon him by his statuts as an *eṭem-mum*, he knows sorcery from the Paths of Eriškigal, Marduk, and Nergal.

BORSIPPA

(OB. Barsipa, wr.

URU^{ki}bar-sí-pa. )


Located 20 km southwest of Babylon, Borsippa is intimately connected with Ḥammu-rapi's city. Its chief deity, Nabu, is the son of Marduk; the arrival of his image at Babylon is a moment of significance during the festivities surrounding the New Year. Surrounded on its north and western sides by a freshwater marsh, the city is constructed

on a rectangular pattern. Within a walled precinct at the city's center sits Nabu's temple, Ezida (Sum. wr. É-ZI.DA , "True House"), and its ziqqurat Eurmeiminanki (Sum. wr. É-UR⁴.ME.IMIN.AN.KI , "House which Gathers the Seven *Me* of Heaven and the Underworld"). Of special note is the large tablet archive attached to this complex, which may, as indeed befits the god of scribes and accounts, be the largest in the kingdom.

By 1767 BCE, Borsippa has benefited from several generations of close ties to Babylon. Like its larger brother, the city of Nabu is modern, and experiencing a population boom. Most of the architecture is either new or freshly refurbished, and large municipal construction projects, including the raising of defensive walls and dredging of canals, are frequently encountered. Work crews are in the process of rebuilding the wall of the palace here, on Hammurapi's orders.

DILBAT

(wr. Dil-bat.^{ki} )

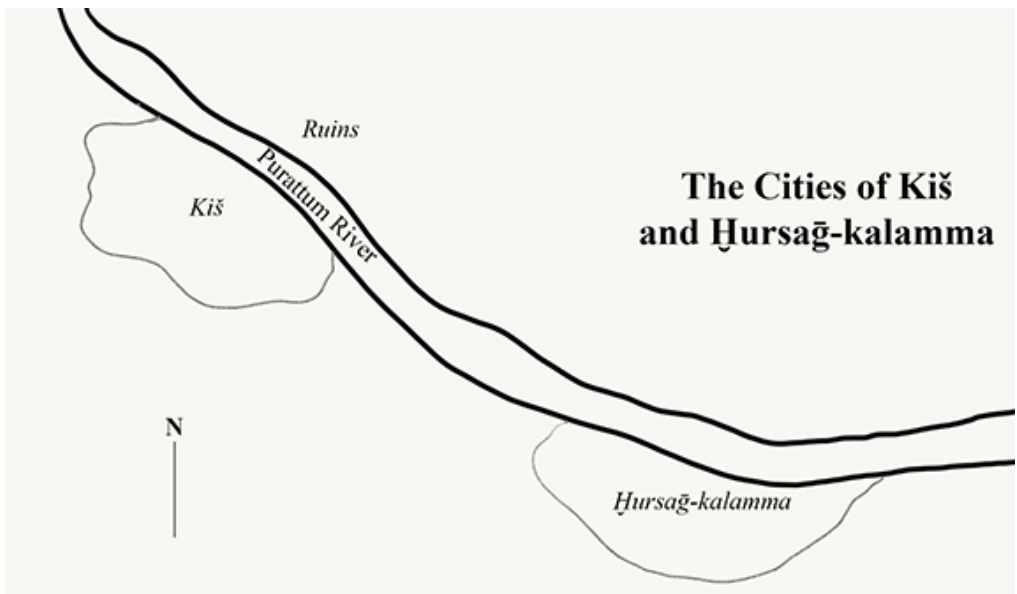
A minor city on the eastern bank of the main course of the Pu-rattum, Dilbat is downriver from Babylon, Borsippa and Sippar. The walled mound of this city rises 10 feet above the level of the surrounding plain. In addition to Eib-bi-Anum (Sum. wr. É-i-bi-a-nu-um , "House, Anum Called

it into Being”) the main temple of its titular deity Uraš, and his ziqqurat Egubbanki (Sum. wr. É.GUB. BA.AN.^{K1} 𒂍𒂗𒂊𒂗𒂊𒂗𒂊𒂗𒂊𒂗𒂊, “Established House of Heaven and the Underworld), Dilbat boasts a fortified, south-facing garrison, as well as a small, half-ruined palace.

Kiš was the largest city in northern Sumer for a millennium, until the population boom that accompanied the Ur III period. Legends number it among the earliest city-states founded after the Deluge. The founder of the first Akkadian Empire, Sargon I, lived here for a time, as did the semi-mythical king Etana before him. Generations of kings from a series of empires have sought to control Kiš. In doing so, they have left their mark upon it. Brought under Babylonian hegemony during the reign of Ḫammu-rapi's great-great-grandfather, Sūmû-la-El, subsequent Babylonian kings were quick to adopt the moniker "the King of Kiš" as an epithet of prestige.

KIŠ

One of the oldest cities in the world, Kiš predates every other urban center in the kingdom of Babylon. Located on the main channel of the Purattum roughly eight miles east of Babylon, the area of Kiš is in fact two distinct communities, Kiš proper, and three miles to the southeast, the newer settlement of Ḫursaġ-kamma. The populations of both communities are virtually all ethnic Akkadians, although small enclaves of Amorites and Elamites



many of their most significant public constructions stand dilapidated, or deliberately ruined. Unlike many cities in the region of Babylon, neither boasts outer ramparts; not since Sūmû-la-El had them thrown down in reprisal for a the city's early opposition to him. The remains of these fortifications can still be seen as large decaying heaps of unbaked mud brick periodically encountered in the outer neighborhoods of both cities.

Like most of southern Mesopotamia, the region around Kiš is a flat flood plain. However, the twin cities sit upon uneven tells that rise anywhere from ten to twenty feet above the level of the surrounding steppe, their contours formed by the accreted detritus of over two thousand years of human occupation.

NOTEWORTHY FEATURES

Kiš Proper

Kiš covers an area of roughly 5.5 square kilometers, and includes a population of 50,000 men, women and children. For the most part, the modern city is confined to the southern bank of the Purattum, though prominent, dust-choked ruins and cemeteries occupy the adjacent bank, including the modest, half-collapsed palace where Sargon the Great served as cup-bearer to Ur-Zababa before himself becoming king.

On approach, Kiš's most

noticeable feature is the three-tiered ziqqurat Unirkitušmah, composed of decaying, unbaked mud bricks with a distinctive red-yellow hue. Surrounded by a temenos wall, the southeastern quarter of the ziqqurat faces Edubba, the temple of the city's tutelary deity, Zababa.

Like most cities in the kingdom of Babylon, Kiš boasts a harbor district, which includes shipbuilding businesses, granaries and warehouses. Rather than falling under the control of landed-merchants or other local officials however, these important aspects of government are managed by Babylonian officials appointed by Ḥammu-rapi. Indeed, since ascending to the throne, the king in Babylon has progressively reduced Kiš's autonomy. Those duties left to local officials typically include municipal ordinances and the resolution of legal cases. The former is handled by an assembly of elder *awīlû*, while the latter is managed by a college of judges, only a few of whom are Babylonian imports.

The Sacred Precinct of Zababa. Screened by an eight-foot high temenos wall, these sacred grounds include the temple and its ziqqurat, as well as an administrative building, a small granary, and an inner cloister.

The temple, Edubba (Sum. "Storage House" wr. É.DUB.BA 𒂗𒅗𒅗𒅗) is constructed on the

familiar Mesopotamian floor-plan. The sanctuary has two main cellae, that of Zababa in the east, and that of Ištar in the north. Twin stone lions, whose weather-effaced features were sculpted in the Early Dynastic Period, guard the temple's main gate on its western side. In addition to the images of its two resident gods, several other cult objects find special reverence here, including an oversized, lion-headed mace chased with gold, a crude bow fashioned from the horn of an unidentified, possibly extinct beast, and several weapons with modes and constructions of varying practicality that are supposed to have belonged to famous individuals throughout the historical record. The temple's courtyard boasts several grand stellae and sculptures of important figures from the Sumerian, Old Akkadian, and Ur III epochs.

The ziqqurat is called alternatively Eanurkitušmaḥ (Sum. "House of the Horizon, Exalted Abode" wr. É.AN.ÚR.KI.TUŠ.MAḤ 𒂗𒀭𒌦𒀭𒌦𒀭𒌦𒀭) and Eunirkitušmaḥ (Sum. "House, Temple Tower, Exalted Abode" wr. É.U₆.NIR.KI.TUŠ.MAḤ 𒂗𒀭𒌦𒀭𒌦𒀭𒌦𒀭). While Eanurkitušmaḥ looks to be better-preserved than Ebabbar (the ziqqurat of Šamaš in Sippar) it has nevertheless fallen into a state of dignified decay, and its high temple is only safely achieved with a modicum of agility. Composed of unbaked mud bricks with a red-yellow

hue, the ziqqurat sees little use nowadays. The *gegunnûm* at its summit contains sacred areas for Ištar, Ellil, and of course, Zababa, however, these are for the most part bare and deserted. A detailed stele relating the life and accomplishments of Sargon remains here.

The cloister. Like Ebabbar, Edubba maintains a cloister of *nadiātum* women, albeit on a much reduced scale. *Nadiātum* of Zababa are forbidden to marry or bear children, but like their fellows in the faith of Šamaš, may buy, sell, and own property. Several of Kiš's richest residents are numbered among the women, and the size and quality of the residences in the cloister reflect this.

The Palace of Ur-Zababa.

This structure, ruined and half-buried, lies north of Kiš proper. The first construction at this site dates back to the earliest Sumerian Era; structures have been built, torn down, and rebuilt here for a millennia. Before moving his capital to Akkade, Sargon the Great reigned here in the wake of the demise of his former patron, Ur-Zababa. Portions of the palace were last occupied during the reign of Ḫammu-rapi's great-great-grandfather, whose sack of the city completed the ruin of many of its old buildings.

In contemporary times, the walls of the palace are used as shade for shepherds and their flocks, and

as a landmark for travelers. Bandits have been known to bivouac by night here, and the few chambers that remain for the most part intact have played host to several generations of illicit trysts and blackmarket negotiations.

Occasional finds of Sumerian or Old Akkadian relics here will stimulate, for a time, a passing interest in the ruins. Several royal officials and local antiquaries have undertaken excavation of portions of the structure. This work is made difficult by the fact that previous generations have also used portions as a cemetery.

Ḫursaġ-kalamma

(wr. **ḪUR.SAG.KALAM.MA**.^{K1}
𒌦𒍪𒌦𒍪𒌦𒍪𒌦𒍪)

Smaller than Kiš in 1767 BCE is the fast-growing community of Ḫursaġ-kalamma, which at this time boasts a population of roughly 30,000. Known for its twin, red-hued ziqqurats and their accompanying temples, the city's tutelary deities are an aspect of Ištar syncretized to Ninlil, and in a subordinate role, Ninlil's husband Ellil.

Ḫursaġ-kalamma is governed by Babylonian officials from Kiš. Like its sister city, an assembly and a college of judges have authority in matters of a purely local nature. The city has smaller harbor district than its neighbor, its own granary, and a large city-square. At the southern verges of the city sits

an old palace, ruined on its northern side, which serves as the home of a small Babylonian garrison.

É-Ḫursaġ-kalamma. (Sum. "House, Mountain of the Land" wr. **É.ḪUR.SAG.KALAM.MA** 𒌦𒍪𒌦𒍪𒌦𒍪𒌦𒍪; Later called Ekurnizu, Sum. "House, Fear-some Mountain wr. **É.KUR.NÍ.ZU** 𒌦𒍪𒌦𒍪𒌦𒍪)

Set upon a raised precinct enclosed by a low, four-foot-high wall, the temple of Ištar-Ninlil is in better repair than Edubba. Containing one great courtyard and a smaller, rectangular one on its eastern side, E-Ḫursaġ-kalamma is entered from a processional street that passes between the city's two ziqqurats.

Most of the temple's administrative apparatus is located in the southern quarter of the structure, or in one of the handful of adjacent outbuildings. E-Ḫursaġ-kalamma's primary cella, that of Ištar-Ninlil, lies on the northern end of the edifice, while a second cella devoted to an image of Ellil is set in the far western chamber. A shrine to an image of the Asakkum demon is placed in the gate between the two courtyards.

Unlike the temple of Zababa in Kiš, the complex of E-Ḫursaġ-kalamma contains no cloister. While most of the temple staff reside within the temenos wall, a handful of the wealthier officials maintain estates within the better residential

neighborhoods of the city.

The ziqqurats. Like the ziqqurat of Kiš proper, the dual temple towers of Ḫursaġ-kalamma have fallen into a state of disrepair. Constructed of identical unfired mud brick, the Ekurmaḥ (Sum. “House, Exalted Mountain, wr. É.KUR.MAḪ 𒂍𒀭𒌦) of Istar-Ninlil and the Emelammaḥ (Sum. “House of Exalted Radiance” wr. É.ME.LÁM.MAḪ 𒂍𒀭𒌦𒂍𒀭𒌦) of Ellil rise in four tiers to twin *gegunnûm*. Both of these high temples are paneled in lapis-lazuli, and each contains shrines and sacred spaces devoted to their individual patron. Notable objects of reverence include a golden flail found in a side chamber of Ekurmaḥ, and in Emelammaḥ, a giant horned helm that adorned the image of Ellil in E-Ḫursaġ-kalamma before the rise of Sargon the Great.

IMPORTANT PERSONS OF KIŠ

Tutu-nāšir, king’s administrator. (wr. Tu-tu-na-ši-ir

While a century of research at the sites of Kiš and Ḫursaġ-kalamma have yielded a considerable amount of data on the two cities, unlike Sippar and Babylon, much of this remains unaggregated and unpublished today. Norman Yoffee has promised to release a biography of Kiš at some point in the future, a work which could fill-in many of the gaps in the information currently available to the general public regarding this area.

𒂍𒀭𒌦𒂍𒀭𒌦)

Since the reign of Ḫammu-rapi’s father Sîn-muballiṭ, Tutu-nāšir has been the king’s chief Babylonian agent at Kiš. In addition to overseeing the tax apparatus of the city, this Akkadian regularly corresponds with Sîn-bēl-aplim and Dan-erēssa. A devoted, if not particularly clever man, Tutu-nāšir nevertheless is fiercely loyal to the king in Babylon. He maintains a close watch on powerful individuals within the city, and sets his agents to tail any foreigner whose conduct rises to his notice. While not a particularly malicious individual, he is known to harass and arrest suspicious individuals on meager provocation.

An aged, white-haired man in his late fifties, Tutu-nāšir wears his hair and beard long after the style of his Akkadian forebears. He has two wives, the senior of local extraction, and her junior a Babylonian *awīltum*, in addition to three adult children, and two grandchildren. All of them, with the exception of his daughter, a *nadītum* of Šamaš in Sippar, live on or near his estate in Kiš proper.

Zababa-iddina, high priest of Zababa. (wr. ^d.ZA.BA₄.BA₄-id-di-na 𒂍𒀭𒌦𒂍𒀭𒌦)

An Amorite in his late thirties, Zababa-iddina was a general in the Babylonian army before Ḫammu-rapi contrived to have him installed as the senior sanga of

as are its agricultural operations.

SIPPAR

(wr. UD.KIB.NUN.^{K1} 𒂗𒂗𒂗𒂗𒂗)

The city of Sippar is actually an agglomeration of several communities and permanent or semi-permanent settlements spread over an area of 100 hectares (1 km²) on either side of the Purattum. The largest and most culturally-significant of these is properly called Sippar-Yaḥrurum. Situated on the east bank of the Purattum, it is the cult-center of the deity Šamaš, and known colloquially as Sippar-Šamaš and Sippar-šērim (OB. “Sippar of the Steppe”). Across the Purattum, on its western bank, is Sippar-Amnānum, also called Sippar (ša) Annunītum after its chief deity, as well as Sippar-dūrim after the Babylonian garrison stationed there. Both of these communities will be addressed individually below.

Since the 29th Regnal Year of the Sūmû-la-Ila (1838 B.C.) Sippar has remained firmly under Babylonian hegemony. During this period, the Sipparite communities have grown and prospered, a fact reflected in the concomitant evolution of their governmental apparatuses. Ḥammu-rapi describes himself as the “Organizer of Sippar,” and indeed, while the day-to-day operations of the city are overseen by local officials, the king in Babylon remains at the top of Sippar’s power structure.

Nowhere within the sphere

of the Sippars is there a palace. Although possessed of separate governments in the past, at this time both communities are administered from Sippar-Yaḥrurum. Chief among the local governing bodies are the College of Judges and the members of the Port Authority (OB. *kārum*, wr. phon. or KAR(-um) 𒂗𒂗(𒂗)).

Historically, the highest local official is the mayor (OB. *rabiānum*, wr. ra-bi-a-nu-um 𒂗𒂗𒂗𒂗𒂗). The *rabiānum* is appointed to his office for a one-year term, however, there is no limit to the number of times he can hold office. The mayor presides over the assembled members of the college and the *kārum*, and employs agents who oversee daily activities in the two cities.

In addition to the mayor, another prominent local office is the Overseer of Merchants (OB. *wakil tamkāri*, wr. UGULA DAM. GÀR.MEŠ, 𒂗 𒂗𒂗𒂗𒂗𒂗). During Ḥammu-rapi’s reign, this individual was selected by lot from among the members of the Port Authority for a term of one year. Like the mayor, an Overseer could be reelected multiple times. Unlike the *rabiānum*, however, he could not serve two terms consecutively. Among the duties of the Overseer of Merchants are to represent the *kārum* in the assembly and to collect the king’s taxes. Along with the College of Judges, he supervises the royal granaries and administers grain loans and purchases for the temples.

Several royal officials also operate in Sippar. Most are Babylonian by birth. While the king permits his cities a degree of local autonomy, Babylon never exercises anything less than direct control over the military institutions of the region. The rank and file of Ḥammu-rapi's garrison in Sippar-Amnānum are primarily Sipparite, however Babylonians fill all of the career officer positions. At the top of the chain of command is the office of the *wakil Amurrīm* (wr. UGULA MAR.TU, 𒌦 𒍪𒍪𒍪), a position, again, filled by a Babylonian loyal to the king.

Both Sippars have benefited from successive generations of Babylonian interest. As recently as two years ago, Ḥammu-rapi began renovation of the walls of the city, naming them *Ina-Qibīt-Šamaš-Ḥammu-rapi-Māḥirī-Ayy-irši*, “By the Command of Šamaš May Ḥammu-rapi Have No Adversary.” Set upon an eight-foot high foundation of piled dirt and debris, these mud-brick ramparts were completed just before the New Year, and now rise another thirty feet. At their base, the king's engineers have dug out a canal twenty feet wide, to serve as a moat and yet another deterrent to invasion.

Unlike the city of Babylon, most of Sippar's agricultural operations occur beyond the walls. While smaller fields and garden plots do exist inside both cities, for the most

part their *awīlum* populations dwell within, whilst owning the farming estates without. Beyond the areas of the city square, the harbor district and the temples, the vast majority of structures within the two Sippars are private homes. Sipparite residences are on the whole smaller than Babylonian ones, often share outside walls, and are less likely to have the small courtyards ubiquitous in Babylon.

Players and GMs researching ancient Sippar will discover that many 20th century scholars believed in the existence of three or more Sippars. This approach is now disfavored, see Charpin, D. 1988, *Sippar: deux villes jumelles* RA82, p. 13-32.

While artistic license has necessarily been taken with respect to the individual personalities described below, it is noteworthy that the majority of the names cited are in fact the names of the individuals whom we know to have filled their respective positions in or around the campaign year.

Indeed, modern scholars know perhaps more about the personalities of Sippar during the First Dynasty of Babylon than they do about those of Babylon itself, as a result of the large tablet caches uncovered here. The home of one Ur-Utu, a *kalamāḥum* (chief lamentation priest) of Annunītum, contained a vast household archive of 2000+ Old Babylonian Era tablets. While I would like to have included him here, in fact, he was a contemporary of kings Ammī-šaduqa and Ammī-ditāna, and thus flourished too late to be relevant to our purposes. Ikūn-pīša, another Sipparite to whom a large trove of documents has been attributed, died before Ḥammu-rapi took the throne.

stockaded or harassed by the passing public.

The streets and alleys of Sippar-Yaḥrurum are on the whole larger and smaller respectively, than those of Sippar-Annunītum. The eastern city boasts several broad, straight avenues (OB. *sūqum*, wr. SIL, 𒂗, or in the case of the largest streets, SIL. DAGAL, 𒂗𒀭𒀭), which are often fronted by the residences of wealthy Sipparties. Leaving these streets one enters a warren-like network of alleys and crooked backstreets (called OB. *sūqāqū*, wr. SIL.SIG. GA, 𒂗𒀭𒀭, and *pāšum*, wr. phon., respectively).

Near the river, Sippar-Yaḥrurum has a small harbor district, overseen by the same *kārum* officials as that of its neighbor.

The Ebabbar Complex.

(Sum. wr. É BABBAR(.RA), 𒂗𒀭𒀭, “Shining House”)

The largest structure in both Sippars, the main sanctuary of Ebabbar contains the most significant image of the god Šamaš in the kingdom of Babylon. Smaller cellae in the north and south wings are devoted to images of Ayya and Adad, respectively, and their attendant cults. A twelve-foot high wall circumscribes the whole complex. Once inside, a smaller barrier cordons off the area of the *gagûm* (OB. wr. GÁ.GI.A, 𒂗𒀭𒀭 and GÁ.GI₄.A, 𒂗𒀭𒀭, “cloister”). Like most structures in Sippar, the buildings of

Ebabbar are single-story edifices of undecorated mud-brick. The temple, however, still dwarfs the surrounding buildings; the main entrance and rooms of its three main sanctuaries boast unusually high ceilings.

Entry into Ebabbar is gained by way of a west facing gate. The cella of Šamaš lies on the eastern side of the temple, across a wide, covered courtyard containing cult-objects made of precious materials and inscribed stone stelae dedicated to the temple’s faiths. Prominently displayed at the center of the court is a black diorite column crowned with an image of Ḥammu-rapi receiving royal authority from the god Šamaš. This stele contains a record of the king’s 282 laws, and is the selfsame column plundered from Sippar by the Elamites in the 12th century BCE, and currently on display at the Louvre.

Inside the sun-god’s white-walled cella is a long table, behind which his image is seated. The core material of this idol is that of a silver-chased *meš*-tree. Everyday, temple attendants clean the statute and drape it in fine, light-colored garments. Also present in a small anteroom is Šamaš’s holy weapon, a large, unwieldy curved sword made of silver and decorated with sapphire.

Two chief priests administer the rites of Šamaš at Ebabbar. The current senior *šangûm* of Šamaš is Annum-pī-Ayya, and his junior is

Sîn-iddinam. Several other clerical offices fill out the cult of Šamaš, including the *gudapsû*, a body of lesser-ranked priests identified by their shaggy, unkempt beards and hair, and various temple singers and musicians. Besides the senior and junior *šangû*, most of these individuals live outside of the temple complex. While the temple does employ diviners on a contract basis, they are not part of the temple staff and thus also reside elsewhere.

In addition to the clergy, the cult employs a number of secular officials. The most senior of these is the Overseer of the Temple of Šamaš (PA É ^dUTU, 𒂗 𒍪 𒂗𒍪), a Babylonian appointee who supervises the daily managerial duties of the complex, and the ingress of food and offerings to the temple. A chief *iššakkum* (OB. “bailiff” or “steward farmer”) oversees the temple-owned lands inside and outside of the city.

The Cloister. Set into the southwestern corner of the complex, this large area is separated from the rest of the temple by a smaller wall, six feet in height. A single gate permits communication between the two areas, and two watchmen are posted here. This entrance serves as the site of business transactions between the women of the *gagûm* and the rest of the city.

In addition to one sizable field plot, inside the cloister are around 200 residences connected

by crooked, narrow streets. Some of these homes have small attached garden plots. There is also an administrative building housing most of the cloister’s non-*nadītum* personnel, as well as an adjacent granary.

The primary population of the cloister are, of course, the *nadiātum* women, who own most of the property within the *gagûm* walls. In addition to the nuns, their workers and slaves, those non-*nadiātum* who supervise the cloister apparatus reside here. An overseer (OB. *waklum*, wr. UGULA 𒍪) serves as the chief supervisor of the women’s activities, and while this position is often held by an important male within the clergy of Šamaš, a *nadītum* can also be called to serve in this capacity.

For the most part, women fill administrative roles within the cloister elsewhere typically held by men. Several female scribes (often themselves the daughters of prominent scribes) live here. The household slaves, cooks, and makers of handicrafts here are virtually all women.

Temple Scribal School. Attached to the temple is a small scribal school that instructs students in Sumerian and the art of writing. The current chief scribe is Šilli-Ninkarak, who, despite his high place among the temple staff, lives in a modest home adjoining the school. For the most part, his pupils reside

Eulmaš, the Temple of Annunītum. (Sum. wr. É.UL.MAŠ 𒂍𒅗𒅗𒅗, “House of Ulmaššītum”)

The ancient image of Annunītum, a warlike goddess syncretized to Ištar, dwells in the main cella at Eulmaš behind a door chased with panels of gold. Several minor cellae adjoin this sanctuary, including one dedicated to Ea and his consort Damkina, and one dedicated to the demon Lamaštum. During the era of the First Dynasty of Babylon, Annunītum’s temple does not have an attached ziqqurat.

In addition to a field plot adjacent to the temple, Eulmaš rents out a large number of temple lands beyond the walls the city. In keeping with the goddess’s bellicose tenants, Sippar’s career military men often make offerings here, even the Babylon-born general of Sippar-dūrim.

Sippar-dūrim. (wr. UD.KIB. NUN.^{KI}-BĀD 𒂍𒅗𒅗𒅗𒅗𒅗𒅗)

The fortress of Sippar sits athwart the southwestern corner of Sippar-Amnānum’s wall, constructed so that it projects its corners at 45° angles from the wall. Rising a full fifteen feet above the top of Ḥammu-rapi’s fortifications, Sippar-dūrim is the largest permanent garrison in northern Babylonia. Constructed of the selfsame mud bricks as the city walls, it contains a large armory, barracks, an independent granary, and excellent living chambers for its Babylonian-born

officer corps.

The harbor. This site includes warehouses and boatbuilding operations, as well as the administrative structure of the harbor, where the semiautonomous *kārum* collects and stores the king’s *igisû* taxes on merchant activity. The expansive residential estates of several merchant families are present here. An enterprising individual may hire out boats, sailors and tugmen within the commercial areas.

IMPORTANT PERSONS OF SIPPAR

Nannatum, mayor of Sippar.
(wr. ^d.NANNA-tum 𒂍𒅗𒅗𒅗𒅗𒅗𒅗)

Nannatum is an elderly Akkadian widower who lives with his grandson’s family in a modest home near the river, at the intersection of Bunene Street and Ninḡegal Street. He is on his second term as mayor, and is moderately well-liked by the city’s judges and the members of the *kārum*. His tenure thus far has been unremarkable, primarily because he finds decision-making difficult, and generally accedes to the positions espoused by Awāt-Šamaš, the outspoken Overseer of the Merchants.

Awāt-Šamaš, Overseer of the Merchants. (wr. KA.^d.UTU 𒂍𒅗𒅗𒅗𒅗𒅗)

While tradition may dictate that the king and the office of

the mayor are at top of the power structure of Sippar, in actuality, Awāt-Šamaš may be the most powerful man in the city. Rich scion of a family of Akkadian merchants who left Isin for Sippar three generations ago, Awāt-Šamaš manages the city not unlike he runs his merchant house — through a mixture of bribes, threats, and physical violence. Only Annum-pī-Ayya, the current senior *šangûm* of Šamaš, and Rabūt-Sîn, the outgoing general of Hammu-rapi's garrison, have stymied him in the past.

A barrel-chested man in his mid-30's, Awāt-Šamaš dresses in the style of an Akkadian noble, and maintains carefully barbered beard and hair. He lives with his three wives and their children on his family's estate in Sippar-Amnānum.

Amat-Mamu, nadītum of Šamaš. (wr. GEME₂.^d.MA.MU 𒌦𒍪𒍪𒍪𒍪)

There may be individuals in Sippar who are richer than Awāt-Šamaš, and a principal candidate among them is one Amat-Mamu, a *nadītum* of Šamaš residing in the *gagûm* of Ebabbar. The third daughter of an Amorite military scribe named Rīš-Šamaš, Amat-Mamu has lived in the cloister since her placement there twelve years ago, at the age of fifteen. Given a modest income and a field plot outside of the city, Amat-Mamu developed a strong business acumen by listening to the

advice of the elder *nadiātum*, and has risen above the rest of them in holdings and capital. Several prominent *awīlum* families are indebted to her, and at least a hundred families live and work on lands held in her control.

Now 27-years old, Amat-Mamu is short and a little overweight. Her direct, business-minded personality is reflected in her choice of fashion; she wears no headdress or elaborate coif, nor does she dress in the fine gowns favored by the more extravagant women of the *gagûm*. She is fluent in Sumerian, Akkadian, and Amorite, and can read and write the first two with a greater proficiency than many of the scribes of the temple.

Sîn-iddinam, junior šangûm of Šamaš & Sîn-bāni, overseer of the cloister. (wr. ^d.EN.ZU-i-din-nam 𒂗𒌦𒍪𒍪𒍪𒍪 and ^d.EN.ZU-ba-ni 𒂗𒌦𒍪𒍪𒍪𒍪, respectively)

The personnel of the temple of Šamaš are not above internal political conflict, and none has riven the clergy for the past several years like that between Sîn-iddinam and Sîn-bāni. Both Akkadian men in their mid-thirties, they joined the temple of the Sun God as teenagers and have feuded ever since.

For many years now, Sîn-iddinam has held the higher position, that of the junior *šangûm*. Sîn-bāni, after a series of promotions, demonstrations and lateral moves has now

13.0 Magical Items

Unlike most fantastic d20 settings, *BFJB* assumes that magic items, especially magic weapons, are incredibly rare. This is the result of several factors, among them the relatively recent development of sorcery and enchantment, the primitive nature of material technologies (e.g. metallurgy) in the 18th century, and the simple fact that any potent artifacts in private possession are in danger of confiscation by royal agents. With the possible exception of sorcerous tablets, when true magical items are encountered, they are almost always one-of-a-kind artifacts.

13.1 Using Items

To use a magic item, it must be activated, although sometimes activation simply means putting a ring on your finger. Some items, once donned, function constantly. In most cases, using an item requires a standard action that does not provoke attacks of opportunity. By contrast, sorcery completion items are treated like sorcery in combat and do provoke attacks of opportunity.

Activating a magic item is a standard action unless the item description indicates otherwise. However, the casting time of a sorcery is the time required to activate the same power in an item, regardless of the type of magic item, unless the item description specifically states otherwise.

The four ways to activate magic items are described below.

Sorcery Completion: This is the activation method for tablets. A tablet contains a sorcery that is mostly finished. The preparation is done for the caster, so no preparation time is needed beforehand as with normal sorcery. All that's left to do is perform the finishing parts of the sorcery (the final gestures, words, and so on). To use a sorcery completion item safely, a character must be of have enough ranks in the Sorcery skill to cast the sorcery already. If he can't already cast the sorcery, there's a chance he'll make a mistake. Activating a sorcery completion item is a standard action and provokes attacks of opportunity exactly as casting a sorcery does.

Sorcery Trigger: Sorcery trigger activation is similar to sorcery completion, but it's even simpler. No gestures or sorcery finishing is needed, just a special knowledge of sorcery that an appropriate character would know, and a single word that must be spoken. Anyone with a rank in the Sorcery skill knows how to use a sorcery trigger item that stores that sorcery. The user must still determine what sorcery is stored in the item before she can activate it. Activating a sorcery trigger item is a standard action and does not provoke attacks of opportunity.

Command Word: If no activation method is suggested either in the magic item description or by

the nature of the item, assume that a command word is needed to activate it. Command word activation means that a character speaks the word and the item activates. No other special knowledge is needed.

A command word can be a real word, but when this is the case, the holder of the item runs the risk of activating the item accidentally by speaking the word in normal conversation. More often, the command word is some seemingly nonsensical word, or a word or phrase from Sumerian, Gutian, or some foreign or archaic language no longer in common use. Activating a command word magic item is a standard action and does not provoke attacks of opportunity.

Sometimes the command word to activate an item is written right on the item. Occasionally, it might be hidden within a pattern or design engraved on, carved into, or built into the item, or the item might bear a clue to the command word.

The Knowledge (history) and Sorcery skills might be useful in helping to identify command words or deciphering clues regarding them. A successful check against DC 30 is needed to come up with the word itself. If that check is failed, succeeding on a second check (DC 25) might provide some insight into a clue.

The sorcery *identify* reveals command words.

Use Activated: This type of

item simply has to be used in order to activate it. A character has to drink a potion, swing a sword, interpose a shield to deflect a blow in combat, look through a lens, sprinkle dust, wear a ring, or don a hat. Use activation is generally straightforward and self-explanatory.

Many use-activated items are objects that a character wears. Continually functioning items are practically always items that one wears. A few must simply be in the character's possession (on his person). However, some items made for wearing must still be activated. Although this activation sometimes requires a command word (see above), usually it means mentally willing the activation to happen. The description of an item states whether a command word is needed in such a case.

Unless stated otherwise, activating a use-activated magic item is either a standard action or not an action at all and does not provoke attacks of opportunity, unless the use involves performing an action that provokes an attack of opportunity in itself. If the use of the item takes time before a magical effect occurs, then use activation is a standard action. If the item's activation is subsumed in its use and takes no extra time use activation is not an action at all.

Use activation doesn't mean that if you use an item, you automatically know what it can do. You

must know (or at least guess) what the item can do and then use the item in order to activate it, unless the benefit of the item comes automatically, such from drinking a potion or swinging a sword.

13.2 Saving Throws Against Magic Item Powers

Magic items produce sorceries or sorcery-like effects. For a saving throw against a sorcery or sorcery-like effect from a magic item, the DC is 10 + the level of the sorcery or effect + the ability modifier of the minimum ability score needed to cast that level of sorcery.

Most item descriptions give saving throw DCs for various effects, particularly when the effect has no exact sorcery equivalent (making its level otherwise difficult to determine quickly).

13.3 Damaging Magic Items

A magic item doesn't need to make a saving throw unless it is unattended, it is specifically targeted by the effect, or its wielder rolls a natural 1 on his save. Magic items should always get a saving throw against sorcery that might deal damage to them— even against attacks from which a nonmagical item would normally get no chance to save. Magic items use the same saving throw bonus for all saves, no matter what the type (Fortitude, Reflex, or Will). A magic item's saving throw bonus equals 2 + one-half its

caster level (round down). The only exceptions to this are intelligent magic items, which make Will saves based on their own Wisdom scores. Magic items, unless otherwise noted, take damage as nonmagical items of the same sort. A damaged magic item continues to function, but if it is destroyed, all its magical power is lost.

13.4 Repairing Magic Items

Some magic items take damage over the course of an adventure. It costs no more to repair a magic item with the Craft skill than it does to repair its nonmagical counterpart. The *make whole* sorcery also repairs a damaged—but not completely broken—magic item.

13.5 Cursed Items

Some items are cursed — incorrectly made, or corrupted by outside forces. Cursed items might be particularly dangerous to the user, or they might be normal items with a minor flaw, an inconvenient requirement, or an unpredictable nature.

13.6.0 Magic Item Descriptions

Below are listed several magical items known to have existed during or before the period of the First Dynasty in the world of *BFJB*.

Each general type of magic item gets an overall description, followed by descriptions of specific items. General descriptions include notes on activation, random

generation, and other material. The AC, hardness, hit points, and break DC are given for typical examples of some magic items. The AC assumes that the item is unattended and includes a -5 penalty for the item's effective Dexterity of 0. If a creature holds the item, use the creature's Dexterity modifier in place of the -5 penalty.

Items have their powers detailed, and each of the following topics is covered in notational form at the end of the description.

Aura: Most of the time, a *detect magic* sorcery will reveal the strength of the aura an item emits. This information (when applicable) is given at the beginning of the item's notational entry. See the *detect magic* sorcery description for details.

Caster Level: The next item in a notational entry gives the caster level of the item, indicating its relative power. The caster level determines the item's saving throw bonus, as well as range or other level-dependent aspects of the powers of the item (if variable). It also determines the level that must be contended with should the item come under the effect of a *dispel magic* sorcery or similar situation. This information is given in the form "CL x," where "CL" is an abbreviation for caster level and "x" is an ordinal number representing the caster level itself.

Weight: The notational entry

for many wondrous items ends with a value for the item's weight. When a weight figure is not given, the item has no weight worth noting (for purposes of determining how much of a load a character can carry).

13.6.1 Armor and Shields

In general, magic armor protects the wearer to a greater extent than non-magical armor. Magic armor bonuses are enhancement bonuses, never rise above +5, and stack with regular armor bonuses (and with shield and magic shield enhancement bonuses). All magic armor is also masterwork armor, reducing armor check penalties by 1. In addition to an enhancement bonus, armor may have special abilities. Armor with a special ability must have at least a +1 enhancement bonus.

Gamemasters are reminded that the full suits of armor available in standard fantasy RPGs are not available to characters in BFJB. Instead, available armor is limited both in body coverage and in materials.

Breastplate, Ellil-mukīn-šarrūtīšu. This +3 bronze piece of armor appears old and well-used. When worn, however, it bestows upon its owner an aspect of authority and competence. The wearer gains a +4 competence bonus on all Charisma checks, including Charisma-based skill checks. The wearer

After consultation with the king's privy counsel, he has returned it to Eulmaš, the Temple of Annunītum in Sippar-Amnanum.

Its name, “Ištar is the Protective Spirit of Her Troops,” can be written either 𒌷𒍪𒈾𒊩𒌆𒂗𒅗𒁺𒀭 (^dINANNA la-ma-as-si um-ma-ni-ša) or 𒌷𒍪𒈾𒊩𒌆𒂗𒅗𒁺𒄠 (^dINANNA la-ma-as-si ERIN₇-ša).

CL: 20th

Gugalanna's Hide. Legend has it that this +5 hide armor was cut from the hide of the Bull of Heaven, after that monster was slain by Gilgamesh of Uruk. In addition to granting a +5 enhancement bonus to AC, it has a -1 armor check penalty and allows its wearer to deal an additional 2d6 points of damage on any successful charge attack, including a mounted charge. The wearer can also generate a thunderous blast with the stamp of his foot. While this sonic attack does not harm the wearer, all creatures within a 10' radius take 2d8 points of sonic damage and are deafened for the same number of rounds (DC 14 Fortitude halves both damage and rounds of deafening).

Any who come to possess this armor would do well to be mindful of the item's history. The Bull of Heaven was a divine creature and a peculiar favorite of the goddess Ištar, and it could be conjectured that the mere act of donning this suit does her offense. Priests of Ištar, pious kings,

This armor was last worn by Rabūt-Sîn, outgoing commander of Hammu-rapi's garrison at Sippar.

and even religious-minded civilians will be concerned if they learn that this item has been discovered, and will attempt deliver it into the hands of her temple staff by force.

The last recorded instance of this armor was that it was in Ê-Ĥur-saġ-kalamma when that city was sacked by the combined forces of Lugal-zagesi of Uruk and Sargon the Great.

CL: 20th

“Leather which knows the rites and instructions.” This armor comes as a set of stiff leather vambraces and greaves which must be worn on the forearms and shins, respectively, for their bearer to receive their benefits. Properly worn, they grant a +2 enhancement bonus to the wearer’s AC, as well as providing Sorcery Resistance 15 and damage reduction 5/magic. The wearer has a maximum Dexterity bonus of +6, and armor check penalty of -1 and a sorcery failure chance of 20%.

In Akkadian, their name is *marīnum mude paršī u tērētīm*.

CL: 20th.

Shield, Light of the Great Heavens. This +2 bronze shield presents a face that is reflective like a burnished mirror, that never becomes dirty or otherwise marked, even as a result of use in combat. Thrice per day, its bearer can shout the words, “*nannar šamê ušram!*,” upon which the shield flashes with

a dazzling light. Anyone within 20 feet (except its wielder) must make a DC 20 Reflex save or be blinded for 1d4 rounds.

CL: 15th

13.6.2 Weapons

Magic weapons have enhancement bonuses ranging from +1 to +5. They apply these bonuses to both attack and damage rolls when used in combat. All magic weapons are also masterwork weapons, but their masterwork bonus on attack rolls does not stack with their enhancement bonus on attack rolls.

Weapons come in two basic categories: melee and ranged. Some of the weapons listed as melee weapons can also be used as ranged weapons. In this case, their enhancement bonus applies to either type of attack.

In addition to an enhancement bonus, weapons may have special abilities. A weapon with a special ability must have at least a +1 enhancement bonus.

Caster Level for Weapons:

The caster level of a weapon with a special ability is given in the item description.

Additional Damage Dice:

Some magic weapons deal additional dice of damage. Unlike other modifiers to damage, additional dice of damage are not multiplied when the attacker scores a critical hit.

Ranged Weapons and Ammunition: The enhancement bonus

from a ranged weapon does not stack with the enhancement bonus from ammunition. Only the higher of the two enhancement bonuses applies.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction.

Magic Ammunition and Breakage: When a magic arrow or sling bullet misses its target, there is a 50% chance it breaks or otherwise is rendered useless. A magic arrow or bullet that hits is destroyed.

Hardness and Hit Points: An attacker cannot damage a magic weapon that has an enhancement bonus unless his own weapon has at least as high an enhancement bonus as the weapon or shield struck. Each +1 of enhancement bonus also adds 1 to the weapon's or shield's hardness and hit points.

Activation: Usually a character benefits from a magic weapon in the same way a character benefits from a mundane weapon—by attacking with it. If a weapon has a special ability that the user needs to activate then the user usually needs to utter a command word (a standard action).

Magic Weapons and Critical Hits: Some weapon qualities and some specific weapons have an extra effect on a critical hit. This special effect functions against creatures not subject to critical hits. When fighting against such creatures, roll for

critical hits as you would against humanoids or any other creature subject to critical hits. On a successful critical roll, apply the special effect, but do not multiply the weapon's regular damage.

The Bow of Yarlagaḅ. A large composite short bow of Gutian origin, for two hundred years this weapon sat in a vault in the Sumerian town of Dabrum — the final refuge of the retinue of Tirigan, the last Gutian king to appear on the Sumerian King's List. There, agents of Sîn-muballit, Ḫammu-rapi's father, discovered it during a campaign against the city of Isin in that king's 17th year. It now lies in the palace treasury in Babylon. Though many of the current king's retainers have tried, few have been able to bend the bow to fire it.

In combat, the owner of Yarlagaḅ's bow must have a strength modifier of at least +4 to use it. If so, it acts as a +4 weapon, and has triple the effective range of a normal bow of its size. Arrows fired with this bow, moreover, ignore any miss chances which would normally result from their target's concealment.

The Hammer of Kug-baba. This +3 bronze hammer has the stylized form of an eagle stenciled upon its head. When making a full attack action with this weapon, its wielder can choose to make two additional full attacks without suffering any

however, in addition to its enhancement bonus, it will pierce the heart (where applicable) of an opponent on a natural 20, killing him instantly. For creatures without functioning heart (e.g., an *eṭemum*) the critical resolves normally.

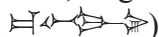
Currently this spear is in the possession of Ḥammu-rapi's chief barber, Ṭāb-eli-mātim.

CL: 20th

Šibqū Ea. This curved blade, “Ea’s Trick” is made of a magical bronze alloy which remains preternaturally lustrous. A medium-sized ruby is set in its pommel. Under the scrutiny of an *identify* sorcery, it appears to be a +5 sword. Once used in combat, however, a character will quickly realize that it inflicts only subdual damage. For every critical hit it inflicts, moreover, the wielder loses a permanent point of Intelligence and Wisdom. These ability scores can only be restored through a *restoration* sorcery.

CL: 19th

13.6.3 Rods

(OB. *šibirrū*; sing. *šibirrum*,
wr. GIŠ.ŠIBIR, )

Rods are scepter-like devices that have unique magical powers and do not usually have charges.

Physical Description: Rods weigh approximately 5 pounds. They range from 2 feet to 3 feet long and are usually made of bronze or some other metal. (Some, as noted

in their descriptions, can function as light maces or clubs due to their sturdy construction.)

These sturdy items have AC 9, 10 hit points, hardness 10, and a break DC of 27.

Activation: Details relating to rod use vary from item to item. See the individual descriptions for specifics.

Šibirru Ašamtūtīm. This gilt, bronze scepter is topped with a small emerald. It allows its wielder to cast a peculiar form of *control weather*, one that can only create, control, or disperse a duststorm like those that hazard Babylonia in the spring and summer. In all other respects, it functions as the sorcery. It can be used regardless of season or existing weather conditions, however, it does not function beyond the bounds of Mesopotamia.

Uršigurumaš, a vizier of Maništušu of Akkad discovered this item in the Temple of Ištar in Nineveh (OB. Ninuwa) in the 2260s BCE. It was sent to the king in Akkad, but whether it reached the lost city is unknown.

CL 18th.

Šibirru Ellilūtīm. This rod looks like a royal scepter worth at least 15,000 shekels in materials and workmanship alone. The wielder can command the obedience and fealty of creatures within 120 feet when she activates the device (a

standard action). Creatures totaling 300 Hit Dice can be ruled, but creatures with Intelligence scores of 12 or higher are entitled to a DC 16 Will save to negate the effect. Ruled creatures obey the wielder as if she were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken.

Several of these rods have been known to exist throughout Mesopotamia since the Early Dynastic Period; two unique examples are noted in the reign of Baliḥ (son of Etana, 14th King of the First Dynasty of Kiš) and Išme-Šamaš (of the 4th Dynasty of Kiš).

CL 20th.

Šibirru Nārim Musanniqtum. While some magical items may be more coveted, few are more useful to the the average Mesopotamian, where life itself depends on assiduous attention to a city's irrigation network. This rod appears as a simple bronze shaft, hollow in the center and open on either end. It allows its wielder to cast *create water* and *control water* at will. Additionally, its wielder can walk on water as if it were normal, flat pavement. He breathes in water as in air so long as he remains in possession of the rod, and if immersed in water, the wielder can will himself to rise to the surface at rate of 60 feet per round.

This item is currently in the

possession of Šamaš-pāris-dīnim, a wealthy *awīlum* farmer of Kiš, who received it from his father, Baḥlu-kulim. Conscious of the utility of the device, he keeps it with him at all times.

CL: 20th.

13.6.4 Rings

(OB. *šewerū*¹, sing. *šewerum*)

Rings bestow magical powers upon their wearers. Only a rare few have charges. Anyone can use a ring.

A character can only effectively wear two magic rings. A third magic ring doesn't work if the wearer is already wearing two magic rings.

Physical Description: Rings have no appreciable weight. Although exceptions exist that are crafted from glass or bone, the vast majority of rings are forged from metal—usually precious metals such as gold, silver, and bronze. A ring has AC 13, 2 hit points, hardness 10, and a break DC of 25.

Activation: Usually, a ring's ability is activated by a command word (a standard action that does not provoke attacks of opportunity) or it works continually. Some rings have

¹Period-appropriate to the Old Babylonian Era only. This term undergoes several phonological changes throughout the life of Akkadian. It is found in dictionaries variously listed under *semeru*, *šawarum*, or *šawirum*.

exceptional activation methods, according to their descriptions.

Neḫti Eriškigal. This bone ring, “The Peace of Eriškigal” has the image of an owl carved into it, along with the Sumerian words 𒀭𒀭𒀭 (NAM.TÌL, “life”) and 𒀭𒀭𒀭 (NAM.ÚŠ, “death”). Sorceries and skills that repel undead are less common in *BFJB* than in many other fantasy RPGs, thus undermining the significance of this ring, which provides its wearer with substantial protection. While worn, its wearer emits a constant *anti-life shell* as per the sorcery; one, however, that only affects demons and *eṭemmu*. Three times a day, the wearer can cast *create eṭem-mum* or *destroy eṭem-mum* by uttering the following phrases:

To create an *eṭem-mum*, “šapliš iḫabbubū šunu, imat marti ša ilī šunu” (OB. “Below they mutter, they are the venomous bile of the gods!”, wr. Sum. HUL.GÁL SIL₇.LÁ IGI.MU.TA).

To destroy an *eṭem-mum*, “lemnu duppir ina panīya” (OB. “O Evil! Depart from before me!”, wr. Sum. KI.TA INIM BAL. BAL.A.MEŠ, UŠ₁₁.ZÉ DINGIR. RE.E.NE.MEŠ).

CL: 17th.

Šewer Ālikim. A thin, tarnished brass band, this ring protects the wearer against the hazards peculiar to travel in arid environments, i.e., against exposure to the sun and

normal, nonmagical heat. Additionally, it continually provides its wearer with life-sustaining nourishment; the wearer does not require air to breathe, nor does he require food and water. The ring also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to reattune it to himself.

Currently, one of these rings is worn by Nannatum of Sippar. Translated, its name is “the Ring of the Wanderer.”

CL 10th.

13.6.5 Wondrous Items

This is a catch-all category for anything that doesn’t fall into the other groups. Anyone can use a wondrous item (unless specified otherwise in the description).

Physical Description: Varies.

Activation: Usually use activated or command word, but details vary from item to item.

The Borsippa Map. This heavily damaged clay tablet is currently filed away in the library of Nabu in Borsippa. Inscribed with a drawing of the lands of Sumer and Akkad, its Sumerian notation details numerous sites in existence at the end of the Early Dynastic

Period. Literate characters consulting this work gain a +5 insight bonus on their Knowledge (Geography) checks with respect to knowledge of the lands detailed. This bonus increases to +10 if *make whole* is cast upon the tablet.

More importantly, however, is that a character can deduce the location of lost ancient sites (DC: 20, 10 if *make whole* has been cast), including Akkade, the city of Sargon the Great.

The Borsippa Map is an utterly mundane item. As such, any competent scribe could make a copy of it which would provide the above benefits.

Weight: 3 lb.

Etana's Words of Inspiration. Upon reciting the words of this large, rectangular tablet, allies of the reader gain a +4 morale bonus to their attack, damage, and save rolls, while those opposed to them receive a -4. Opposed hearers, moreover, must save or be affected by a *fear* sorcery, as if cast by a 15th-level sorcerer.

The words must be recited in full to product these effects, and can only effect beings who are able to hear and understand Akkadian. A recitation takes full four rounds (even if the reader is affected by *haste*), and the reader cannot do anything else.

CL: 15th. Weight 5 lb.

Harness of Strength. Made of tough ox-hide with polished bronze studs, this harness can be worn, albeit awkwardly, under clothes or armor, or more comfortably, alone. It grants the wearer a +5 enhancement bonus to his Strength score.

One of these items is a family heirloom belonging to Apil-ilišu son of Damiq-ilišu. From time to time, accounts surface of other, similar harnesses.

CL: 10th.

Headdress of Disguise. When this headdress is put on, the wearer can adopt the appearance of another creature, as per *alter self*, at will. All creatures acquainted with and friendly to the wearer see him normally. A wearer can also use this item to attempt to blend in to his surroundings, in which case it grants him a +10 competence bonus on his sneaking check.

CL: 10th.

Personal Protector Spirits. Each of the several kinds of protector spirits appears to be a miniature statuette of a creature an inch or so high. When the correct command word is spoken, it becomes a living creature of normal size (except when noted otherwise below). The creature obeys and serves its owner. The creature does not speak.

If a protector spirit is broken or destroyed in its statuette form, it

is forever ruined. All magic is lost, its power departed. If slain in its magical form, the figurine simply reverts to a statuette that can be used again at a later time.

Šēdum. When animated, this protector spirit acts in all ways like a normal *šēdum* under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the *šēdum* once again becomes a tiny statuette.

CL: 11th

Utukkum. When animated, this protector spirit acts in all ways like a normal *utukkum* under the command of its possessor. The item can be used twice per week for up to 3 hours per use. When 3 hours have passed or when the command word is spoken, the *utukkum* once again becomes a tiny statuette.

CL: CR of the imitated demon + 5.

Wardum. When animated, this protector spirit acts in all ways like a normal male human slave under the command of its possessor. It can perform simple tasks given by its master, including cooking and cleaning. While it cannot wield weapons in battle, it can attack with its fists as if it were an unarmed human. It cannot speak or read, and is never expressive, always maintaining an emotionless, flat affect.

CL: 6th

The Tablet of Destinies.

If this legendary artifact were to fall into the possession of a mortal, he might well refashion the universe. Now held by the god Ellil, The Tablet of Destinies (OB. *Ṭuppi Šīmātim*, wr. DUB.NAM.TAR.MEŠ, 𒌦𒌶𒌵𒌦𒌶𒌵𒌦𒌶𒌵) gives the god authority over all of creation. Its theft by the bird Anzu, and subsequent return by the hero-god Ningirsu is a common tale among every class of Old Babylonian society.

In game terms, a character attempting to use the monumental stone tablet must first read it in its entirety and comprehend it. This requires literacy of Sumerian, and a successful DC: 40 Intelligence check. Once these requirements are met, the tablet's possessor can cast *wish* at will, *without* using sorcery points.

In addition to the difficulties of transporting and housing the colossal 360' by 160' tablet, mortals attempting to master its magic would do well to consider that once the tablet enters the mortal realm, it becomes a target for every god, demon, and powerful mortal in existence.

CL: 30th. Weight 200 tons.

Universal Stylus. This simple stylus appears to be carved from obsidian, with two small bands of inset silver along its length. A simple item, one useful only to literate characters, its can be used to write

anywhere, with any material, as if it were porous clay. Likely meant for permanent surfaces like stone, the enchantment will attempt to make wedges anywhere, even in smoke, water, or other changeable media. In these latter cases, the longevity of any markings depend on the consistency material inscribed. Oil in a still jar could hold the signs as well as clay; in a flowing river, on the other hand, they would distort and become lost within moments.

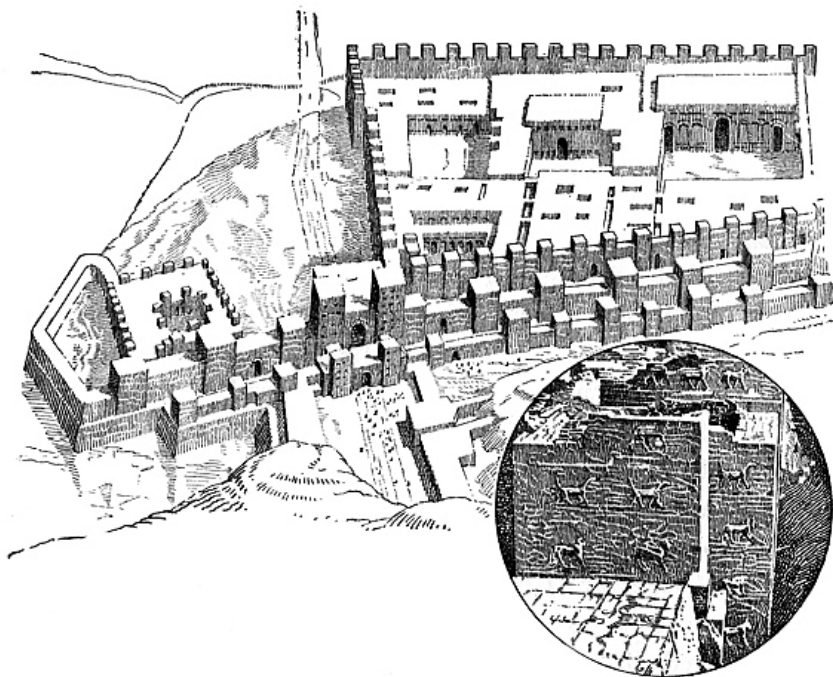
The wielder of a universal stylus must take care, as its magic at its tip does not account for his intent. The stylus will work holes in clothing or any container in which its is placed. A creature (including its wielder) touching the stylus's tip takes one point of damage and receives a painful wedge in their flesh

that will heal normally. Malicious wielders, ones who use the stylus to make a full inscription upon the flesh of a creature, deal 1d4 damage per line of text.

CL: 7th.

Washbasin of Enheduanna. Owned by Sargon the Great's daughter Enheduanna during her youth, this small (1 foot diameter) round basin is made of chalcedony. When filled with water, any character then washing with the water is affected by a *heal* sorcery. There is no limit on the number of characters who may use the basin, however, an individual character may only receive the benefit of its absolution once a week.

CL: 15th. Weight 1lb.



14.0 Bestiary

This chapter contains entries for animals and monsters players might encounter in a *BFJB* campaign.

14.1 Reading the Entries

Each monster description is organized in the same general format, as outlined below.

Statistics Block. This portion of a monster description contains basic game information on the creature.

Name. This is the name by which the creature is generally known, along with an Old Babylonian translation and period appropriate writing. The descriptive text may provide other names.

Size and Type. This line describes the creature's size. A size modifier applies to the creature's Armor Class (AC) and attack bonus, as well as to certain skills. A creature's size also determines how far it can reach to make a melee attack and how much space it occupies in a fight (see Space/Reach, below).

The size and type line continues with the creature's type.

Hit Dice. This line gives the creature's number and type of Hit Dice, and lists any bonus hit points. A parenthetical note gives the average hit points for a creature of the indicated number of Hit Dice. A creature's Hit Dice total is also treated as its level for determining how sorcery affects the creature, its rate

of natural healing, and its maximum ranks in a skill.

Initiative. This line gives the creature's modifier on initiative checks.

Speed. This line gives the creature's tactical speed on land (the amount of distance it can cover in one move action). If the creature wears armor that reduces its speed, the creature's base land speed follows.

If the creature has other modes of movement, these are given after (or in place of) the land speed. Unless noted otherwise, modes of movement are natural (not magical).

Armor Class. The Armor Class line gives the creature's AC for normal combat and includes a parenthetical mention of the modifiers contributing to it (usually size, Dexterity, and natural armor). The creature's touch and flat-footed ACs follow the combat-ready AC.

Grapple. The grapple line is the creature's grapple bonus, which is used when the creature makes a grapple attack or when someone tries to grapple the creature. The grapple bonus includes all modifiers that apply to the creature's grapple checks (base attack bonus, Strength modifier, special size modifier, and any other applicable modifier, such as a racial bonus on grapple checks).

Attack. This line shows the single attack the creature makes with an attack action. In most cases, this is also the attack the creature

creature uses when making an attack of opportunity as well. The attack line provides the weapon used (natural or manufactured), attack bonus, and form of attack (melee or ranged). The attack bonus given includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). If the creature uses natural attacks, the natural weapon given here is the creature's primary natural weapon. If the creature has several different weapons at its disposal, the alternatives are shown, with each different attack separated by the word "or." The damage that each attack deals is noted parenthetically. Damage from an attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

Manufactured Weapons: Creatures that use swords, bows, spears, and the like follow the same rules as characters do. The bonus for attacks with two-handed weapons is 1-1/2 times the creature's Strength modifier (if it is a bonus), and is given first.

Space/Reach. This line describes how much space the creature takes up on the battle grid and thereby needs to fight effectively, as well as how close it has to be to threaten an opponent. The number before the slash is the creature's space, or how many feet one side of the creature occupies. The number after the slash is the creature's natural reach. If the creature has exceptional reach due

to a weapon, tentacle, or the like, the extended reach and its source are noted in parentheses at the end of the line.

Special Attacks and Special Qualities. Many creatures have unusual abilities. A monster entry breaks these abilities into special attacks and special qualities. The latter category includes defenses, vulnerabilities, and other special abilities that are not modes of attack. A special ability is either extraordinary (Ex), sorcery-like (Sp), or supernatural (Su). Additional information (when needed) is provided in the creature's descriptive text.

When a special ability allows a saving throw, the kind of save and the save DC is noted in the descriptive text.

The save DC is given in the creature's description along with the ability on which the DC is based.

Saves. This line gives the creature's Fortitude, Reflex, and Will save modifiers.

Abilities. This line lists the creature's ability scores, in the customary order: Str, Dex, Con, Int, Wis, Cha. Except where noted otherwise, each creature is assumed to have the standard array of ability scores before racial adjustments (all 11s and 10s). To determine any creature's racial ability adjustments, subtract 10 from any even-numbered ability score and subtract 11 from any odd-numbered score. (Exceptions are noted in the Combat section of a

creature's descriptive text.)

Strength: Quadrupeds can carry heavier loads than bipeds can. Any creature with four or more motive limbs can carry a load as a quadruped, even if it does not necessarily use all the limbs at once.

Intelligence: A creature can speak all the languages mentioned in its description, plus one additional language per point of Intelligence bonus. Any creature with an Intelligence score of 3 or higher understands at least one language (Common, unless noted otherwise).

Nonabilities: Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a nonability is +0.

Skills. This line gives the creature's skills, along with each skill's modifier (including adjustments for ability scores, armor check penalties, and any bonuses from racial traits). All listed skills are class skills, unless the creature has a character class (noted in the entry). A creature's type and Intelligence score determine the number of skill points it has.

The Skills section of the creature's description recaps racial bonuses and other adjustments to skill modifiers for the sake of clarity; these bonuses should not be added to the listed skill modifiers.

An asterisk (*) beside the relevant score and in the Skills

section of the descriptive text indicates a conditional adjustment, one that applies only in certain situations.

Natural Tendencies: Some creatures simply aren't made for certain types of physical activity. If it seems clear that a particular creature simply is not made for a particular physical activity, that creature takes a –8 penalty on skill checks that defy its natural tendencies. In extreme circumstances the creature fails the check automatically.

Environment. This line gives a type of climate and terrain where the creature is typically found. This describes a tendency, but is not exclusionary.

Organization. This line describes the kinds of groups the creature might form. A range of numbers in parentheses indicates how many combat-ready adults are in each type of group. Many groups also have a number of noncombatants, expressed as a percentage of the fighting population. Noncombatants can include young, the infirm, slaves, or other individuals who are not inclined to fight. If the organization line contains the term “domesticated,” the creature is generally found only in the company of other creatures, whom it serves in some capacity.

Challenge Rating. This shows the average level of a party of adventurers for which one creature would make an encounter of

moderate difficulty.

Advancement. The monster entry usually describes only the most commonly encountered version of a creature. The advancement line shows how tough a creature can get, in terms of extra Hit Dice. (This is not an absolute limit, but exceptions are extremely rare.) Often, intelligent creatures advance by gaining a level in a character class instead of just gaining a new Hit Die.

Level Adjustment. This line is included in the entries of creatures suitable for use as player characters or as cohorts (usually creatures with Intelligence scores of at least 3 and possessing opposable thumbs). Add this number to the creature's total Hit Dice, including class levels, to get the creature's effective character level (ECL). A character's ECL affects the experience the character earns, the amount of experience the character must have before gaining a new level, and the character's starting equipment.

ANIMALS

This section provides statistics and basic information for many common kinds of mundane animals. These creatures generally operate on instinct, driven by simple needs such as food and reproduction. Most animals, even predators, do not attack unless they or their young are threatened.

Animals are not capable of detailed reasoning, although with

the Handle Animal skill it is possible to tame an animal and teach it to perform certain tricks.

Some herbivorous animals do not normally use their natural weapons to attack. As such, their natural weapons are treated as secondary attacks. The animal's attack and damage entries note this fact, with an explanatory footnote.

Animal Traits: An animal possesses the following traits (unless otherwise noted in a creature's entry).

- Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).
- Low-light vision.

BOAR (OB. *šaḥ apim* or *šaḥapu(m)*, wr. ŠAḪ.GIŠ.GI 𒍪𒍪𒍪𒍪)

Medium Animal	
Hit Dice:	3d8+12 (25 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	16 (+6 natural), touch 10, flat-footed 16
Grapple:	+5
Attack:	Gore +8 melee (1d8+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Ferocity
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +2, Will +3
Abilities:	Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4
Skills:	Perceive +8
Environment:	Wilderness
Organization:	Solitary or herd (5–8)
Challenge Rating:	2
Advancement:	4–5 HD (Medium)
Level Adjustment:	—

Though not carnivores, these wild swine are bad-tempered and usually charge anyone who disturbs them. A boar is covered in coarse, grayish-black fur. Adult males are about 4 feet long and 3 feet high at the shoulder.

Combat

Ferocity (Ex): A boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Scent (Ex): Boars have a +4 racial bonus to the Perceive skill.

BULL (OB. *alpum*, wr. GUD 𐎠𐎺𐎠, *lī'um* or *lûm*, wr. GUD 𐎠𐎺𐎠 or phon.)

Large Animal	
Hit Dice:	5d8+15 (37 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	13 (–1 size, +4 natural), touch 9, flat-footed 13
Grapple:	+15
Attack:	Gore +10 melee (1d8+9)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Stampede
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +3, Will +3
Abilities:	Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4
Skills:	Perceive +8
Environment:	Wilderness, Rural, or Urban
Organization:	Solitary or herd (6–30)
Challenge Rating:	2
Advancement:	6–7 HD (Large)
Level Adjustment:	—

These herd animals can be aggressive when protecting young and during the mating season, but they generally prefer flight to

fighting. A bull stands more than 6 feet tall at the shoulder and is 9 to 12 feet long. It weighs 1,800 to 2,400 pounds.

Combat

Stampede (Ex): A frightened herd flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five animals in the herd (Reflex DC 18 half). The save DC is Strength-based.

CAT (OB. *šurānum*, wr. SA.A 𐎶𐎶𐎶)

Tiny Animal	
Hit Dice:	1/2d8 (2 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Grapple:	–12
Attack:	Claw –2 melee (1d2–4)
Space/Reach:	2–1/2 ft./0 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +0, Ref +2, Will +1
Abilities:	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 7
Skills:	Gymnastics +11, Perceive +8, Sneaking +11
Environment:	Wilderness, Rural, or Urban
Organization:	Domesticated or solitary
Challenge Rating:	1/4
Advancement:	—
Level Adjustment:	—

The statistics presented here describe a common housecat.

Combat

Cats prefer to sneak up on their prey.

Scent (Ex): Cats have a +4 racial bonus to the Perceive skill.

Skills: Cats have a +6 racial bonus on Gymnastics and Sneaking checks. In areas of tall grass or heavy undergrowth, the Sneaking bonus rises to +8.

DOG (OB. *kalbum*, wr. UR(.GI7))

Small Animal	
Hit Dice:	1d8+2 (6 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Grapple:	-2
Attack:	Bite +1 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +2, Ref +3, Will +1
Abilities:	Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Gymnastics +7, Perceive +5, Survival +2*
Environment:	Wilderness, Rural, or Urban
Organization:	Solitary or pack (5–12)
Challenge Rating:	1/3
Advancement:	—
Level Adjustment:	—

The statistics presented here describe a fairly small dog of about 20 to 50 pounds in weight. They also can be used for small wild canines.

Combat

Dogs generally hunt in

packs, chasing and exhausting prey until they can drag it down.

Scent (Ex): Dogs have a +4 racial bonus to the Perceive skill.

Skills: Dogs have a +4 racial bonus on Gymnastics checks. Dogs have a +4 racial bonus on Survival checks when tracking by scent.

DONKEY (OB. *imērum*, ANŠE)

Medium Animal	
Hit Dice:	2d8+1 (11 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Grapple:	+2
Attack:	Bite +1 melee (1d2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +3, Ref +3, Will +2
Abilities:	Str 10, Dex 13, Con 12, Int 2, Wis 11, Cha 4
Skills:	Gymnastics +6, Perceive +3
Environment:	Wilderness, Rural, or Urban
Organization:	Solitary
Challenge Rating:	1/6
Advancement:	—
Level Adjustment:	—

These long-eared, horselike creatures are surefooted and sturdy.

Carrying Capacity: A light load for a donkey is up to 50 pounds; a medium load, 51–100 pounds; and a heavy load, 101–150 pounds. A donkey can drag 750 pounds.

Combat

A donkey bites only when it

has no way to escape.

Skills: Donkeys have a +2 racial bonus on Gymnastics checks.

LION (Old Akkad. *lābum*, or OB. *nēšum*, wr. phon. or UR.MAḪ 𒌦𒊕𒌦)

Large Animal	
Hit Dice:	5d8+10 (32 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Grapple:	+14
Attack:	Claw +9 melee (1d4+5) or bite +9 melee (1d8+5)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, improved grab, rake 1d4+2
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +6, Will +4
Abilities:	Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Gymnastics +12, Perceive +10, Sneaking +12
Environment:	Wilderness
Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	4
Advancement:	6–8 HD (Large)
Level Adjustment:	—

The statistics presented here describe a male lion, 5 to 8 feet long and weighing 330 to 550 pounds. Females are slightly smaller but use the same statistics.

Combat

Pounce (Ex): If a lion charges a foe, it can make two attacks at its full attack bonus, including two rake attacks.

Improved Grab (Ex): To use

this ability, a lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +10 melee, damage 1d4+5.

Scent (Ex): Dogs have a +4 racial bonus to the Perceive skill.

Skills: Lions have a +4 Gymnastics and Sneaking checks. In areas of tall grass or heavy undergrowth, the Sneaking bonus improves to +8.

RAT (OB. *ašqūdum*, wr. phon. and PÉŠ.TÚM.TÚM.ME 𒊕𒊕𒌦𒌦𒌦)

Tiny Animal	
Hit Dice:	1/4 d8 (1 hp)
Initiative:	+2
Speed:	15 ft. (3 squares), climb 15 ft., swim 15 ft.
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Grapple:	–12
Attack:	Bite –2 melee (1d3–4)
Space/Reach:	2–1/2 ft./0 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +0, Ref +2, Will +1
Abilities:	Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2
Skills:	Athletics +10, Gymnastics +10, Perceive +5, Sneaking +6
Environment:	Any
Organization:	Plague (10–100)
Challenge Rating:	1/8
Advancement:	—
Level Adjustment:	—

These omnivorous rodents

thrive almost anywhere.

Combat

Rats usually run away. They bite only as a last resort.

Skills: Rats have a +4 racial bonus on Sneaking checks, and a +8 racial bonus on Athletics and Gymnastics checks. A rat can always choose to take 10 on Athletics checks, even if rushed, distracted, endangered, or threatened. A rat uses its Dexterity modifier instead of its Strength modifier for Athletics checks. It can use the run action while swimming, provided it swims in a straight line.

WOLF (OB. *barbarum*, wr.
UR.BAR.RA 𐎶𐎠𐎺𐎠)

Medium Animal	
Hit Dice:	2d8+2 (10 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Grapple:	+3
Attack:	Bite +4 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent
Saves:	Fort +2, Ref +3, Will +2
Abilities:	Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills:	Perceive +7, Sneaking +4, Survival +3*
Environment:	Wilderness
Organization:	Solitary, pair, or pack (7–16)
Challenge Rating:	1
Advancement:	3 HD (Medium); 4–6 HD (Large)
Level Adjustment:	—

Wolves are pack hunters known for their persistence and cunning.

Combat













































A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Scent (Ex): Wolves have a +4 racial bonus to the Perceive skill.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: Wolves have a +4 racial bonus on Survival checks when tracking by scent.

MAGICAL BEASTS

ANZÛ (OB. *anzû*, wr. ANZU.
MUŠEN                                            

A lesser variety of the great divinity of the same name, an *anzû* has the body and head of a lion, in addition to an eagle's wings and talons. Instead of fur, they are covered with golden-brown plumage; males, moreover possess wild, feathery manes. Adults measure eight feet long and weigh around 500 pounds. *Anzû* are intelligent, and speak Sumerian and Akkadian.

Gargantuan Magical Beast	
Hit Dice:	18d8+126 (207 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), fly 80 ft. (average)
Armor Class:	17 (–4 size, +2 Dex, +9 natural), touch 8, flatfooted 15
Grapple:	+42
Attack:	2 talons +13 melee (2d6+12) or bite +26 melee (2d8+12)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Pounce
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +26, Ref +11, Will +11
Abilities:	Str 34, Dex 15, Con 24, Int 12, Wis 13, Cha 11
Skills:	Gymnastics +20, Perceive +23
Environment:	Wilderness
Organization:	Solitary or pair
Challenge Rating:	15
Advancement:	19–32 HD (Gargantuan); 33–54 (Colossal)
Level Adjustment:	—

Combat

An *anzû* attacks from the air, swooping down to snatch prey in its powerful talons.

Pounce (Ex): If an *anzû* dives upon or charges a foe, it can make an attack.

Snatch: An *anzû* can start a grapple when it hits with its bite or claw attack, as though it had the improved grab special attack. If the creature gets a hold on a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage. A snatched

opponent so held is not allowed a Reflex save against the creature's breath weapon, if it has one (see below).

The *anzû* can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 x 10 feet, and takes 1d6 points of damage per 10 feet traveled.

Skills: *Anzû* have a +4 racial bonus on Perceive checks.

Greater Anzû: *Anzû* grow larger and more potent with age. At 25 HD, gargantuan *anzû* gain the ability to *create water* and *control water* as per the sorceries, each three times a day, in addition to the following breath weapon.

Breath Weapon (Su): Using a breath weapon is a standard action. An advanced *anzû* can breathe a cone of flame once every 1d6 rounds for 8d6 points of damage, although creatures caught in the area can attempt Reflex saves to take half damage (DC 23).

MUŠĦUŠŠUM (OB. *mušĥuššum*, wr. phon. and MUŠ.ĦUŠ 𐎢𐎣𐎶𐎵), Mesopotamian Dragon

Among the myriad creatures of Mesopotamian myth the *mušĥuššum* is noteworthy for its terrific power, intelligence, and ferocity. Rare even in the Early Dynastic Period, Mesopotamian dragons are the stuff of legends. *Mušĥuššū* are the favored pets of Babylon's Marduk, and their images often adorn

representations of the god and his temple, Esagil.

These wingless beasts have scaly hides, and long, serpentine necks and tails. Males often possess a crest that rises from the base of their neck to end between their horns. The shape of a *mušhušsum*'s head is decidedly snake-like; a row of razor sharp teeth, however, line their mouths. Their bellies and legs have red or golden brown fur. A *mušhušsum*'s forepaws are akin to those of a lion, while its hind legs end in talons, not unlike those of a bird of prey.

Mušhuššū live long, solitary lives, and often grow to fantastic sizes in their old age. Their mere presence can have a catastrophic effect on local wild and domesticated animal populations. Given the general aridity of the Mesopotamian steppe, *mušhuššū* prefer to lair in marshy areas, where water is readily available. They spend 80% of their lives sleeping and never lair together. *Mušhuššū* are aggressively territorial, and will fight powerful creatures who encroach on their lairs.

All *mušhuššū* speak Sumerian. Many speak Akkadian, Gutian, and Elamite as well.

Combat

A *mušhušsum* attacks with its powerful claws and bite, and can also use a breath weapon and special physical attacks, depending on its size. Older, more intelligent Mesopotamian dragons are adept at

sizing up the opposition and eliminating the most dangerous foes first (or avoiding them while picking off weaker enemies). A favorite tactic of younger dragons is to hide below the surface of a marsh, then pounce on interlopers when they come near. The table below provides space and reach statistics for *mušhuššū* of various sizes, plus the natural weapons a dragon of a certain size can employ and the damage those attacks deal.

Bite: Bite attacks deal the indicated damage plus the dragon's Strength bonus.

Claw: Claw attacks deal the indicated damage plus 1/2 the *mušhušsum*'s Strength bonus (round down). Claw attacks are secondary attacks, requiring a -5 penalty on the attack roll.

Snatch: A *mušhušsum* can start a grapple when it hits with its bite attack, as though it had the improved grab special attack. If the dragon gets a hold on a creature three or more sizes smaller, it squeezes each round for automatic bite damage. A snatched opponent held in the *mušhušsum*'s mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The *mušhušsum* can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 x 10 feet, and takes 1d6 points of damage per 10 feet traveled.

Tail Slap: The *mušhušsum* can slap one opponent each round

with its tail. A tail slap deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down) and is treated as a secondary attack.

Pounce (Ex): If a *mušhušsum* charges, it can make a full attack in the same round.

Crush (Ex): This special attack allows a pouncing *mušhušsum* of at least Huge size to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon (though it can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many creatures as can fit under the *mušhušsum*'s body. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down).

Tail Sweep (Ex): This special attack allows a dragon of at least Gargantuan size to sweep with its

tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal *mušhušsum*), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the *mušhušsum*. A tail sweep automatically deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage (DC equal to that of the dragon's breath weapon).

Grappling: Dragons do not favor grapple attacks, though their crush attack (and Snatch ability, if they know it) use normal grapple rules. A dragon can always use its breath weapon while grappling, as well as its sorceries and sorcery-like or supernatural abilities.

Breath Weapon (Su): Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later. *Mušhuššū* belch a cone of flame. A blast from a breath weapon always starts at any intersection adjacent to the dragon and extends in a direction of the dragon's choice, with an area as noted on the table below. If the breath weapon deals damage, creatures caught in the area can attempt Reflex saves to take half damage; the DC depends on the *mušhušsum*'s age. The save DC against a breath weapon is 10 + 1/2 dragon's HD +

dragon's Con modifier.

Breath Weapon Area

<i>Mušhušsum</i> Size	Cone* (Length)
Tiny	15 ft.
Small	20 ft.
Medium	30 ft.
Large	40 ft.
Huge	50 ft.
Gargantuan	60 ft.
Colossal	70 ft.

*A cone is as high and wide as its length.

Frightful Presence (Ex): A young adult or older *mušhušsum* can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks. Creatures within a radius of 30 feet x the dragon's age category are subject to the effect if they have fewer HD than the *mušhušsum*. A potentially affected creature that succeeds on a Will save (DC 10 + 1/2 dragon's HD + dragon's Cha modifier) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. *Mušhuššū* ignore the frightful presence of other dragons.

Sorcery: A *mušhušsum* knows and casts sorceries as a sorcerer of the level indicated in its variety description.

Sorcery-Like Abilities: A dragon's sorcery-like abilities depend on its age. It gains the abilities indicated for its age plus all previous ones.

Its age category or its sorcerer caster level, whichever is higher, is the caster level for these abilities. The save DC is 10 + dragon's Cha modifier + sorcery level. All sorcery-like abilities are usable once per day unless otherwise noted.

Damage Reduction: Young adult and older dragons have damage reduction. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): All *Mušhuššū* have immunity to fire, sleep and paralysis effects.

Sorcery Resistance (Ex): As dragons age, they become more resistant to sorceries and sorcery-like abilities.

Blindsense (Ex): *Mušhuššū* can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against the dragon.

Keen Senses (Ex): A dragon sees four times as well a human in shadowy illumination and twice as well in normal light. It also has dark-vision out to 120 feet.

Water Breathing (Ex): A *mušhušsum* can breathe underwater indefinitely and can freely use its breath weapon, sorcery, and other abilities while submerged.

Purify/Corrupt Water (Sp): Once per day an adult or older *mušhušsum* can purify or stagnate 10 cubic feet of water. Water thus purified is suitable for drinking, while

corrupted water becomes foul and unable to support animal life. Either ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC equal to that of the dragon's frightful presence) or become purified/fouled. This ability is the equivalent of a 1st-level sorcery. Its range is equal to that of the dragon's frightful presence.

Other Sorcery-Like Abilities: 3/day—*darkness* (juvenile or older; radius 10 feet per age category), *control water* (ancient or older); 1/day—*control weather* (old or older).

Skills: All *mušhuššū* have skill points equal to (4 + Int modifier, minimum 1) x Hit Dice. Most dragons purchase the following skills at the maximum ranks possible: Fighting * Unarmed Attack, Perceive, Sneaking. The remaining skill points

are generally spent on Diplomacy, Escape Artist, Intimidate, Knowledge (any), and Sorcery.

Mušhuššum Age Categories	
Category	Age (Years)
1 Wyrmling	0–5
2 Very young	6–15
3 Young	16–25
4 Juvenile	26–50
5 Young adult	51–100
6 Adult	101–200
7 Mature adult	201–400
8 Old	401–600
9 Very old	601–800
10 Ancient	801–1,000
11 Wyrm	1,001–1,200
12 Great wyrm	1,201 or more

Speed: 60 ft., swim 60 ft.

Environment: Warm marshes

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Rating: Wyrmling

Mušhuššum Space/Reach, Attacks, and Damage

Size	Space/Reach*	1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Crush	1 Tail Sweep
Tiny	2-1/2 ft./0 ft. (5 ft. with bite)	1d4	1d3	—	—	—	—
Small	5 ft./5 ft.	1d6	1d4	—	—	—	—
Medium	5 ft./5 ft.	1d8	1d6	1d4	—	—	—
Large	10 ft./5 ft. (10 ft. with bite)	2d6	1d8	1d6	1d8	—	—
Huge	15 ft./10 ft. (15 ft. with bite)	2d8	2d6	1d8	2d6	2d8	—
Gargantuan	20 ft./15 ft. (20 ft. with bite)	4d6	2d8	2d6	2d8	4d6	2d6
Colossal	30 ft./20 ft. (30 ft. with bite)	4d8	4d6	2d8	4d6	4d8	2d8

*A *mušhuššum*'s bite attack has reach as if the creature were one size category larger. All other attacks are made with the standard reach for the dragon's size.

3; very young 4; young 5; juvenile adult 14; old 16; very old 18; ancient
7; young adult 9; adult 11; mature 19; wyrm 20; great wyrm 22.

Mušhuššū by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	4d12+4 (30)	11	10	13	8	11	8	-2	+6	+3	+2	+2	2d4 (13)	—
Very young	S	7d12+7 (52)	13	10	13	8	11	8	+4	+9	+5	+4	+4	4d4 (14)	—
Young	M	10d12+20 (85)	15	10	15	10	11	10	+12	+12	+7	+5	+5	6d4 (17)	—
Juvenile	M	13d12+26 (110)	17	10	15	10	11	10	+16	+16	+9	+7	+7	8d4 (18)	—
Young adult	L	16d12+48 (152)	19	10	17	12	13	12	+24	+19	+11	+8	+9	10d4 (21)	19
Adult	L	19d12+76 (199)	23	10	19	12	13	12	+29	+24	+14	+10	+11	12d4 (23)	20
Mature adult	H	22d12+110 (253)	27	10	21	14	15	14	+38	+28	+16	+11	+13	14d4 (26)	23
Old	H	25d12+125 (287)	29	10	21	14	15	14	+42	+32	+18	+13	+15	16d4 (27)	24
Very old	H	28d12+168 (350)	31	10	23	16	17	16	+46	+36	+20	+14	+17	18d4 (30)	27
Ancient	H	31d12+186 (387)	33	10	23	16	17	16	+50	+40	+22	+16	+19	20d4 (31)	28
Wyrm	G	34d12+238 (459)	35	10	25	18	19	18	+58	+42	+24	+17	+21	22d4 (34)	31
Great wyrm	G	37d12+296 (536)	37	10	27	20	21	20	+62	+46	+27	+19	+24	24d4 (36)	33

Mušhuššum Abilities by Age

Age	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	+0	15 (+2 size,+3 natural), touch 12, flat-footed 15	Immunities, water breathing	—	—
Very young	+0	17 (+1 size,+6 natural), touch 11, flat-footed 17		—	—
Young	+0	19 (+9 natural), touch 10, flat-footed 19	Pounce	—	—
Juvenile	+0	22 (+12 natural), touch 10, flat-footed 22	Darkness	—	—
Young adult	+0	24 (−1 size,+15 natural), touch 9, flat-footed 24	DR 5/magic	1st	17
Adult	+0	27 (−1 size,+18 natural), touch 9, flat-footed 27	Purify/Corrupt water	3rd	18
Mature adult	+0	29 (−2 size,+21 natural), touch 8, flat-footed 29	DR 10/magic	5th	21
Old	+0	32 (−2 size,+24 natural), touch 8, flat-footed 32	Control Weather	7th	22
Very old	+0	35 (−2 size,+27 natural), touch 8, flat-footed 35	DR 15/magic	9th	23
Ancient	+0	38 (−2 size,+30 natural), touch 8, flat-footed 38	Control Water	11th	25
Wyrm	+0	39 (−4 size,+33 natural), touch 6, flat-footed 39	DR 20/magic	13th	26
Great wyrm	+0	42 (−4 size,+36 natural), touch 6, flat-footed 42		15th	28

HUMANOIDS

“**BULL-MAN**” (OB. *kusarikkum*,
wr. GUD.ALIM 𒌦𒍪𒌦𒍪)

Large Monstrous Humanoid	
Hit Dice:	6d8+12 (39 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	14 (–1 size, +5 natural), touch 9, flat-footed — (see text)
Grapple:	+14
Attack:	Greatclub +11 melee (3d6+6/x3) or gore +11 melee (1d8+4)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Powerful charge 4d6+6
Special Qualities:	Natural cunning, scent
Saves:	Fort +5, Ref +3, Will +3
Abilities:	Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8
Skills:	Gymnastics +6, Intimi- date +4, Perceive +10
Environment:	Wilderness, Mountains
Organization:	Solitary, pair, or gang (3–4)
Challenge Rating:	4
Level Adjustment:	+2

Kusarikkū, mythological “bull-men,” have been depicted in Sumerian and Elamite art since the dawn of visual culture. Standing more than 7 feet tall and weighing in at 700 pounds, the lower limbs of these powerful creatures are hoofed like their bovine namesakes. Their heads and faces are those of a bull, and they possess a set of mighty horns.

The *kusarikkū* are a reclusive race, living in small, isolated communities. While they generally

loathe humans and their ilk, some among their number are not above raiding the occasional trading caravan. A harsh, justice-minded species, they worship a primitive aspect of Šamaš.

They are illiterate, but usually speak either Amorite or Akkadian.

Combat

Bull-men culture does not utilize missile weapons, and thus, they favor melee.

Powerful Charge (Ex): A *kusarikkum* typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +11 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although *kusarikkum* are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* sorcery, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Scent (Ex): *Kusarikkū* have a +4 racial bonus to the Perceive skill.

Kusarikkū as Characters

Kusarikkum characters possess the following racial traits.

— +8 Strength, +4 Constitution, –4 Intelligence (minimum 3), –2 Charisma.

—Large size. –1 penalty to

Armor Class, -1 penalty on attack rolls, -4 penalty on Sneaking checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

—Space/Reach: 10 feet/10 feet.

—A *kusarikum*'s base land speed is 30 feet.

—Racial Hit Dice: A *kusarikum* begins with six levels of monstrous humanoid, which provide 6d8 Hit Dice, and base saving throw bonuses of +3.

—Racial Skills: A *kusarikum*'s monstrous humanoid levels give it skill points equal to 6 x 6 + Int modifier. Normal skills for bullmen are Gymnastics, Intimidate, and Perceive. They have the maximum number of Fighting ranks permitted for their Unarmed, Gore and Greatclub skills.

—+5 natural armor bonus.


—Natural Weapons: Gore (1d8).

—Special Attacks (see above): Powerful charge.

—Special Qualities (see above): Natural cunning.

—Starting Languages: Amorite or Akkadian

—Level adjustment +2.

GIANT (OB. var. incld. *rabbûm*, “very big [one],” wr. GAL.GAL )

These semi-mythical creatures are rarely encountered nowadays, for pure-blood, true giants are

Large Giant	
Hit Dice:	12d8+48 (102 hp)
Initiative:	-1
Speed:	30 ft. in hide armor (6 squares); base speed 40 ft.
Armor Class:	17 (-1 size, -1 Dex, +9 natural), touch 8, flat-footed 17
Grapple:	+23
Attack:	Greatclub +22 melee (2d8+7) or slam +7 melee (1d4+7) or rock +22 ranged (2d6+7)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rock throwing
Special Qualities:	Low-light vision, rock catching
Saves:	Fort +10, Ref +4, Will +6
Abilities:	Str 25, Dex 7, Con 19, Int 7, Wis 10, Cha 11
Skills:	Athletics +19, Gymnastics +10, Perceive +12
Environment:	Wilderness, Mountains
Organization:	Solitary, gang (2-5), or band (6-9 plus 35% noncombatants)
Challenge Rating:	8
Level Adjustment:	+6

virtually extinct in Mesopotamia. Several of the post-diluvian kings of Kiš campaigned against the giants, and whether the race dwindled in the face of repeated Sumerian victories, or whether they retired in the wake of the rise of their bloodthirsty progeny, the Guitans, is unknown.

Skin color among giants ranges from light tan to deep, ruddy

brown. Their hair is brown or black, with eyes the same color. Giants never wear armor and both sexes often wear little more than the barest scraps of coarse hide for modesty.

Adults are about 10-1/2 feet tall and weigh about 1,100 pounds. Giants can live to be 800 years old.

When encountered, true giants speak Gutian. Those with Intelligence scores of 10 or higher also speak Akkadian.

Combat

Giants favor massive two-handed weapons. They have enough cunning to soften up a foe with ranged attacks first, if they can. A giant's favorite ranged weapon is a big rock.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A giant can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The range increment is 120 feet for a giant's thrown rocks.

Rock Catching (Ex): A giant can catch Small, Medium, or Large rocks (or projectiles of similar shape).

Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that

amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Giants love to make overrun attacks against smaller creatures when they first join battle. Thereafter, they stand fast and swing away with their massive clubs.

Elder Giants

When not subject to violence or disease, giants can live for centuries. In their old age, unusually intelligent giants develop special abilities related to their environment. These giant elders have Intelligence scores of at least 15 and sorcery-like abilities, which they use as if they had 10 ranks in the Sorcery skill. Once per day they can use *stone shape*, *stone tell*, and either *transmute rock to mud* or *transmute mud to rock* (DC 17). The save DC is Intelligence-based. One in ten elders is a true sorcerer, usually of 3rd to 6th level.

Giants as Characters

The violent, cannibalistic monsters of Sumerian legend, giant characters will never be accepted into Mesopotamian society, though they may do well on its verges and frontiers.

Giant characters possess the following racial traits.

— +14 Strength, –2 Dexterity, +8 Constitution –2 Intelligence.

—Large size. –1 penalty to Armor Class, –1 penalty on

attack rolls, -4 penalty on Sneaking checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

—Space/Reach: 10 feet/10 feet.

—A giant’s base land speed is 40 feet.

—Low-light vision.

—Racial Hit Dice: A giant begins with twelve levels of giant, which provide 12d8 Hit Dice, and base saving throw bonuses of +6.

—Racial Skills: A giant’s giant levels give it skill points equal to 12 x 6 + its Intelligence modifier. Favored skills are Athletics, Gymnastics, and Perceive. Most giants have the maximum possible ranks (15) devoted to Fighting • Greatclub and Fighting • Rock-throwing.

— +9 natural armor bonus.

—Special Attacks (see above): Rock throwing.

—Special Qualities (see above): Rock catching.

—Automatic Languages: Gutian.

—Level adjustment +6.

“FISH-MAN” (OB. *kulullum*, wr. KU₆.LÚ.U₁₈.LU 𒊕𒍪𒍪 or KU₆.LÚ.U₁₉.LU 𒊕𒍪𒍪)

Medium Humanoid (Aquatic)	
Hit Dice:	1d8-1 (3 hp)
Initiative:	+0
Speed:	5 ft. (1 square), swim 50 ft.
Armor Class:	12 (+2 leather), touch 10, flat-footed 12
Grapple:	-1
Attack:	By sorcery, or -1 unarmed melee (1d4-1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Amphibious, low-light vision, sorcerous ability
Saves:	Fort -1, Ref +0, Will +1
Abilities:	Str 9, Dex 10, Con 8, Int 15, Wis 12, Cha 12
Skills:	Athletics +0*, Perceive +2, Sorcery +6
Environment:	Aquatic
Organization:	Solitary or Company (2-4)
Challenge Rating:	1/2
Level Adjustment:	+1

Not to be confused with the magical, fish-garbed humanoids of



later periods, the *kulullum* (fem. *kulilltum*) has the upper body of a human and the lower body of a fish. Little is known about this reclusive race, other than that they are intelligent and often favorably disposed to man. Icons of these creatures are used as protective images throughout the cultures of Mesopotamia proper, and large statues of them are present both in Esagil in Babylon and the temple of Nabu in Borsippa. A fish-man is about 8 feet long from the top of the head to the end of the tail, and weighs about 400 pounds.

Kulullū are unusually intelligent, often loquacious, and speak Sumerian, Akkadian and Dilmunite. Many can read and write Sumerian and Akkadian.

Most *kulullū* encountered outside their home have some proficiency in sorcery; the information in the statistics block is for one of 1st level.

Combat

Fish-men prefer to avoid combat, and will use whatever skills they have in sorcery to extricate themselves.


Amphibious (Ex): A fish-man can breathe both air and water, although they rarely travel more than a few feet from the water's edge.

Skills: A fish-man has a +8 racial bonus on any Athletics check involving swimming to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if

distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Kulullū have maximum ranks in the Sorcery skill appropriate to their level, along with a comparable amount of sorcery.

The fish-man presented here had the following ability scores before racial adjustments: Str 11, Dex 10, Con 10, Int 11, Wis 10, Cha 10.

“SCORPION-MAN” (OB. *girtablilum*, wr. GÍR.TAB.LÚ.U₁₈. LU )

Large humanoid	
Hit Dice:	6d8+2 (28 hp)
Initiative:	+1
Speed:	40 ft.
Armor Class:	23 (+6 natural, +3 Dex, -1 size, +5 breastplate), touch 12, flat-footed 20
Grapple:	+11
Attack:	Sword +7 melee (1d8+1) or tail +7 (1d6+1)
Space/Reach:	5ft./5ft.
Special Attacks:	Posion
Special Qualities:	
Saves:	Fort +8, Ref +10, Will +5
Abilities:	Str 13, Dex 19, Con 14, Int 10, Wis 9, Cha 7
Skills:	Athletics +7, Gymnastics +10, Perceive +5, Sneaking +10
Environment:	Ruins or Isolated Wilderness
Organization:	Solitary or Company (2–4)
Challenge Rating:	8

Another part-animal,

part-human creature of myth, records of encounters with the scorpion men end with the Early Dynastic Period. Whether extinct or withdrawn to some faraway, isolated refuge, apparently this fearsome race no longer troubles the lands of Sumer and Akkad. If encountered, *girtablilū* speak Sumerian and are illiterate. They revere the principal gods of Sumer, especially Utu. Legend has it that a contingent of *girtablilū* operate the doorways through which the sun travels at dawn and sunset.

Combat

A scorpion-man prefers to rush toward his opponent, attacking first with his sword, whilst looking for an opportunity to poison with his tail.

Poison (Ex): A *girtablilum*'s tail has a poisonous sting. The save DC is 18. In addition to the damage from the sting itself (1d6+1), poison damage is 1d8 points of Con, initial and secondary, with a save DC of 20.

Skills: A typical *girtablilum* has six ranks in Athletics, Gymnastics, Perceive, Sneaking, and in Fighting * Blades and Fighting * Tail.

UNDEAD

EṬEMMUM (OB., wr. KI.DÍM 𒂍𒅗𒂍)

Eṭemmun are the spirits of deceased mortals (humans and most

of the non-human races excepting elves). Normally, they reside in the underworld, however certain unfortunate circumstances — a particularly upsetting death, a subsequent misfortune suffered by the deceased's loved ones, or the violation of the resting place of its corporeal remains — can cause an *eṭemmun* to stay in the land of the living, or return after an uneasy rest. Necromancers often have dealings with *eṭemmun*, either merely contacting them through magical means, or actually recalling the spirit to perform some task.

Eṭemmun resemble nude, gray versions of the individuals they were in life. While they do not usually re-inhabit their earthy remains, *eṭemmun* are corporeal undead and have material substance. They never carry equipment, and rarely manipulate objects for longer than they have too.

Creating an Eṭemmun

"*Eṭemmun*" is an acquired template that can be added to any non-elf humanoid or monstrous humanoid.

A *eṭemmun* uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate the creature's base attack bonus, saves, or skill points. Its size is unchanged.

<i>Hit</i>	<i>Dice:</i>	Current
HD remain unchanged.		

Speed: *Etemmū* have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

Armor Class: In addition to the natural armor of the base creature, an *etemmum* has 6 more points of natural armor.

Attack: An *etemmum* retains all the natural attacks of the base creature and associated bonuses.

Damage: When an *etemmum* touches an opponent, it chooses from one of the special attacks listed below.

Special Attacks: A *etemmum* looses the special attacks of the base creature, with the exception of those natural attacks such as bite and claw. If it was a sorceror in life, the *etemmum* retains its knowledge of the sorcery it knew, and can cast them normally. An *etemmum* cannot, however, learn new sorceries.

The *etemmum* also gains one to three other special attacks as described below. The save DC against a special attack is equal to $10 + 1/2$ *etemmum*'s HD + *etemmum*'s Cha modifier unless otherwise noted.

Corrupting Gaze (Su): An *etemmum* can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the *etemmum*'s gaze must succeed on a Fortitude save or take 1d4 points of Charisma damage.

Corrupting Touch (Su): An *etemmum* that hits a living target with its incorporeal touch attack

deals 1d6 points of damage, plus its Strength modifier.

Draining Touch (Su): An *etemmum* that hits a living target with a touch attack drains 1d4 points of Constitution. On each such successful attack, the *etemmum* heals 3 points of damage to itself.

Frightening Wail (Su): An *etemmum* can emit a frightful wail as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the wail cannot be affected by the same *etemmum*'s moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a *etemmum* must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same *etemmum*'s horrific appearance for 24 hours.

Malevolence (Su): Once per round, an *etemmum* can merge its body with a corporeal creature. This ability is similar to a *magic jar* sorcery (caster level 10th or the *etemmum*'s Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the *etemmum* must move into the target's space; moving into the target's space

to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + *eṭem-mum*'s Cha modifier). A creature that successfully saves is immune to that same *eṭem-mum*'s malevolence for 24 hours, and the *eṭem-mum* cannot enter the target's space. If the save fails, the *eṭem-mum* enters the targets body through one of his ears.

Special Qualities: A *eṭem-mum* has all the special qualities of the base creature as well as those described below.

Rejuvenation (Su): In most cases, it's difficult to destroy a *eṭem-mum* through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful sorceries are usually only temporary solutions. A *eṭem-mum* that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + *eṭem-mum*'s HD) against DC 16. As a rule, the only way to get rid of a *eṭem-mum* for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require the services of an exorcist-priest.

Abilities: Same as the base creature, except that the *eṭem-mum* has no Constitution score, and its Strength and Charisma scores increase by +6.

Skills: *Eṭem-mū* have a +8 racial bonus on Sneaking checks.

Otherwise same as the base creature.

Environment: Any, often as base creature.

Organization: Solitary, gang (2–4), or mob (7–12).

Challenge Rating: Same as the base creature +2.

SPIRITS AND DEMONS

ALAD (Sum. wr. ^dALAD 𒂗𒂗𒂗𒂗) and **LAMASSUM** (OB., wr. ^dLAM-MA 𒂗𒂗𒂗𒂗)¹

Beneficent guardian spirits, *aladū* appear as tall (6'4") Akkadian males with well-groomed hair



¹ For more on the correct usage of these terms within their historical context, please see the note on "Usage" at Section 11.3.4, Demons and Other Spirits.

Medium Demon	
Hit Dice:	12d8+48 (102 hp)
Initiative:	+4
Speed:	50 ft. (10 squares), fly 100 ft. (good)
Armor Class:	31 (+4 Dex, +17 natural), touch 14, flat-footed 27
Grapple:	+16
Attack:	+3 mace +22 melee (1d8+7 plus stun) or slam +19 melee (1d8+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Sorcery-like abilities, stun
Special Qualities:	Darkvision 60 ft., low- light vision, immunity to acid and cold, protec- tive aura, resistance to electricity 10 and fire 10, sorcery resistance 30
Saves:	Fort +10, Ref +10, Will +11
Abilities:	Str 18, Dex 18, Con 18, Int 18, Wis 20, Cha 22
Skills:	Diplomacy +18, Intimi- date +18, Perceive +17, Sneaking +16
Environment:	Any
Organization:	Solitary, pair, or squad (3–5)
Challenge Rat- ing:	14
Advancement:	13–18 HD (Medium); 19–36 HD (Large)

and braided beards. Their female counterparts, the *lamassū*, appear as attractive Akkadian females with elaborate coifs. Both dress in fine garments styled in a manner popular during the latter Old Akkadian Period. *Aladū* and *lamassū* have a pair of white, feathered wings, which they can make invisible at will. Visible or invisible, however, they can fly with a speed of 100 ft.

All *aladū* and *lamassū* speak

and write Sumerian, and many also speak Akkadian.

Combat

These powerful creatures watch over humanity but rarely involve themselves in combat, preferring instead to use their sorcery-like abilities to aid humans to whom they are favorable. When they engage in combat, an *alad* or *lamasum* attacks with a large +3 mace, while attempting to keep its allies within its Protective Aura.

Immunities & Resistances:

Aladū and *lamassū* are immune to acid and cold, and have resistance to fire 10 and electricity 10.

Protective Aura (Su):

Against attacks made or effects created by hostile creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet. Otherwise, it functions as a globe of invulnerability with a radius of 20 feet and a caster level equal to the *alad* or *lamassum*'s HD. This aura can be dispelled, but the creature can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in the statistics block above.)

Sorcery-Like Abilities: At will—*dispel magic*, *invisibility* (self only), *light*, *neutralize poison* (DC 17), *polymorph* (self only), *remove curse* (DC 19), *remove disease* (DC 18), *remove paralysis* (DC 16); 7/day—*cure wounds* (DC 15), *see invisibility*; 1/day—*wall of fire* (DC

20), *heal* (DC 21). Caster level 12th.

Stun (Su): If an *alad* or *lamassum* strikes an opponent with its mace, that creature must succeed on a DC 22 Fortitude save or be stunned for 1d6 rounds.

Skills: *Aladū* and *lamassū* normally have twelve ranks in Diplomacy, Intimidate, Perceive, and Sneaking.

DEMON (OB. *utukkum*, wr. UDUG 𒌦𒍪)

Throughout the history of Mesopotamia, the term “*utukkum*” was applied to various good and malign spiritual entities. At the time of Hammurapi, however, the popular use of “*utukkum*” is much more inline with a modern definition of “demon,” i.e., baleful, otherworldly personalities of great power.

Utukkū are a dramatically diverse group, and their forms are varied. Without exception, in its natural state, an *utukkum*’s appearance is always ugly and inhuman, often incorporating the aspects of various animals.

In their weakest incarnations, *utukkum* are less dangerous than many natural wild beasts, while the mightiest among them can slaughter whole divisions with ease.

Demons encountered in Mesopotamia will speak Sumerian, Akkadian and Amorite. Many also know the other languages of the Middle East. All *utukkum* of CR 6 or greater are literate in the written

languages they speak.

Combat

Corrupting Touch (Ex): On a critical hit, a CR 20 *utukkum* can cast *baleful polymorph* as per the sorcery in lieu of inflicting damage.

Immunities and Resistances (Ex): All *utukkū* are immune to cold, fire, and poison. Demons have resistance 10 to electricity.

Mutable Form (Su): At CR 18 or higher, *utukkū* are not subject to critical hits or flanking. They can now polymorph self at will.

Snatch (Ex): When a CR 18 or higher *utukkum* hits a large or smaller opponent with an appendage attack, it can then attempt to start a grapple as a free action without provoking an attack of opportunity. For grappled creatures three or more sizes smaller than the *utukkum*, it can squeeze each round for automatic grinding damage. The *utukkum* can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 x 10 feet, and takes 1d6 points of damage per 10 feet traveled.

Sorcery-like abilities: All *utukkū* can use the following sorcery-like abilities at will depending on their CR, including those abilities of demons with CRs below theirs. CR 2, *alter self*, *confusion*, *invisibility*, *telekinesis*; at CR 4 *contagion*, *darkness*, *see invisibility*; at CR 6, *dispel magic*; at CR, 8 *enervation*; at CR 10, *hold person*; at CR 14, *lightning bolt*, *teleportation circle*; at CR 16,

Utukkū by Challenge Rating

CR	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Grapple	Attack	Fort Save	Ref Save	Will Save
2	S	2d8+6 (15 hp)	13	18	17	8	13	10	-1	+4	+4	+5	+2
4	S	4d8+12 (33 hp)	14	18	17	10	13	11	+2	+7	+5	+6	+3
6	M	6d8+28 (55 hp)	16	18	18	12	15	13	+12	+12	+7	+5	+5
8	M	8d8+40 (83 hp)	18	18	20	14	16	15	+12	+12	+9	+8	+7
10	L	10d8+60 (113 hp)	19	19	22	15	16	16	+18	+13	+11	+9	+8
12	L	12d8+84 (148 hp)	22	21	25	17	16	18	+22	+17	+13	+11	+9
14	L	14d8+126 (201 hp)	27	24	28	18	18	20	+26	+21	+16	+14	+11
16	H	16d8+160 (245 hp)	29	24	30	20	18	21	+33	+23	+18	+15	+12
18	H	18d8+180 (276 hp)	31	25	31	21	19	22	+36	+26	+19	+16	+13
20	H	20d8+220 (327 hp)	33	26	33	24	20	24	+39	+29	+21	+18	+15

Utukkū by Challenge Rating

CR	Initiative	AC	Special Abilities	DR	SR
2	+4	19 (+1 size, +4 Dex, +4 natural), touch 15, flat-footed 15	Immunities and resistances, sorcery-like abilities	5	—
4	+4	21 (+1 size, +4 Dex, +6 natural), touch 15, flat-footed 17	Contagion, darkness, see invisibility	5	—
6	+4	22 (+4 Dex, +8 natural), touch 14, flat-footed 18	Dispel magic	5	—
8	+4	24 (+4 Dex, +10 natural), touch 14, flat-footed 20	Enervation	5	—
10	+4	24 (–1 size, +4 Dex, +11 natural), touch 13, flat-footed 20	Hold person	10	15
12	+5	27 (–1 size, +5 Dex, +13 natural), touch 14, flat-footed 22	True Seeing	10	17
14	+7	31 (–1 size, +7 Dex, +15 natural), touch 16, flat-footed 24	Lightning bolt, teleportation circle	10	19
16	+7	32 (–2 size, +7 Dex, +17 natural), touch 15, flat-footed 25	Greater dispel magic, insanity	10	21
18	+7	34 (–2 size, +7 Dex, +19 natural), touch 15, flat-footed 27	Mutable Form, Snatch, Horrid wilting	15	23
20	+8	37 (–2 size, +8 Dex, +21 natural), touch 16, flat-footed 29	Corrupting Touch, Feeblemind	15	25

greater dispel magic, insanity; at CR 18, horrid wilting; at CR 20, feeblemind.

utukkū and higher continuously use true seeing, as the sorcery, with a caster level equal to their hit dice.

True Seeing (Su): CR 12

Utukkum Space/Reach, Attacks, Damage, and Speed

Size	Space/Reach*	1 Bite	2 Claws	Speed
Small	5 ft./5 ft.	1d6	1d6	20 ft. (4 squares)
Medium	5 ft./5 ft.	1d6	1d6	30 ft. (6 squares)
Large	10 ft./10 ft.	2d4	2d6	30 ft. (6 squares), fly 40 ft. (average)
Huge	15 ft./15 ft.	2d8	2d8	40 ft. (8 squares), swim 60 ft. fly 40 ft. (average)

Skills: All *utukkū* have skill points equal to (6 + Int modifier, minimum 1) x Hit Dice. Most demons purchase the following skills at the maximum ranks possible: Fighting * Unarmed Attack, Perceive, Sneaking. The remaining skill points are generally spent on Diplomacy, Intimidate, Knowledge (any), and Sorcery.

DEMONIC CREATURE

Demonic creatures originate in one of two ways; either they are born in the underworld, where breeding populations of their kind are native to the underworld biome, or they result from demoniac influences perverting natural animal births. They are more fearsome in appearance than their earthly counterparts.

Creating A Demonic Creature

“Demonic” is an inherited template that can be added to

any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin (referred to hereafter as the base creature).

A demonic creature uses all the base creature’s statistics and abilities except as noted here. Do not recalculate the creature’s Hit Dice, base attack bonus, saves, or skill points if its type changes.

Size and Type: Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged. They are treated as demons for the purposes of sorcery affecting demons.

Special Attacks: A demonic creature retains all the special attacks of the base creature and also gains the following special attack.

Demoniac Ferocity (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20).

Special Qualities: A demonic creature retains all the special qualities of the base creature and also gains the following.

Hit Dice	Resistance to Cold and Fire	Damage Reduction
1-3	5	-
4-7	5	5/magic
8-11	10	5/magic
12 or more	10	10/magic

Darkvision out to 60 feet.
Damage reduction (see table above).

Laḥmū prefer to attack with their natural weapons, but occasionally use clubs or maces.

Immunities & Resistances: *Laḥmū* are immune to electricity and have a +4 racial bonus to saves against poison.

Sorcery-Like Abilities: At will—*dispel magic*, *greater teleport* (self only), *light*.

Aura of Menace (Su): Engaged in battle, a righteous aura surrounds a *laḥmum*. Any hostile creature within a 20-foot radius must succeed on a Will save to resist its effects. A Will save (DC 16) negates it. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours, or until the *laḥmum* is defeated or otherwise killed. A creature that has resisted or broken the effect cannot be affected again by the same *laḥmum* for 24 hours.

Rage (Ex): A *laḥmum* can fly into a rage 4 times a day. In a rage, he temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases his hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. While raging, the *laḥmum* cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Escape Artist, Gymnastics, Intimidate, and Handle Animal). This fit of rage lasts for six rounds,

however, the *laḥmum* may prematurely end his rage. At the end of the rage, he loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. Entering a rage takes no time itself, however a *laḥmum* can do it only during his action, not in response to someone else's action.

Scent (Ex): *Laḥmū* have a +4 racial bonus to the Perceive skill.

Skills: A *laḥmum* has a +4 circumstance bonus on Sneaking and Survival checks.

LAMAŠTUM (OB. wr. ^dDÌM.ME 𒌦𒍪𒍪𒍪)

A unique demoness, Lamaštum is an entity whose power and malice far outstrips that of most other demons; her power is on a level with the lesser gods. Lamaštum delights in evil and always operates as a free agent. She cares nothing for human distinctions of race, class or profession, but saves especial malevolence for expectant mothers and new-born babies. Only the demon Pazuzu can be said to oppose her.

Like the generic *utukkū*, Lamaštum can alter her form at will, however her natural appearance is that of a human-animal hybrid. 10 feet tall, her body covered in matted fur, Lamaštum has taloned feet and hands, the muzzle of a lioness, and the ears of a donkey.

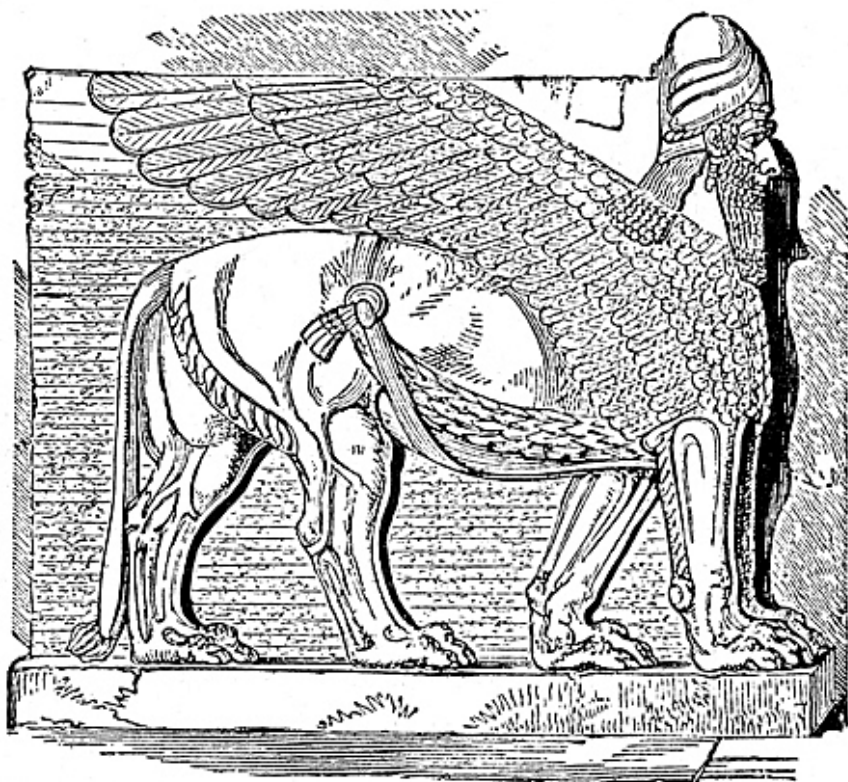
She is often depicted in art

Large Demon		Sorcery-Like Abilities: At will— <i>contagion</i> , <i>discern location</i> , <i>greater dispel magic</i> , <i>horrid wilting</i> (DC 26), <i>invisibility</i> , <i>mass invisibility</i> , <i>legend lore</i> , <i>permanent image</i> (DC 24), <i>polymorph self</i> , <i>power word kill</i> , <i>see invisibility</i> , <i>greater teleport</i> (self only), <i>wall of fire</i> (DC 24). Caster level 20th.	
Hit Dice:	20d8+144 (306 hp)	True Seeing (Su): Lamaštum continuously uses this ability, as the sorcery (caster level 20th).	
Initiative:	+6	Skills: Lamaštum gains a +8 racial bonus to Perceive checks.	
Speed:	40 ft. (8 squares), fly 40 ft. (average)	ŠĒDUM (OB., wr. ^d ALAD 𐎲𐎠𐎺𐎠𐎠𐎠𐎠) ¹	
Armor Class:	31 (–1 size, +6 Dex, +16 natural), touch 15, flat-footed 25	Large Demon	
Grapple:	+34	Hit Dice:	8d8+24 (48 hp)
Attack:	Claw +29 melee (2d6+10)	Initiative:	+1
Space/Reach:	10 ft./10 ft.	Speed:	30 ft. (6 squares), fly 60 ft.(average)
Special Attacks:	Sorcery-like abilities	Armor Class:	18 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Special Qualities:	Damage reduction 10, darkvision 120 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, sorcery resistance 30, telepathy 100 ft.	Grapple:	+18
Saves:	Fort +20, Ref +16, Will +19	Attack:	Slam +13 melee (1d6+6)
Abilities:	Str 30, Dex 22, Con 30, Int 27, Wis 28, Cha 28	Space/Reach:	10 ft./5 ft.
Skills:	Bluff +29, Diplomacy +29, Disguise +29, Intimidate +29, Perceive +37, Sorcery +29, Survival +29	Special Attacks:	Trample, sorcery
Environment:	Any	Special Qualities:	Darkvision 60 ft., Immunity to acid and fire, low-light vision, sorcery-like abilities
Organization:	Solitary (Unique)	Saves:	Fort +7, Ref +5, Will +8
Challenge Rating:	22	Abilities:	Str 22, Dex 13, Con 17, Int 20, Wis 18, Cha 16
Advancement:	—	Skills:	Diplomacy +11, Knowledge (Religion) +13, Perceive +12, Sorcery +13.
Level Adjustment:	—	Environment:	Wilderness, mountains
		Organization:	Solitary, pair, or group (3-5)
		Challenge Rating:	10
		Advancement:	8–10 HD (Large); 11–21 HD (Huge)

riding her favored animal, a great donkey (itself an *utukkū*).

Combat

In combat, Lamaštum often prefers to weaken her enemies using her sorcery-like abilities, before moving in and attacking with her talons. She begins combat by teleporting to a safe distance and becoming invisible, then using her illusions to confound and frustrate her enemies.



A popular motif in Akkadian religious art and statuary, *šēdū* are benevolent entities akin to the *aladū* and *lamassū*, albeit less powerful. They appear in the form of winged bulls, with extravagantly styled beards, hair and headdresses. In addition to being hostile to demons and ill-intentioned humans, the *šēdū* are repositories of magical lore. They speak Sumerian, Akkadian and Amorite, and are known to teach sorcery to those priests and sorcerers of whom they approve.

Combat

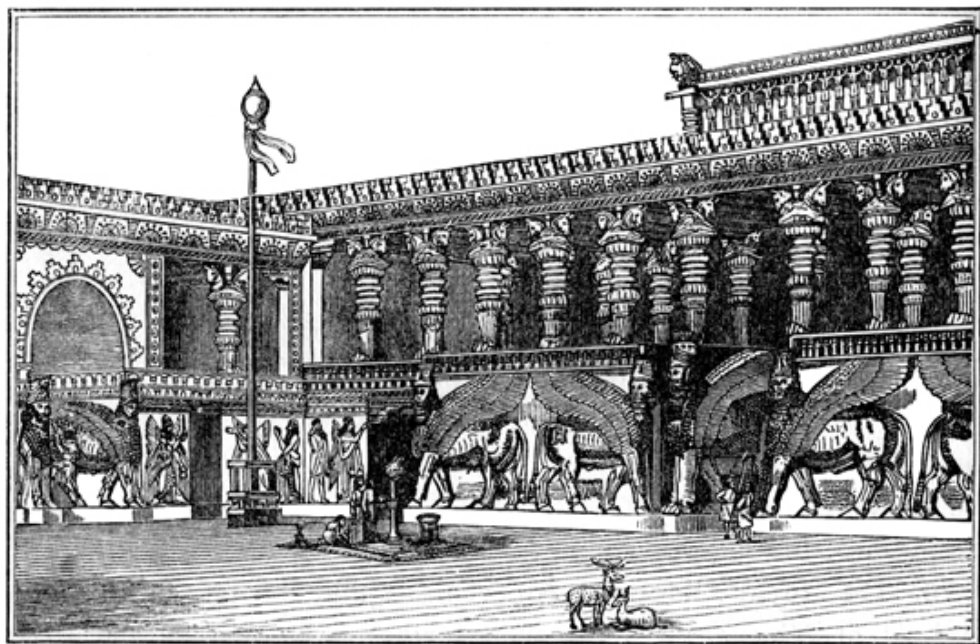
In combat, *šēdū* attempt to trample opponents. Alternatively, they may fly into the air and bring their magical knowledge to bear.

Sorcery: A *šēdum* has a Sorcery score of +13. They typically favor sorceries from the Paths of Anum, Ea, Marduk and Sîn.

Sorcery-Like Abilities: At will — *see invisibility, telekinesis*.

Trample (Ex): As a standard action, a *šēdum* can bowl over opponents of size categories smaller than itself, dealing 2d6+9 in the process. Trampled creatures who do not make opportunity attacks against the *šēdum* can make a Reflex save (DC 17) for half damage.

¹ For more on the correct usage of this terms in its historical context, please see the note on “Usage” at Section 11.3.4, Demons and Other Spirits.



Skills: *Šēdū* typically have eight ranks in Diplomacy, Fighting * Unarmed, Knowledge * Religion, Perceive, and Sorcery.

14.2 Experience Points and Adversaries

In addition to ad hoc experience awards, and those derived from successful completion of specific narrative goals, characters gain experience points by confronting and defeating adversaries in combat. In the majority of *BFJB* campaigns, experience resulting from combat will be the primary method of gaining experience.

Three primary variables determine the experience gains

resulting from an encounter; these are the number of players in the party, the party's average level, and the challenge rating of each of the adversaries defeated.

Once a gamemaster has determined the party's average level (including, in fantasy *BFJB*, any level increases derived from monstrous PCs), and the defeated monster's challenge rating, he or she should consult the chart below. The resulting number is divided by the number of members in the party, and each player awarded the result in experience points.

Keep in mind that you must perform this operation individually for each adversary defeated.

Experience Points by Challenge Rating of Defeated Adversary

Party Level	CR 1	CR 2	CR 3	CR 4	CR 5	CR 6	CR 7	CR 8	CR 9	CR 10
1	400	600	800	1,000	1,850	2,500	3,300	5,000	7,000	10,000
2	350	525	700	925	1,650	2,150	2,800	4,250	6,250	9,000
3	300	475	600	875	1,525	1,975	2,475	3,600	5,500	8,000
4	250	425	500	800	1,400	1,700	2,200	3,050	4,850	7,500
5	200	375	450	725	1,375	1,525	1,975	2,600	4,175	6,125
6	150	300	425	675	1,225	1,425	1,625	2,150	3,700	4,900
7	100	225	350	600	1,050	1,275	1,450	1,725	3,225	4,350
8	50	175	325	525	875	1,100	1,375	1,500	2,800	3,600
9	50	150	275	450	600	1,000	1,175	1,300	2,275	2,975
10	50	100	250	375	500	800	825	1,100	1,800	2,300
11	40	90	200	300	400	700	775	900	1,375	1,975
12	30	80	150	300	350	550	600	825	975	1,250
13	20	60	100	250	325	400	500	750	800	900
14	10	40	50	200	250	325	450	600	725	800
15	5	20	50	175	175	300	400	500	650	700
16	5	10	30	100	125	300	350	450	525	600
17	5	10	20	80	100	290	300	400	475	550
18	5	10	20	40	90	220	275	350	350	450
19	5	10	20	40	80	180	250	300	325	400
20	5	10	20	40	80	120	200	275	300	350

Experience Points by Challenge Rating of Defeated Adversary										
Party Level	CR 11	CR 12	CR 13	CR 14	CR 15	CR 16	CR 17	CR 18	CR 19	CR 20
1	— ¹	—	—	—	—	—	—	—	—	—
2	—	—	—	—	—	—	—	—	—	—
3	12,500	—	—	—	—	—	—	—	—	—
4	9,000	18,250	—	—	—	—	—	—	—	—
5	7,500	13,000	—	—	—	—	—	—	—	—
6	6,125	10,750	20,000	—	—	—	—	—	—	—
7	5,400	9,125	17,000	24,500	—	—	—	—	—	—
8	4,900	8,000	13,500	19,750	27,500	—	—	—	—	—
9	4,250	7,000	9,750	15,500	22,000	33,000	—	—	—	—
10	3,475	5,000	8,775	11,750	19,750	27,000	37,500	—	—	—
11	2,500	3,500	6,750	9,000	14,500	20,500	26,750	40,000	—	—
12	1,750	2,975	5,900	7,000	11,000	16,250	20,000	29,775	45,000	—
13	1,000	2,425	5,200	6,000	8,000	12,000	16,750	24,450	33,000	50,000
14	900	2,000	4,325	4,750	6,500	8,750	12,000	18,500	27,775	39,750
15	800	1,500	3,000	3,800	5,000	7,500	10,000	14,950	22,800	26,250
16	700	1,250	2,200	3,150	4,125	6,000	7,750	11,575	16,775	18,000
17	600	950	1,675	2,700	3,800	4,975	5,800	8,900	12,500	14,750
18	550	750	1,300	2,200	3,000	4,300	5,000	7,375	9,000	10,000
19	550	675	1,000	1,750	2,500	3,750	4,475	5,000	7,000	8,500
20	500	625	750	1,500	2,250	3,000	3,500	4,000	5,000	7,000 ²

¹Note that at CR 11, entries for lower-level parties are progressively eliminated. This is because lower-level parties should not be able to defeat adversaries who are significantly more powerful than they are.

²For higher level adversaries, double the points for the entry two levels below the CR of that monster.

15.0 Old Babylonian Pronunciation Guide

Vowels. Old Babylonian uses four vowels *a*, *e*, *i*, *u*, and each of these have short and long varieties. Long vowels are marked with a macron, e.g., *ā*, while short vowels are unmarked. Of course, Akkadian in transliteration also exhibits vowels with a circumflex, e.g., *û*. The purpose of these vowels may be largely lost on players who are not interested in the Akkadian language, however, they serve an important phonological purpose in transcription as they mark places where the loss of a consonant caused vowel contraction. Vowels with circumflexes can be pronounced like the long vowels.

Short vowels:	Long Vowels:
<i>a</i> as in pat	<i>a</i> as in father
<i>e</i> as in pet	<i>e</i> as in skein
<i>i</i> as in pit	<i>i</i> as in machine
<i>u</i> as in put	<i>u</i> as in lute

Distinctions of vowel length are important, since a lengthened vowel might indicate plurality (e.g. *aššatum*, “wife” vs. *aššātum*, “wives”), emphasis (*rēqet ekletum*, “darkness is distant” vs. *rēqêt ekle-tum*, “Is darkness distant?”) or even an altogether philologically distinct word (*mutum*, “husband” vs. *mūtum*, “death”).

Consonants. English speakers will be familiar with the

majority of Old Babylonian consonants. Akkadian does not tolerate two constants pronounced in succession within the same syllable. For phonological reasons that are beyond the scope of this work, *w* never occurs before another consonant except itself. *Y* only occurs between vowels, where it can be doubled, or at the beginning of words.

<i>b</i> as in bat	<i>m</i> as in mud
<i>d</i> as in dad	<i>n</i> as in not
<i>g</i> as in give	<i>p</i> as in pop
<i>k</i> as in kit	<i>r</i> as in rub
<i>l</i> as in leg	<i>s</i> as in sit
<i>š</i> as the sh in shoot	
<i>t</i> as in to	<i>w</i> as in water
<i>y</i> as in Mayan	<i>z</i> as in zoo

A handful of Old Babylonian constants will appear unusual to English speakers. These are *q*, *š*, *t*, *h*, and ‘. While similar, “sister” consonants exist in modern Semitic languages, the correct Akkadian pronunciations of the *q*, *š*, *t*, (“the emphatics”) are lost to us. Most modern scholars pronounce *q* like *k*, *š* like *ts* and *t* like *t*.

The consonant *h* is pronounced like the *ch* Scottish loch and is distinct from the sound represented by the unmodified English letter *h*, which is not present in Old Babylonian.

Finally, ‘ (the so-called “aleph”) refers to the sound of a glottal catch. It is the sound heard in some British dialects’ pronunciation of the *-tt-* “bottle.” It is found only

between vowels and (rarely) can be doubled.

Syllabification. Pronunciation of Old Babylonian is relatively simple. Every syllable can tolerate only one vowel and no syllable may begin with a vowel unless 1) it begins a word, or 2) it is the second of two consecutive vowels. As stated above, no two consonants may be pronounced in succession in the same syllable; as a result, no syllable can begin or end with two consonants. Consider the following examples:

<i>almattum</i>	al/mat/tum
<i>ālum</i>	ā/lum
<i>ana</i>	a/na
<i>ina''id</i>	i/na''id
<i>irtum</i>	ir/tum
<i>muptarrisum</i>	mup/tar/ri/sum
<i>rabiānum</i>	ra/bi/ā/num
<i>zibbatum</i>	zib/ba/tum

Sumerian Pronunciation Guide. Looking forward from Akkadian, we know markedly less regarding the actual pronunciation of Sumerian words. While modern scholars have to some degree extrapolated pronunciations based on centuries of transcriptions and Akkadian lexical glosses, for the most part, we must be contented with a literal transliteration of the signs themselves.

As a result, we are unable to

make distinctions of vowel length (i.e., long vs. short, as in Akkadian above). Sumerian in its modern transcription has the same simple vowels as Akkadian, viz. *a*, *e*, *i*, and *u*.

The differentiation of consonants in Sumerian is especially complicated. We are reasonably certain that written Sumerian utilized all of the Akkadian consonants represented above, with the exception of *w*, *y*, and *ʿ*.

Additionally, the Sumerian *h* may not have been pronounced *h*; however, for ease of transcription and because literate Babylonians of the Ḫammu-rapi era would have been unlikely to make the distinction, all transcriptions in this work use the latter.

Of final note with respect to the Sumerian transcriptions found in this work is the consonant *ĝ*. While distinct in Sumerian, in the Old Babylonian Period, this consonant was often simplified in Akkadian loanwords to *g*. *Ĝ* can be pronounced like the *ng* sound in the English word *sing*.

Other Languages. Readers are encouraged to look elsewhere with respect to the peculiarities of pronunciation of words of other languages referenced here. As stated early on, this work is written with a decided Old Babylonian bias. Moreover, because the primary documents of Mesopotamia in the

relevant period are written exclusively in Sumerian or Akkadian, any words from other tongues must suffer passage through the medium of Old Babylonian cuneiform, which cannot accurately express sounds foreign to the native Akkadian speaker.

As alluded to in the section on Akkadian vowels above, Proto-Semitic exhibited several consonants that dropped from Akkadian early on. Among these were *ḥ*, and *h*, and many of these survived into contemporary Semitic languages like Amorite, or were expressed in Middle Egyptian (itself an Afroasiatic language with several strong Semitic aspects). Where appropriate and certain, a correct transcription, including these “foreign” consonants, has been used for these languages. It is beyond the current skill of this author to speculate much further with respect to points of non-Akkadian grammar or phonetics, including vowel length.

15.1 Partial Glossary

Adad — A storm deity, popular in the world of *BFJB*. His major cult-center is the city of Karkar. Wr. ^dISKUR 𒂗𒅗𒂗, also ^d10 𒂗𒅗.

Agrum — The OB. term for the profession of day-laborer. Wr. syll. ag-rum, 𒂗𒅗, f. *agirtum*, 𒂗𒅗𒂗𒅗.

Alad — A class of beneficent male spirits. Wr. ^dALAD 𒂗𒅗𒂗.

Alalah — A city in the

kingdom of Yamḥad.

Alewīfe — A profession in *BFJB* notable for the long tradition of its being practiced by women. Wr. OB. *sābītum*, 𒂗𒅗𒂗𒅗 MÍ.KU-RUN.NA.

Akkade — The lost city of Sargon the Great, which probably lies near the confluence of the Diyala and Tigris Rivers. OB. wr. var. A-ka-du-um 𒂗𒅗𒂗𒅗𒂗, Ak-kà-dè-ki 𒂗𒅗𒂗𒅗𒂗𒅗.

Akkadian — A Semitic people (and their language), the principal ethnic group of Mesopotamia in 1767. OB. masc. sing. *Akkadûm*, OB. fem. sing. *Akkadītum*, wr. ¹URI, 𒂗𒅗.

Amorite — A Semitic people (and their language). In 1767, they are the dominate ethnic group in the western kingdoms of Qatna and Yamḥad, and present among the populations (and ruling classes) of several kingdoms of Mesopotamia proper. OB. masc. sing. *Amur-rûm*, OB. fem. sing. *Amurrītum*, wr. MAR.TU, 𒂗𒅗𒂗𒅗.

Amtum — See “Wardum.” Wr. GEME₂ 𒂗𒅗𒂗.





Amud-pi-El — king of Qatna in 1767 BCE.

Andariq — A city-state located in northern Mesopotamia, whose small sphere of influence extends along the northern reaches of the Ḥabur River. In 1767 BCE, its king is Qarni-Lim. Wr. An-da-ri-iq-ki 𒂗𒅗𒂗𒅗𒂗𒅗𒂗𒅗.

Anšan — One of the

principal cities in Elam. Wr. OB.
An-ša-an^{ki} 𐎶𐎵𐎺𐎠𐎧𐎶.

Anum — A sky deity, the “Father of the Gods.” Wr. ^dAN 𒀭𒀭 or AN-num 𒀭𒀭𒍪, also ^d60 𒀭𒍪.

Anzû — A fantastic, mythological bird, who once stole the Tablet of Destinies. OB. wr. ANZU. MUŠEN    .

Apsû — One of the three principal features of Babylonian cosmology, the Apsû is a vast body of subterranean freshwater, upon which the Earth lies.

Arahtum — Branch of the Purattum that flows through the city of Babylon. Wr. ^{ID.}A-ra-aḫ-tum
𒌦𒍪𒈠𒂊𒌶.

Assyria — A kingdom in northern Mesopotamia, also called the “Kingdom of Upper Mesopotamia.” In the early decades of the 18th century BCE, it flourished under its king, Šamši-Adad. With his death in 1776, Assyria’s power and influence suffers rapid decline.

Aššur — Capital city of Assyria. Wr. Aš-šu-ur^{ki} 𐎶𐎵𐎺𐎠.

Awīlum — Highest of the three social castes of Babylon, an *awīlum*'s rights and social privileges are superior to those of the other classes. Wr. LÚ 𒌦, fem. *awīltum*.

Ayya — A goddess, the wife of Šamaš. Her name is used in oaths. Worshipped with her husband at Ebabbar in Sippar, his cult-city. Wr. ^dA-A 𐎶𐎵𐎶𐎵.

Ayy-ibūr-šabû — OB. “May the Arrogant not Flourish!” A

paved, processional street in Babylon beginning at the Istar Gate and dedicated to the cult-image of Marduk.

Babylon — Chief city of the kingdom of Babylon in 1767, ruled by Hammu-rapi. OB. *Bāb-ilim*, wr. KÁ.DINGIR.RA^{ki} 𒂍𒀭𒌷𒍪𒁺, lit. “The Gate of the God.”

Bad-tibira — A city in southern Mesopotamia. In 1767, under the hegemony of Larsa. Wr. OB. BÀD.URUDU.NAGAR.^{ki} 𒂍𒀭𒈾𒌷𒃶𒄩.

Barber — OB. m. *gallābum*, wr. (𐎡)𐎠𐎧𐎶 (LÚ)ŠU.I; OB. fem. *gallābtum*, wr. 𐎡𐎠𐎧𐎶 MÍ.ŠU.I. A profession in the world of *BFJB*, one whose practitioners attend the cosmetic needs of their clients.

Bārûm — OB. A diviner or haruspex. Wr. (LÚ)MÁŠ.ŠU.GÍD. GÍD (𒌦)𒀭𒈪𒂗𒄩.

Bīt ilim — OB. A temple,
lit. “house of the god.” Wr. É DIN-
GIR(.RA) 𒂍𒀭(𒂍)

Bīt-reš-Akītim — OB.
“House of the Beginning of the
Akītu Festival.” Located in Bab-
ylon’s Kullab district, this small
shrine is critical to the beginning of
the Babylonian New Year Festival.
Wr. É.SAG A.KI.TIM 𒂍𒀭𒈾𒊩𒌆𒋞𒅗𒄣.

Bītum — OB. “house”. Wr. É𒀭.

Borsippa — OB. *Barsipa*.
wr. ^{URU}bar-sí-pa^{ki} 𒁺𒅗𒂍𒅗𒂍𒅗. Lo-
cated 20 km south of Babylon, Bor-
sippa is the cult-center of the scribe-
god Nabu.

Cella — the room of a temple or shrine containing the image of the god.

CH — Abbreviation. “*Codex Hammu-rapi*” or the laws of Hammu-rapi.

Cuneiform — a system of writing originated by the Sumerians, adapted by the Akkadians. Primarily written by making wedges with a stylus on soft clay.

Dagān — A popular Amorite grain god. His principal cult-center is Tuttul. Wr. ^dDa-gan 𐎡𐎣𐎶𐎵 or ^dDa-ga-an 𐎡𐎣𐎶𐎵𐎶𐎵.

Dilbat — A minor city of the kingdom of Babylon, located on the east bank of the Purattum. Wr. Dilbat^{ki} 𐎡𐎣𐎶𐎵𐎶𐎵.

Dumuzi — A god of shepherds and farming, who figures heavily in the myths related to Ištar, his wife. Wr. ^dDUMU.ZI, 𐎡𐎣𐎶𐎵𐎶𐎵.

Ea — Akkadian god of the Apšû, syncretized to the Sumerian deity Enki. A mischievous god of intelligence and human learning. Affiliated with the city of Eridu. Wr. ^dÉ.A 𐎡𐎣𐎶𐎵 or ^dEN.KI 𐎡𐎣𐎶𐎵𐎶𐎵, also ^d40 𐎡𐎣𐎶𐎵 and ^d60 𐎡𐎣𐎶𐎵.

Ebabbar — Sum. “Shining House,” the name of several temples in Mesopotamia, including that of Šamaš in Sippar. Wr. É BABBAR(.RA), 𐎡𐎣𐎶𐎵𐎶𐎵.

Ebla — A city in the kingdom of Yamḥad. Wr. eb-la-ḥi^{ki}, 𐎡𐎣𐎶𐎵𐎶𐎵.

Edikukalamma — Sum. “House of the Judge of the Land.”

The temple of Šamaš in Babylon. Wr. É.DI.KU₅.KALAM.MA 𐎡𐎣𐎶𐎵𐎶𐎵𐎶𐎵.

Edubba — Sum. “Storage House.” The name of several temples in Mesopotamia, including Zababa’s at Kiš. Wr. É.DUB.BA 𐎡𐎣𐎶𐎵𐎶𐎵.

E-Ḥursag-kalamma — Sum. “House, Mountain of the Land,” wr. É.ḤUR.SAG.KALAM.MA 𐎡𐎣𐎶𐎵𐎶𐎵𐎶𐎵𐎶𐎵; Later called Ekurnizu, Sum. “House, Fearsome Mountain,” wr. É.KUR.NÍ.ZU 𐎡𐎣𐎶𐎵𐎶𐎵𐎶𐎵. The chief temple of Ḥursag-kalamma, devoted to the worship of the syncretized Ištar-Ninlil and in a subordinate role, Ellil. It has two ziqqurats, Ekurmaḥ and Emelammaḥ.

Ekarzagina — Sum. “House of the Quay of Lapis Lazuli.” A Babylonian temple devoted to Ea, one crucial to the construction and sanctification of the city’s cult-images. Wr. É.KAR.ZA.GÍN.NA 𐎡𐎣𐎶𐎵𐎶𐎵𐎶𐎵𐎶𐎵.

Ekitušgirzal — Sum. “House, the Abode of Joy.” A temple in Babylon dedicated to a less-warlike aspect of Ištar, the goddess Bēlet-Eanna. Wr. É.KI.TUŠ.GIR₁₇.ZAL, 𐎡𐎣𐎶𐎵𐎶𐎵𐎶𐎵𐎶𐎵.

Ekunankuga — Sum. “House, Pure Stairway of Heaven.” The ziqqurat of Šamaš’s Ebabbar at Sippar. Wr. É.KUN₄.AN.KÛ.GA 𐎡𐎣𐎶𐎵𐎶𐎵𐎶𐎵𐎶𐎵.

Elam — An ancient, powerful kingdom located east of

Mesopotamia proper. In 1767, its king is Siwe-palar-huppak. OB. wr. E-la-am 𒂗𒂗𒂗𒂗 or NIM^{ki} 𒀭𒂗𒂗𒂗.

Elamite — The dominant ethnicity in the kingdom of Elam. They speak and write their own language, an isolate.

Ellil (or Enlil) — The son of Anum and father of Marduk. His principal place of worship is the city of Nippur. Wr. ^dEN.LÍL 𒂗𒂗𒂗𒂗, also ^d50 𒂗𒂗𒂗.

Emašdari — Sum. “House of Offerings.” Located in the Ka-dinigrra neighborhood of Babylon, a temple devoted to the worship of Bēlet-Akkade, a warlike aspect of Eštar. Wr. É.MÁŠ.DA.RI 𒂗𒂗𒂗𒂗𒂗𒂗.

Enamhe (Babylon) — Sum. “House of Plenty.” The main temple of Adad in Babylon. Wr. É.NAM.ĤÉ 𒂗𒂗𒂗𒂗𒂗.

Enamtila — Sum. “House of Life.” Primarily temple of Ellil in Babylon, named after a shrine in the god’s cult-center of Nippur. Wr. É.NAM.TI.LA 𒂗𒂗𒂗𒂗𒂗𒂗,

Enitendu — Sum. “The House of Pleasant Rest.” Located in the Eridu District of Babylon, a temple dedicated to Sîn. Wr. É.NÍ.TE.EN.NA 𒂗𒂗𒂗𒂗𒂗𒂗.

Enki — See “Ea.”

Ereškigal — An underworld goddess, often shown as consort to Nergal. Wr. ^dEreš-ki-gal(.la) 𒂗𒂗𒂗𒂗𒂗𒂗-(𒂗𒂗).

Erra — A god of disease and war, later syncretized with

Nergal. Wr. ^dĒR.RA 𒂗𒂗𒂗𒂗.

Eštar (or Ištar) — One of the principal deities of Mesopotamia, a goddess of love, and alternatively, war. Wr. ^dIŠTĀR 𒂗𒂗𒂗𒂗, also ^d15 𒂗𒂗𒂗; spelled ^dEŠ4.TĀR 𒂗𒂗𒂗𒂗 in personal names.

Esagil — Sum. “House Whose Top is High.” The principal temple of the city of Babylon, where the image of the god Marduk resides. Its ziqqurat is Etemenanki. Wr. É.SAG.ÍL 𒂗𒂗𒂗𒂗𒂗𒂗.

Etemenanki — Sum. “House of the Foundation Platform of Heaven and Underworld.” The seven-story ziqqurat of Babylon, dedicated to its chief god, Marduk. Wr. É.TE.ME.EN.AN.KI 𒂗𒂗𒂗𒂗𒂗𒂗𒂗𒂗.

Eturkamma — Sum. “House of the Cattle-Pen of the Land.” A temple in Babylon housing a a trinity of Urukite gods, namely Anum, Nanāy, and Eštar in her aspect as Bēlet-Bāb-ilim. Wr. É.TÙR.KALAM.MA 𒂗𒂗𒂗𒂗𒂗𒂗.

Eridu (City) — Ancient Sumerian city located in southern Mesopotamia. In 1767, under the hegemony of Larsa. Wr. ERI.DU^{ki}₁₀ 𒂗𒂗𒂗𒂗.

Eridu (District) — The religious district of the city of Babylon, named after the Sumerian city. It is a temenos, and contains the temple and ziqqurat of Marduk, among other temples. Wr. ERI.DU^{ki}₁₀ 𒂗𒂗𒂗𒂗.

Ešnunna — A influential city located on the Tigris River,

currently ruled by Ibal-pi-El (II).
Wr. Èš-nun-na.ki 𒂗𒌦𒍪𒌦𒍪𒌦𒍪𒌦𒍪.

Eulmaš — Sum. “House of Ulmaššitum.” Principal temple of Annunītum in Sippar-Amnānum. Wr. É.UL.MAŠ 𒂍𒌦𒌦.

Gagûm — OB. “cloister.” A walled, segregated area where the nadiātum dwell, usually adjoining their temple. Wr. GÁ.GI.A, 𒄣𒄣𒄣𒄣 and GÁ.GI4.A, 𒄣𒄣𒄣𒄣𒄣.

Gallābum — See “Barber.”

Gegunnûm — The temple-structure located at the top of most ziqqurats.

Gutian — A tribal people living in the area of the Zagros Mountains. For hundreds of years, Gutian armies have harassed the lands of Sumer and Akkad.

Ḫammu-rapi — King of Babylon in 1767 BCE. Wr. Ḫa-am-mu-ra-pí 𒄩𒂍𒀭𒍪𒌦.

Hittite — A people living in Asia Minor, who speak an Indo-European language.

Hurrian — A people originating in the region of the Taurus Mountains, found throughout the kingdoms of the Middle East in 1767 BCE. Their language is an isolate.

Hursag-kalamma — The newer companion city to Kiš located down river and administered from Kiš. Wr. HUR.SAG.KALAM.MA. KI 𒂍𒀭𒈾𒊩𒌆𒋛.

Ibal-pi-El (II) — King of Ešnunna in 1767 BCE.

Imgur-Ellil — Name of the outer city wall of Babylon during

the Old Babylonian Period.

Isin - A city in southern Mesopotamia. In 1767, under the hegemony of Larsa. Wr. I-ši-in.ki 𒌦𒍪𒌆𒌦𒍪𒌆.

Euphrates - Modern name for the river named in OB. "Purat-tum." See "Purattum."


Išme-Dagan (I) - In 1767,
the king of Assyria.

Ištar — See “Eštar.”

Ka-dinigrra (District) — Sum. “Gate of the God.” A prominent neighborhood in the city of Babylon, one that shares its name with the Sumerian name of Babylon. It contains Hammu-rapi’s palace, and the residences of several other important personages. Wr. KÁ.DINGIR.RA.^{ki} 𒌦𒀭𒈪𒂗𒍪.

Kārum — OB. “harbor” or “harbor district.” In some cities, this term is also used to describe the governing apparatus of the harbor district, hence the translation, “Port Authority.” Wr. phon. or KAR(-um) 𒊕𒍪(𒊕𒍪).

Kiš — One of the oldest cities in the world, now under Babylonian hegemony. Its principal deity is Zababa. Wr. *uru.KIŠ*^{ki} 𒌦𒅗𒄩𒀭.

Kullab — An eastern neighborhood of the city of Babylon, stretching from the Tutu-hengal canal in the north, to the neighborhood of Tê in the south. Wr. Kul-aba₄^{ki}.


Kumar (District) — The most ancient neighborhood of the western portion of the city of

Babylon, it contains several important temples. Named after the Sumerian city. Wr. 𒍪A.A.^{ki} 𒌦𒌦𒍪𒍪.


Kurdā — A northern Mesopotamian city, controlled by Andariq. Wr. Ku-ur-da^{ki} 𒌦𒍪𒌦𒍪𒌦𒍪𒌦𒍪.

Lagaš - A city in southern Mesopotamia. In 1767, under the hegemony of Larsa. Wr. URU.la-ga-aš 𒌦𒌦𒌦𒌦 and ŠIR.BUR.LA^{ki} 𒌦𒌦𒌦𒌦𒌦𒌦.

Lamassum — A class of beneficent female spirits. OB. wr. ^dLAMMA 𒌦𒌦𒌦.

Lamaštum — A terrible female demon, disease-bringer and murderer of newborns. OB. wr. ^dDÌM.ME 𒌦𒍪𒌦𒍪.



Larsa — A city in southern Mesopotamia, whose king's hegemony extends over most of the city states of that region. Wr. La-ar-sa^{ki} 𒌦𒀭𒊩𒌆𒊩𒌆 or UD.UNU^{ki} 𒄩𒀭𒊩𒌆𒊩𒌆.

Lugalirra Gate (District)
— Sum. “The Gate of the King.” A district of the city of Babylon adjoining the northwestern bank of the Arahtum, within the city walls. Much of it is not irrigated as of yet. Wr. KÁ.^dLUGAL.IR₉.RA


Magan — A distant land and trading partner of the city-states of Mesopotamia, located at the opposite end of the Persian Gulf. Wr. MÁ.GAN 𒌦𒍪.

Marduk — The principal deity of Babylon. Son of Ellil and hero of the *Enūma Eliš*. Wr. ^dAM-AR.UTU 𐎶𐎵𐎠𐎺.

Mari - A city in northwestern Mesopotamia, ruled in 1767 BCE by Zimri-Lim. The king's hegemony extends along the Habur River and the northern course of the Purattum. Wr. Ma-ri^{ki} 𒌦𒍪𒌦𒍪𒌦𒍪.

Market Gate, The — An ancient gate within the city of Babylon, located between the districts of Eridu and Šuanna. Its vicinity remains a commercial neighborhood in 1767 BCE. Wr. Sum. KÁ.GAL GANBA wr.  , OB. *Abul Maḥīrim*.

Meluhḫa — A ancient trading partner of the city-states of Sumer and Akkad, located in the Indus River Valley. The people of Meluhḫa write and speak their own language, Harappan. Wr. OB. phon.

Mušḫušum — The Mesopotamian dragon, a favorite animal of gods Marduk and Šamaš. OB. wr. phon. and MUŠ.HUŠ 𐎢𐎣𐎶𐎵𐎶𐎶.

Mušķēnum — The lower of the two free classes of Babylon. They may hold property, but the law does not protect them or their interests to the same degree as the socially-superior *awīlū*. Wr. phon.

Naditum — A special class of free-women in *BFJB*. They may hold property and transact business, however, their faith usually prohibits marriage or bearing children, and often requires them to reside in a cloister attached to a temple. Wr. LUKUR ¶¶.

Nanna — See “Sîn.”

NB. — Abbreviation. See

“Neo-Babylonian.”

Neo-Babylonian — Dialect of Akkadian written during the Neo-Babylonian Empire, 626 BCE to 539 BCE.

Neo-Sumerian — See “Ur III.”

Newtown — OB. *Ālum Eššum*. An eastern district of the city of Babylon. Wr. A-lum eš-šum^{ki} 𒀠𒌦𒀠𒌦𒀠𒌦 or Sum. URU. GIBIL^{ki} 𒆪𒆪𒆪𒆪𒆪𒆪.

Nineveh — City of the Kingdom of Assyria. OB. *Ninuwa*, wr. Ni-nu-wa-a^{ki} 𒌦𒆪𒆪𒆪𒆪𒆪.

Nippur - A Mesopotamian city falling alternatively under the hegemony of Babylon and Larsa. The cult-center of Ellil. OB. wr. Ni-pu-ru 𒌦𒆪𒆪𒆪 or NIBRU^{ki} 𒌦𒆪𒆪𒆪.

Nergal — Warlike underworld deity affiliated with the city of Kutha. Wr. ^dKIŠ.UNU 𒌦𒆪𒆪𒆪𒆪.

OA — Abbreviation, see “Old Akkadian.”

OB — Abbreviation, see “Old Babylonian.”

Old Akkadian — Dialect of Akkadian spoken and written during the Old Akkadian Empire, c. 2350–2170 BCE.

Old Babylonian — Era of *BFJB*, running from c. 1894 BCE to 1595 BCE, and including the reign of Hammu-rapi.

Purattum — OB. name for the Euphrates River. Wr. phon. and ^{ID}UD.KIB.NUN^{ki} 𒀠𒌦𒀠𒌦𒀠𒌦𒀠𒌦.

Qattunān - City in northwestern Mesopotamia, located on

the Ḥabur River. In 1767, under Maroitte hegemony. Wr. Qa-at-tu-na-an^{ki} 𒀠𒆪𒆪𒆪𒆪𒆪𒆪𒆪.

Qatna — One of two Amorite kingdoms west of Mesopotamia proper, ruled from the city of the same name. OB. wr. qa-ta-nu-um^{ki} 𒀠𒆪𒆪𒆪𒆪𒆪𒆪 or qa-ṭa-nu-um^{ki} 𒀠𒆪𒆪𒆪𒆪𒆪𒆪.

Rabiānum — OB. “mayor.” The highest-ranking local official in some communities, including Sippar. Wr. ra-bi-a-nu-um 𒌦𒆪𒆪𒆪𒆪𒆪.

Razamā — A city that falls within the Kingdom of Assyria in 1767. Wr. ^{URU}ra-za-ma-a^{ki} 𒆪𒆪𒆪𒆪𒆪𒆪.

Rīm-Sîn - King of Larsa in 1767 BCE.

Sābītum — See “Alewife.”

Saggaratum - A city on the Ḥabur River, under Maroitte hegemony. Wr. Sa-ga-ra-tum^{ki} 𒆪𒆪𒆪𒆪𒆪𒆪.

Sargon — Called “the Great,” Sargon founded the first Akkadian Empire. Reigned ca. 2340–2284 BCE in the Middle Chronology.

Shekel — OB. *šiqlum*, wr. GÍN 𒆪𒆪. An OB. unit of weight, the equivalent of 8.3 grams or .29 ounces. Cost in shekels of silver is the primary method of assessing economic value in the world of *BFJB*.

Sîn — The Akkadian god of the moon, syncretized to the Sumerian god Nanna. Wr. ^dEN.ZU 𒀠𒆪𒆪𒆪𒆪 as Sîn, also ^d30 𒀠𒆪𒆪 and ^dŠEŠ.KI 𒀠𒆪𒆪𒆪 as Nanna.

Sîn-bēl-aplim — In 1767

Sippar — An agglomeration

Sippar-Amnānum —

Sippar-Yahrurum —

Siwe-palar-huppak — In

Sukkallum — OB. “Grand

Sukkal ubāri — OB. “Min-

Sum. — Abbreviation, see

Sumer — 1) A geographic

Sumerian — A people of

Susā — One of the two prin-

Šamaš —The Babylonian

Šamû — OB. "Heaven."

Šandabakkum — OB.

Šangûm — OB. “temple ad-“

Šēdum — A class of benefi-





























































































Šiqlum — See “Shekel.”

Šql — Abbr., see “Shekel.”

Šuanna (District) — An

Šubat-Enlil - A northern

Tablet of Destinies — A

Tadmir— The ancient name of Palmyra. In 1767 BCE, this city is within the kingdom of Qatna. OB. wr. Ta-ad-mi-ir^{ki}                                                                                            


Telmun (or Tilmun) — A foreign trading partner of the Mesopotamian cities, located in modern-day Bahrain. Wr. DILMUN^{ki}
𒂗𒌷𒍪.

Terqa - A city in northwestern Mesopotamia, near Mari. In 1767, controlled by the king of that city. Wr. ^{URU}.Ter.qa.^{ki} 𒌶𒊩𒌆𒊩𒌆𒊩𒌆.

Tuba — Southern neighborhood located in the western part of the city of Babylon, densely populated. Wr. A.ḪA.^{ki} 𐎶𐎵𐎶𐎶𐎶𐎶, or Tu-ba.^{ki} 𐎶𐎶𐎶𐎶𐎶𐎶.

Tutub — A city on the

Tutu-hengal — One of the main canals of Babylon, located in the northeastern section of the city.

Umma - A city in southern Mesopotamia. In 1767, under the hegemony of Larsa. Wr. URU. UMMU.^{ki} .

Ur - A city in southern Mesopotamia, the cult-center of the moon god Sîn. In 1767, under the hegemony of Larsa. Wr. URI₂.
𒌦𒀭𒈹.

Uruk - A city in southern Mesopotamia. In 1767, under the hegemony of Larsa. Wr. UNU^{ki}
𒂗𒍪

Ur-Zababa — Monarch of Kiš and former patron of Sargon the Great. The ruins of his palace can still be viewed at Kiš.

Utu — Sumerian name for the god Šamaš. See “Šamaš.”

Utukkum — OB. "Demon."
Wr. UDUG 𒍪𒍪.

Wardum — The slave class of Babylon. Its female equivalent is the *amtum*. OB. wr. 𒊕𒍪 (or ARAD) 𒊕𒍪.

Yarim-Lim - King of Yamhad in 1767 BCE.

Zimri-Lim - King of Mari in 1767 BCE.

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Historical Near East Timeline (Middle Chronology)

Year	Mesopotamia	Southwestern Asia	The Rest of the World
c. 10,500 BCE	End of the last glacial period		
c. 10,000-8000 BCE		Neolithic proto-cities in the Jordan Valley. Agriculture begins; domestication of cattle, pigs, sheep and goats.	
c. 7,500-7,000 BCE	Jarmo settlement in northern Mesopotamia.	Çatalhöyük settlement in Anatolia	
c. 6,500 BCE	Beginning of Ubaid period in Mesopotamia		
c. 6,000-5000 BCE	Hassuna culture in northern Mesopotamia. Pottery, agriculture, and small scale settlement. First signs of settlement of Eridu.	Halaf Culture	
c. 5,500-4,800 BCE	Samarra culture in northern Mesopotamia. Use of irrigation canals. Wheel and plough introduced.		Agriculture in the Nile Valley
c. 6,500-3,800 BCE	End of Ubaid period. Earliest evidence of sailing and social stratification. Settlement at Ur, Kiš and Susa.	(c. 3,900 BCE) 5.9 kiloyear event; desiccation of Sahara.	
c. 3,800-3100 BCE	Uruk Period. First city-states. Proto-cuneiform developed. Settlement at Uruk and Larsa.		First cities in Egypt. Early use of symbols identified as the Indus/Harappan script in the Indus River Valley.
c. 3100-2900 BCE	Jemdet Nasr period begins. First ziqqurats. Early astronomy and the sexagesimal number system. In Elam, the proto-Elamite script is used for perhaps a century before Linear Elamite replaces it.		First hieroglyphs in Egypt. Beginning of Old Kingdom Egypt
c. 2900-2350 BCE	Early-Dynastic period. Sumerians flourish. Sumerian cuneiform a fully-realized writing system. Mythical king Gilgameš reigns in Uruk c. 2700 BCE. Towards the end of the period, Akkadian begins to replace Sumerian as a primary spoken language.		Construction of Stonehenge in England. Old Kingdom Egypt (2686-2181; III-VI Dynasties), and the construction of the Great Pyramid of Giza. Cities of The Indus Valley Civilization grow (c. 2600 BCE).
c. 2340-2280 BCE	Reign of Sargon of Akkad, beginning of the Old Akkadian Period. Cuneiform adapted to Akkadian, written alongside Sumerian. Earliest written legal code, that of Urukagina of Lagaš.		
c. 2254-2218 BCE	Naram-Sin reigns in Akkade.		
c. 2200 BCE	Gutian Invasion of Mesopotamia		

Historical Near East Timeline (Middle Chronology)			
Year	Mesopotamia	Southwestern Asia	Rest of the World
c. 2144-2124 BCE	Gudea rules in Lagaš.		
c. 2112-2094 BCE	Ur-Nammu founds the Ur III (or Neo-Sumerian) Dynasty . Earliest now-extant written law code follows. Sumerian literature proliferates. At some point during the 21 st century BCE, the Epic of Gilgameš is first recorded.		
c. 2094-2047 BCE	Reign of Šulgi (son of Ur-Nammu). Completion of Etemenniguru, the ziqqurat of Ur.		Beginning of the Middle Kingdom in Egypt (XII-XIII Dynasties).
c. 2046–2038 BCE	Reign of Amar-Sîn. Site of Eridu finally abandoned.		
c. 2037–2029 BCE	Reign of Šu-Sîn. Early Amorite subjects in revolt.		
c. 2028–2004 BCE	Reign of Ibbi-Sîn, last of the Ur III monarchs. Amorites invade in force. Agricultural and economic collapse follow.		
c. 2004 BCE	Elam sacks Ur. Ibbi-Sîn taken as captive. End of Ur III Dynasty .		
c. 2000-1800 BCE	Rise of the Amorite kingdoms in Mesopotamia. City-states of Isin and Larsa dominate.		c. 1900, Use of Harappan script wains in the Indus River Valley. c. 1800, First abjad (consonantal alphabet) emerges in Egypt. Termed Proto-Sinaitic, it is an ancestor of Phoenician, and by extension, modern Western alphabets.
c. 1894-1881 BCE	Reign of Sumu-abum establishes the First Dynasty of Babylon .		
The Old Babylonian Era			
Ruler of Babylon	Babylon and the Near East		
c. 1894 – 1881 BCE Sumu-abum	– Capture of Babylon by ethnic Amorites from the petty kingdom of Kallazu.		
c. 1880 – 1845 BCE Sumu-la-El	- Sippar falls under Babylonian hegemony.		
c. 1844 – 1831 BCE Sabium	-		

Historical Near East Timeline (Middle Chronology)	
The Old Babylonian Era	
Ruler of Babylon	Babylon and the Near East
c. 1830 - 1813 BCE Apil-Sîn	
c. 1812 - 1793 BCE Sîn-muballit	
c. 1792 - 1750 BCE Ḫammu-rapi	Babylon annexes kingdoms of Larsa, Ešnunna, and Mari. Elam and the Assyrians suffer significant defeats at the hands of Babylon.
The Reign of Ḫammu-rapi of Babylon	
Year	Babylon and the Near East
c. 1792 BCE	Accession.
c. 1787 BCE	Sack of Uruk and Isin.
c. 1786 BCE	War with Larsa.
c. 1784 BCE	Sack of Malgium.
c. 1783 BCE	Capture of Rapiqum.
c. 1780 BCE	(Yamḥad) Death of Sumu-epuḫ, accession of Yarim-Lim.
c. 1779 BCE	(Ešnunna) Death of king Daduša, accession of Ibal-pi-El II.
c. 1777 BCE	(Assyria) Yamḥad and Ešnunna attack Assyria. Death of Šamši-Addu, succession by Išme-Dagan.
c. 1775 BCE	(Mari) Zimri-Lim captures the city from its Assyrian governor, Yas-mah-Addu. Beginning of Zimri-Lim's rule in an independent Mari. (Qatna) Accession of Amud-pi-el.
c. 1772 BCE	(Mari) Ešnunna attacks Mari. Mari repels nomadic Amorites on its western borders. (Elam) Shimut-Wartash accedes to the throne.
c. 1766 BCE	A coalition comprised of armies from Babylon, Elam and Mari capture Ešnunna. (Andariq) Qarni-Lim seized and beheaded by subjects.
c. 1765 BCE	(Andariq) Ešnunna troops install Atamrum as king of Andariq. (Qatna, Yamḥad) War between Qatna and Yamḥad, Qatna seeks an alliance with Elam.
c. 1764 BCE	War between Babylon and Elam. Elam significantly weakened. (Ešnunna) Death of Ibal-pi-El II, accession of Šilli-Sîn.
c. 1763 BCE	Babylon defeats Larsa with the assistance of Mari and Yamḥad. (Elam) Accession of Siwe-palar-ḫuppak.
c. 1762 BCE	Babylon wars with Ešnunna.
c. 1761 BCE	Babylon sacks Mari. Death of Zimri-Lim. (Andariq) Mari besieges Andariq briefly before defeat. Imidaya rises to power in Andariq as the historical record of this city is interrupted.
c. 1759 BCE	Rebellion in Mari. Babylon destroys Mari.
c. 1757 BCE	Babylon defeats a force of Gutians.

Historical Near East Timeline (Middle Chronology)			
The Reign of Ḫammu-rapi of Babylon			
Year	Babylon and the Near East		
c. 1756 BCE	(Ešnunna) Ešnunna, weakened by protracted war with Babylon, is obliterated by flood.		
c. 1750 BCE	Death of Ḫammu-rapi. (Yamḫad) Death of Yarim-Lim and accession of Ḫammu-rapi I of Yamḫad.		
The Old Babylonian Era			
Ruler of Babylon	Babylon and the Near East		
c. 1749 - 1712 BCE Samsu-iluna	Rebellion of Ešnunna, Larsa. Destruction of the walls of Ur. Many ancient cities of Sumer abandoned. Babylon loses the south. Earliest mention of the Kassites.		
c. 1711 - 1684 BCE Abī-ešuh			
c. 1683 - 1647 BCE Ammi-ditana			
c. 1646 - 1626 BCE Ammi-šaduqa			
c. 1625 – 1595 BCE Samsu-ditana			
Year	Mesopotamia	Southwestern Asia	Rest of the World
c.1595 BCE	Hittite Invasion of Mesopotamia. End of the First Dynasty of Babylon.		
c.1500 BCE	Beginning of the Kassite rule in Babylonia.		
c.1500-1100 BCE	Kassite Dynasty (in Babylonia) and Assyrian Empire (in Assyria). Correspondence with kings of Hittites and Egypt.	The Hittite Empire. Wars among the peoples of the Levant, the Mitanni, Egypt. Mesopotamia rarely involved until the end of the period. Ugaritic abjad in use (c. 1400 BCE).	New Kingdom Egypt (Dynasties XVIII-XX). Rise and decline of Minoan Civilization (Crete); Mycenaean Civilization of Greece. Linear B script. Oldest form of Chinese writing (the oracle bone script).
c.1150 BCE	Kassite Dynasty Ends.	The Late Bronze Age Collapse; End of New Kingdom Egypt, end of Mycenaen civilization, end of the Hittite Empire. Beginning of the Third Intermediate Period in Egypt. Hypothesized era of the <i>Iliad</i> and the events of the Book of Exodus.	

Historical Near East Timeline (Middle Chronology)			
Year	Mesopotamia	Southwestern Asia	Rest of the World
c.1087 BCE	Babylon destroyed by the Assyrians.		
c.911-609 BCE	Neo-Assyrian Empire grows to encompass lands from Elam to Anatolia to Egypt. Aramaic is the lingua franca. Babylon again destroyed by the Assyrians.		c. 900 BCE, earliest possible evidence of writing in the New World, among the Olmecs. Mytho-historical date of the foundation of Rome (753 BCE). Earliest evidence of Etruscan script (c. 700 BCE). c. 750 BCE, Greeks adapt Phoenician abjad.
658-605 BCE	Reign of Nabopolassar (Nabû-apal-uşur) in Babylon. Beginning of the Neo-Babylonian Empire , fall of the Neo-Assyrians.		
605-562 BCE	Reign of Nebuchadnezzar II (Nabû-kudurri-uşur); Capture of Jerusalem in 597 BCE, destruction completed in 587 BCE.	Portion of the population of Judea deported to Babylonia.	According to Herodotus, Phoenicians circumnavigate Africa.
539 BCE	Achaemenids capture Babylon and the last Neo-Babylonian monarch, Nabonidus (Nabû-na'id).		
539-330 BCE	The Persian (Achaemenid) Empire		Overthrow of the monarchy in Rome (509 BCE) and establishment of Roman Republic. The Golden Age of Classical Greece; the Greco-Persian Wars (490-449 BCE) and Peloponnesian War (431-404 BCE). Warring States Era (c. 475-221 BCE) in China.
334-326 BCE	Conquests of Alexander III (the Great) of Macedon. End of the Persian Empire and beginning of Hellenization of the Levant and Egypt.		

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BABYLON



ON WHICH FAME AND JUBILATION ARE BESTOWED



Over 3,700 years ago, Hammu-rapi reigned in Babylon. Known today for his law code, this Amorite king took a minor city-state located on a branch of the Euphrates and created an empire which rivaled any the world had yet seen.

Babylon On Which Fame and Jubilation Are Bestowed is a roleplaying game set in the world of Hammu-rapi, specifically the 25th year of his reign. Whether players choose to situate their game in historic Mesopotamia, or in some fantastic variant, *BFJB* gives players and gamemasters the tools needed to experience the cultural milieu and personalities of Babylon in the eighteenth century BCE.

Included in this volume is a complete rule system, along with detailed entries on the peoples, cities and gods of the Kingdom of Babylon. In addition to this book, a group needs only paper, dice and their imagination to play.

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