

Aura

Roleplay Adaptations

PLEASE NOTE

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Introduction

Aura is a generic setting in the sense that it is not necessarily tailored towards roleplaying, or any particular system of roleplaying. This document provides adaptations of the setting to various rules systems, such as Dungeons and Dragons. This includes racial stats, as well as other system specific rules that try to fit the world.

General Adaptations

The following adaptations are worth considering, regardless of the system.

Power Levels

Aura is intended as a moderately powered setting, compared to many other settings which could be considered high powered. Epic characters are very rare, and an entire party of them is probably unrealistic. Epic level threats certainly exists, but something like a shadow dragon or other epic monster is meant to be fought with an army at your back, perhaps lead by a single epic character, almost certainly never by a small band of exclusively epic characters acting alone. Sadly large armies seem to be lacking in roleplaying games.

Good vs. Evil

The concept of alignments, or good vs evil and law vs chaos, are not particularly useful in Aura. While some things are fairly black and white (werewolves are evil, always) and you could still use alignments as a guide on how to play a character, good and evil or law and chaos are not actual attributes of a person that you can somehow divine or use against them - like a holy sword that hurts evil creatures really bad. No such thing. It may hurt werewolves - who certainly count as evil - but that's probably more because it is a silver sword dipped in poison made from Wolf's Bane. Some systems may have rules based on alignment that are hard to get around, but I do try to limit alignment's role in the actual rules.

Seeing in the Dark

Aura is a dark world, with no sun and little light. For this reason all races have the ability to see normally in dimly lit areas and many can see in total darkness.

GURPS 4

This chapter adapts the setting to the GURPS 4th edition rules. Since GURPS is a universal system by design, it is ideally suited for Aura.

Racial Templates

This section describes the various races and their templates. The largest change here is that humans do not represent the norm from which all other races deviate, so humans have a template with a point cost just like any other race. You could imagine the base or norm being some imaginary creature with no special abilities or traits, a plain, nondescript and utterly boring creature who the gods decided to put out of its bland misery a long time ago.

Lycanthrope

Lycanthropes are hardy and enduring creatures. They can be found in any climate, eking out a life in the worst and the best of places. They are the dominant race, from which most of the other races are descended.

35 points

Attribute Modifiers: HT+1 [10]

Secondary Characteristic Modifiers: FP+1 [3], Per+1 [5]

Advantages: Claws (sharp) [5], DR 1 [5], Night Vision 5 [5], Teeth (sharp) [1], Temperature Tolerance (cold) 1 [1]

Human

Humans lack much of the toughness and keen senses of the lycanthropes. In return they seem to have a kind of sixth sense for danger, and are known for their bullheaded attitudes. Over time humans have learned to stick together to survive.

15 points

Advantages: Luck (Defensive) [12], Night Vision (3) [3]

Most humans have some level of Social Stigma if they live among lycanthropes. The main exception are those living in the nation of Amarin. Elsewhere they are second-class citizens or even slaves, if not living in tribes of their own. Humans of such primarily human tribes often have some level of Claim to Hospitality from other such tribes.

Werewolf

Werewolves are feral, almost mindless beasts driven by an insatiable lust and rage. Under the influence of a strong leader werewolves can gather in bands and carry out elaborate raids, but on their own only the oldest show any real sign of intelligence and cunning.

Werewolf

All werewolves share the same template below, whether born with the curse or having been cursed later in life. Those not born with the curse retain much of their physical appearance.

30 points

Attribute Modifiers: ST+2 [20], HT+2 [20]

Secondary Characteristic Modifiers: Per+2 [10], BM+1 [5], TL-1 [-5]

Advantages: Claws (sharp) [5], DR 1 [5], Discriminatory Smell [15], Fearlessness 5 [10], High Pain Threshold [10], Night Vision 6 [6], Penetrating Voice [1], Regeneration (regular) [25], Teeth (sharp) [1], Temperature Tolerance (cold) 2 [2], Unkillable 1 (Achilles' Heel: Silver) [45]

Disadvantages: Bad Temper [-10], Berserk [-10], Bloodlust [-10], Dyslexia [-10], Frightens Animals [-10], Impulsiveness [-10], Infectious Attack (claws and bite) [-5], Innumerate [-5], Lecherousness [-15], Dread (Wolfbane; Cannot be Trapped) [-5], Short Lifespan 1 [-10], Social Stigma (Monster) [-15], Uncontrollable Appetite (blood) [-15], Vulnerability (Silver x3) [-15]

Pack Leader

A few werewolves manage to assert themselves among their peers, through strength or guile. Such pack leaders often lead small bands of werewolves in raids or roving bands. They rarely have widespread dominance.

30 points

Add: Charisma 2 (only with werewolves) [10]

Remove: Bad Temper [10], Berserk [10]

Wendigo

The wendigo is an advanced stage of the werewolf. Few in numbers but widely feared, the wendigo is cunning and able to lead other werewolves. Only werewolves who have reached their first aging threshold (35 years) may take this lens. Wendigo often start out as pack leaders.

80 points

Add: Callous [-5], Charisma 4 (only with werewolves) [20], Fanaticism [-15], Obsession (find a way to return Alsjehra to life) [-10], Regeneration (fast, replaces regular) [25], Sadism [-15], Semi-Upright [-5], Terror (howl) [30]

Remove: TL-1 [5], Bad Temper [10], Berserk [10], Bloodlust [10], Dyslexia [10], Impulsiveness [10]

Ghoul

Ghouls are masters of close combat. Disciplined and at home in deep, underground tunnels, ghouls are formidable opponents in tight quarters.

Male

50 points

Attribute Modifiers: ST+2 [20], HT+1 [10]

Advantages: Claws (sharp) [5], DR 3 (Tough Skin) [9], Eidetic Memory [5], Hard to Subdue 1 [2], Language Talent [10], Longevity [2], Night Vision 6 [6], Teeth (sharp) [1]

Disadvantages: Semi-Upright [-5], Sense of Duty (slaves) [-10], Total Intolerance (wights) [-5]

Female

54 points

Attribute Modifiers: DX+1 [20], HT+1 [10]

Advantages: Acute Vision 2 [4], Claws (sharp) [5], DR 3 (Tough Skin) [9], Eidetic Memory [5], Hard to Subdue 1 [2], Language Talent [10], Longevity [2], Night Vision 6 [6], Teeth (sharp) [1]

Disadvantages: Semi-Upright [-5], Sense of Duty (slaves) [-10], Total Intolerance (wights) [-5]

Wight

Outcasts reviled by the ghouls, wights are pragmatic, cunning and resourceful.

60 points

Attribute Modifiers: DX+1 [20], HT+1 [10]

Secondary Characteristic Modifiers: Per+2 [10]

Advantages: Claws (sharp) [5], Danger Sense [15], DR 2 (Tough Skin) [6], Night Vision 5 [5], Outdoorsman 1 [10], Teeth (sharp) [1], Temperature Tolerance (cold) 1 [2]

Disadvantages: Careful [-1], Pacifism (Self-Defense Only) [-15], Illiteracy [-3], Semi-Upright [-5]

Revenant

Sinister, intelligent and powerful masters of arcane secrets, revenants are rightfully feared. Thankfully none are thought to remain in the world.

180 points

Attribute Modifiers: IQ+1 [20]

Advantages: Dark Vision [25], Doesn't Breathe [20], Doesn't Eat or Drink [10], Doesn't Sleep [20], Immunity to Metabolic Hazards [30], Insubstantiability (Always On) [40], Magery 0 [5], Possession (Spiritual) [80], Unaging [15]

Disadvantages: Callous [-5], Frightens Animals [-10], Lifebane [-10], Nearsighted [-25], Social Stigma (Monster) [-15]

Fae

The fae are moth-like creatures indigenous to the deep forests of the south. Tiny, elusive and mysterious, fae are masters of alchemy and poison, making up for their size with deadly precision and skill.

40 points

Attribute Modifiers: ST-4 [-40], DX+1 [20]

Secondary Characteristic Modifiers: SM-6, BM-2 [-10]

Advantages: Affliction (Blindness; Area 2; Vision-Based; Costs Fatigue 2; Emanation; Emergencies Only; Takes Recharge 15 minutes) [27], Animal Empathy [5], Alcohol Tolerance [1], Detect Poison [5], Flight (Cannot Hover; Winged) [24], High Manual Dexterity 1 [5], Immunity (werewolf's curse) [10], Magery 0 [5], Night Vision 6 [6], Resistant to Poison +3 [5], Terror (glowing red eye patterns on wings) [30]

Disadvantages: Cannot Speak (except own language) [-15], Fragile (Combustible) [-5], Divine Curse (Self-Destruct; Self-Immolation within 2 years of a moment of calling or reaching first age threshold) [-10], Illiteracy [-3], Total Intolerance (lycanthropes and humans) [-10], Vow (Must not willfully harm or consume birds or their eggs, even in self-defense) [-10]

Nereid

Nereids are mimics of the sea, similar in their natural form to large jellyfish. They live in the deep oceans and rarely come near the surface. For this reason they are known to other races almost exclusively through the occasional sighting at sea or beached corpse.

135 points

Advantages: Acute Taste and Smell [2], Acute Touch [2], Affliction (Agony and Paralysis; Jet; Increased Range $\frac{1}{2}D$ 100 max 100; Contact Agent; Inaccurate 2) [43], Chameleon 2 [10], Discriminatory Smell [15], Discriminatory Taste [10], Doesn't Breathe (Oxygen Absorption) [15], Double-Jointed [15], Elastic Skin [20], Extended Lifespan 1 [2], Injury Tolerance (No Brain) [5], Morph (Cosmetic) [50], Slippery 2 [4], Subsonic Hearing [5], Telecommunication (chemical; range 10 miles, omnidirectional; only underwater; subject to noise; Broadcast; Racial; Vague) [12], Ultrahearing [5]

Disadvantages: Curious [-5], Dependency (salt water, constantly) [-25], Invertebrate [-20], Mute [-25], No Legs (Aquatic) [-5]

D&D 4

This chapter adapts the setting to the D&D 4th edition rules. Most of 4th edition can be used as-is without a lot of changes. The largest change is the set of races, which are very different from the standard assortment of D&D races.

Races

This section describes the various races and their game stats. Please note that the wendigo is not a race in D&D terms, but rather a racial paragon path, and the revenants are considered monsters since they work poorly or not at all as playable races. Also be aware that humans have rather different stats in this world.

Lycanthropes

Lycanthropes are hardy and enduring creatures. They can be found in any climate, eking out a life in the worst and the best of places. They are the dominant race, from which most of the other races are descended.

- +2 Constitution ; +2 Wisdom or Dexterity
- Medium size
- Speed: 6 squares
- Low-light vision
- Languages: Local language ; choice of one other
- Skill Bonuses: +2 Endurance, +2 Acrobatics or Perception
- Hardy: Choose Fortitude, Reflex, or Will. You gain a +1 racial bonus to that defense.
- Resilient: You can use your Second Wind as a minor action instead of a standard action.
- Lycanthrope Shifting: You have the *Lycanthrope Shifting* racial power.

Lycanthrope Shifting

Lycanthrope Racial Power

You unleash the beast within, drawing upon its power and endurance.

Encounter ♦ Healing

Minor Action **Personal**

Requirement: You must be bloodied

Effect: Until the end of the encounter, you gain a +2 bonus to damage rolls. In addition, while you are bloodied, you gain regeneration 2.

Level 11: Regeneration 4

Level 21: Regeneration 6

Werewolves

Werewolves are feral, almost mindless beasts driven by an insatiable lust and rage. Under the influence of a strong leader werewolves can gather in bands and carry out elaborate raids, but on their own only the oldest show any real sign of intelligence and cunning.

- +2 Strength ; +2 Constitution or Charisma
- Medium size
- Speed: 6 squares
- Darkvision
- Languages: Narumach
- Skill Bonuses: +2 Athletics, +2 Intimidate
- Bloodhunt: You gain a +5 bonus to Perception to notice, locate, or track bloodied creatures.
- Regeneration: You have regeneration 2. This increases to regeneration 4 at 11th level and regen 6 at 21st level. If you take damage from a silver weapon your regeneration does not function on your next turn. Certain other substances may also limit your regeneration.
- Natural Weapons: When you make a melee weapon attack you can use your claws or bite, which are weapons in the unarmed weapon group. You can only use one at a time unless you have a power that allows you to make more than one attack. These weapons have the off-hand weapon property, a +2 proficiency bonus, and deal 1d8 damage. Your claws and bite can't be turned into magic weapons.
- Black Curse: Any enemy who takes damage from your claws or bite are exposed to the Black Curse disease described below. You are immune to the Black Curse, both your own and that of other werewolves.

Black Curse of the Werewolves		Level 1+ Disease	
<i>This dark curse, carried by all werewolves, inflicts the target with rage and ultimately transforms them into a werewolf.</i>		Attack: Werewolf's attack Endurance improves DC 15 + one-half werewolf's level, maintain DC 12 + one-half werewolf's level, worsen DC 11 + one-half werewolf's level or lower	
The target is cured.	← Initial Effect The target takes a -2 penalty to Will defense until cured.	↔ The target is dazed.	↔ The target attacks the nearest creature in its line of sight. If it can't see any other creatures, it does nothing but move in a randomly chosen direction.
			→ Final State The target becomes a werewolf.

Humans

Humans lack much of the toughness and keen senses of the lycanthropes. In return they seem to have a kind of sixth sense for danger, and are known for their bullheaded attitudes. Over time humans have learned to stick together and work well in groups, though not with everyone.

- +2 Wisdom ; +2 Strength or Constitution
- Medium size
- Speed: 6 squares
- Low-light vision
- Languages: Àuvaséil or local lycanthropic language ; choice of one other
- Skill Bonuses: +2 Athletics, +2 to one other skill
- Danger Sense: You have a +2 racial bonus to AC against opportunity attacks.
- Bullheaded: You have a +2 racial bonus to saving throws against effects that daze, dominate or stun.
- Group Awareness: You grant human allies within 5 squares of you a +1 racial bonus to Perception checks.
- Second Chance: You can use *second chance* as an encounter power.

Second Chance

Human Racial Power

Your luck and sixth sense combine to work in your favor as you dodge your enemy's attack.

Encounter

Immediate Interrupt

Personal

Effect: When an attack hits you, force an enemy to roll the attack again. The enemy uses the second roll, even if it's lower.

Ghouls

Ghouls are masters of close combat. Disciplined and at home in deep, underground tunnels, ghouls are formidable opponents in tight quarters.

- +2 Strength (males) or Dexterity (females) ; +2 Constitution or Intelligence
- Medium size
- Speed: 6 squares
- Darkvision
- Languages: Edaên or local lycanthropic language (ghouls born free learn Edaên, those born into slavery learn the local language) ; choice of one other if born free.
- Skill Bonuses: +2 Dungeoneering, +2 History
- Close Advantage: You gain a +2 racial bonus to melee attacks against adjacent enemies.
- Stand Your Ground: When an effect forces you to move - through a pull, a push, or a slide - you move 1 square less than the effect specifies. This means an effect that normally pulls, pushes, or slides a target 1 square does not force you to move unless you want to. In addition, when an attack would knock you prone, you can immediately make a saving throw to avoid falling prone
- Iron Guard: You have the *Iron Guard* racial power.

Iron Guard

Ghoul Racial Power

Your swift reactions and determination fortifies you against harm.

Encounter

Immediate Interrupt **Personal**

Trigger: You are hit by an attack

Effect: You gain a +2 bonus to all defenses until the end of your next turn

Wights

Outcasts reviled by the ghouls, wights are pragmatic, cunning and resourceful.

- +2 Dexterity ; +2 Constitution or Intelligence
- Medium size
- Speed: 6 squares
- Darkvision
- Languages: Copal ; choice of one other.
- Skill Bonuses: +2 Stealth, +2 to one other skill
- Danger Sense: You gain a +2 racial bonus to initiative checks
- Shifting Fortunes: When you use your second wind, you can shift 1 square as a free action
- Wight Shifting: You have the Wight Shifting racial power.

Wight Shifting

Wight Racial Power

You draw upon inner reserves of speed and agility.

Encounter

Minor Action

Personal

Requirement: You must be bloodied

Effect: Until the end of the encounter, your speed increases by 2, and you gain a +1 bonus to AC and Reflex

Fae

Tiny, elusive and mysterious, the fae are masters of alchemy and poison, making up for their size with deadly precision.

- +2 Dexterity ; +2 Charisma
- Tiny size
- Speed: 3 squares, Fly 5 squares
- Darkvision
- Languages: Nu-ejúmì ; other languages only written
- Skill Bonuses: +2 Arcana, +2 Stealth
- Alchemist: You gain the Alchemist feat (Adventurer's Vault page 21) as a bonus feat.
- Poison Resistance: You have a +5 racial bonus to saving throws against poisons.
- Tiny Weapons: You deal only a quarter damage (minimum 1) with any weapon you wield. This only affects weapon damage.
- Precise Cuts: On a critical hit you deal ongoing 5 damage (save ends)
- Cursed Soul: You are immune to the Black Curse of the werewolves.
- Flare: You have the *Flare* racial power.

Flare

Fae Racial Power

You emit a brief but bright flash of light, blinding your enemies.

Encounter

Standard Action

Close Burst 3

Target: Each enemy in burst

Attack: Charisma vs. Will

Effect: The target is blinded until the end of your next turn.

Paragon Paths

The paragon paths described in this section are unique to Aura. Most other paragon paths can be made to fit the setting without much trouble.

Wendigo

The wendigo is an advanced stage of the werewolf. Few in numbers but widely feared, the wendigo is cunning and able to lead other werewolves.

- **Prerequisites:** Werewolf
- **Inspiring Frenzy (11th):** When you spend an action point to take an extra action, an ally who can see you can make a basic attack as a free action.
- **Forked Tongue (11th):** You know two other languages, and you gain a +2 bonus to bluff checks.
- **Cunning Sneak (11th):** You can use either Intelligence or Dexterity for Stealth checks.
- **Darker Curse (12th):** You add your Intelligence modifier (minimum 1) to all endurance DCs for your Dark Curse of the Werewolves disease.
- **Strength of the Blood (16th):** While you are bloodied, you and all werewolves within 5 squares of you who can see you gain a +2 to regeneration.

Dread Howl

Wendigo Attack 11

You let out a terrifying howl to strike fear into the hearts of your enemies

Encounter ♦ **Fear, Implement**

Standard Action **Close Blast 5**

Target: Each enemy in blast

Attack: Charisma vs. Will

Effect: Each target take a -2 penalty to attack and AC (save ends). On each failed save the penalty increases by -1 (maximum total penalty -5).

Shadow Step

Wendigo Utility 12

You slip into the shadows, disappearing from harms way

Encounter ♦ **Illusion**

Immediate Interrupt **Personal**

Requirement: You are hit by an attack

Effect: You shift a number of squares equal to your speed and become invisible until the end of your next turn.

Rabid Chain

Wendigo Attack 20

Your rabid fervor infects your enemies

Daily ♦ **Arcane, Weapon**

Standard Action **Melee Weapon**

Target: One creature

Attack: Strength vs AC, Dexterity vs AC or Constitution vs AC

Hit: 3[W] + Strength, Dexterity or Constitution damage. The target makes a melee basic attack against an adjacent creature of your choice that has not been attacked this turn. On a hit, that creature does likewise, and so on until an attack misses.

Miss: Half damage, and no additional attacks.

Equipment and Magic Items

Coins and Currency

The currency and coins vary across Aura, but for the simplicity of roleplaying you can assume a system of gold pieces (gp), electrum pieces (ep), and silver pieces (sp) which correspond to the gold, electrum and silver šek of the heartlands. An electrum pieces is worth 24 gold pieces, and a silver pieces is worth 8 electrum pieces or 192 gold pieces.

This document will stick to the standard D&D gold pieces when mentioning price, however.

Silvered Weapons

Silver is rarer than gold in Aura, and is sought after extensively, especially since the emergence of the werewolves. A weapon can be silvered for 1000 gp, twice the normal cost. Likewise, the component costs of the Alchemical Silver described in Adventurer's Vault page 23 is twice as expensive as usual (the market price of the formula itself is still 200 gp).

Alchemical Items

Liquid Silver

Level: 7

Category: Curative, Poison

Time: 1 hour

Component Cost: See below

Market Price: 800gp

Key Skill: Arcana

Wolf's Bane

Level: 3

Category: Poison

Time: 15 minutes

Component Cost: See below

Market Price: 120gp

Key Skill: Heal, Nature, or Thievery (no check)

Liquid Silver		Level 7+		Wolf's Bane		Level 3+	
<i>Created through a complex and arcane procedure, liquid silver is highly valuable even though it contains only little silver.</i>				<i>Extracted from the plant of the same name, this poison is particularly effective against werewolves and their kin.</i>			
Lvl 7	200 gp	Lvl 22	25000 gp	Lvl 3	30 gp	Lvl 18	3400 gp
Lvl 12	1000 gp	Lvl 27	125000 gp	Lvl 8	125 gp	Lvl 23	17000 gp
Lvl 17	5000 gp			Lvl 13	650 gp	Lvl 28	85000 gp
Alchemical Item				Alchemical Item			
Power (Consumable ♦ Poison): Standard Action. Applied directly to the wounds of a willing target, the target is cured of the Black Curse of the werewolves if infected but not yet at the final stage of the disease, but takes ongoing 10 poison damage and a -5 penalty to attacks (save ends both). Applied to a weapon or one piece of ammunition, make a secondary attack against the next target you hit with the coated weapon or ammunition: item level + 3 vs. Fortitude; on a hit, the target takes 10 ongoing damage (save ends), and if the target is a werewolf its regeneration doesn't function (save ends).				Power (Consumable ♦ Poison): Standard Action. Apply the poison to your weapon or one piece of ammunition. Make a secondary attack against the next target you hit with the coated weapon or ammunition: item level + 3 vs. Fortitude; on a hit, you deal an additional 1d6 poison damage (2d6 at level 13, 3d6 at level 23). If the target is a werewolf or other creature susceptible to this poison, its regeneration doesn't function on its next turn.			

Monsters

Revenants

Sinister, intelligent and powerful masters of arcane secrets, revenants are rightfully feared. Thankfully none are thought to remain in the world.

Revenant Rook

The rooks were the common strike force of the revenants, found widely on the battlefield along with enslaved minions.

Revenant Rook		Level 9 Skirmisher
Medium shadow humanoid (undead)		XP 400
HP 94; Bloodied 47		Initiative +10
AC 23		Perception +10
Fortitude 22, Reflex 24, Will 25		Darkvision
Speed fly 6 (hover); phasing		
Immune disease, poison		
Resist insubstantial;		
Vulnerable 5 radiant		
Traits		
Focused Attention		
The rook deals an additional 2d6 necrotic damage to targets marked by the rook.		
Standard Actions		
Phantom Blade (basic attack, necrotic) ♦ At-Will		
<i>Attack:</i> Melee 1 (one creature); +12 vs. Reflex		
<i>Hit:</i> 2d6 + 5 necrotic damage, and the target is marked. Only one target can be marked in this way at a time.		
Possession (charm, psychic) ♦ Encounter		
<i>Attack:</i> Melee 1 (one creature); +12 vs. Will		
<i>Hit:</i> 1d6 + 5 psychic damage, and the target is dominated (save ends). The rook possesses the target's body, occupying the same space, and attacks that deal damage to the rook deal equal damage to the target. When the target saves against this effect the rook takes 1d6 + 5 psychic damage and leaves the target, appearing in the nearest unoccupied space. On three consecutive failed saves the domination becomes permanent (the ritual Remove Affliction may be able to rid the target of the possessing rook)		
<i>Miss:</i> The rook takes 2d6 + 5 psychic damage		
Triggered Actions		
Spectral Slip ♦ At-Will (1/round)		
<i>Trigger:</i> You are attacked by a melee attack		
<i>Effect (free action):</i> You shift one square and the attacker is marked until the end of your next turn. This mark does not override the mark from Phantom Blade, but does not stack with it.		
Skills Stealth +15		
Str 10 (+4)	Dex 19 (+8)	Wis 12 (+5)
Con 14 (+6)	Int 15 (+6)	Cha 20 (+9)
Alignment evil		Languages Zitol

Revenant Corruptor

The corruptors were the infiltrators of the revenants, specialized in getting behind enemy lines and taking over from within by dominating leading enemy figures.

Revenant Corruptor		Level 11 Lurker
Medium shadow humanoid (undead)		XP 600
HP 86; Bloodied 43		Initiative +13
AC 25		Perception +11
Fortitude 24, Reflex 26, Will 27		Darkvision
Speed fly 6 (hover); phasing		
Immune disease, poison		
Resist insubstantial;		
Vulnerable 5 radiant		
Traits		
Corrupting Presence ♦ Aura 3		
Enemies within the aura take a -2 penalty to saving throws.		
Standard Actions		
Corrupting Touch (basic attack, psychic) ♦ At-Will		
<i>Attack:</i> Melee 1 (one creature); +14 vs. Fortitude		
<i>Hit:</i> ongoing 5 psychic damage (save ends)		
Possession (charm, psychic) ♦ Encounter		
<i>Attack:</i> Melee 1 (one creature); +14 vs. Will		
<i>Hit:</i> See Revenant Rook		
<i>Miss:</i> The corruptor takes 2d6 + 5 psychic damage		
Minor Actions		
Sway (charm) ♦ Recharge 5, 6		
<i>Attack:</i> Close Burst 3 (enemies in burst taking ongoing psychic damage); +14 vs. Will		
<i>Hit:</i> The target can not attack you until the end of your next turn.		
Triggered Actions		
Doom ♦ At-Will (1/round)		
<i>Trigger:</i> The corruptor is attacked by an enemy taking ongoing psychic damage		
<i>Effect:</i> The attacker takes a -2 penalty to defences against charm effects until the end of the corruptors next turn.		
Skills Stealth +16		
Str 10 (+5)	Dex 18 (+9)	Wis 12 (+6)
Con 14 (+7)	Int 16 (+8)	Cha 21 (+10)
Alignment evil		Languages Zitol

Werewolves

Werewolf Runt

Werewolf Runt	Level 3 Minion Brute
Medium natural humanoid	XP 38
HP 1; (a minion never takes damage on a missed attack) AC 16 Fortitude 17, Reflex 16, Will 15 Speed 6 Immune Black Curse (see Races)	Initiative +5 Perception +6 Darkvision
Traits	
Blood Rage The runt's melee attacks deal 4 extra damage against a bloodied target.	
Standard Actions	
Claw (basic attack) ♦ At-Will <i>Attack:</i> Melee 1 (one creature); +6 vs. AC <i>Hit:</i> 1d6 + 3 damage; see also <i>blood rage</i> .	
Bite (basic attack, disease) ♦ At-Will <i>Attack:</i> Melee 1 (one creature); +12 vs. AC <i>Hit:</i> 1d6 + 3 damage, and the target contracts the Black Curse (see Races above); see also <i>blood rage</i> .	
Skills Bluff +5, Insight +6, Intimidate +7, Nature +6 Str 17 (+4) Dex 15 (+3) Wis 12 (+2) Con 14 (+3) Int 8 (+0) Cha 10 (+1)	
Alignment evil	Languages Narumach

Werewolf Hordeling

Werewolf Hordeling	Level 8 Minion Brute
Medium natural humanoid	XP 88
HP 1; (a minion never takes damage on a missed attack) AC 22 Fortitude 23, Reflex 22, Will 20 Speed 6 Immune Black Curse (see Races)	Initiative +7 Perception +6 Darkvision
Traits	
Hard to Kill A hordeling takes no damage from a non-silvered weapon, except on a critical hit. Any item that normally prevents a werewolf from regenerating counts as silvered for this purpose. Non-weapon damage is unaffected.	
Standard Actions	
Claw (basic attack) ♦ At-Will <i>Attack:</i> Melee 1 (one creature); +11 vs. AC <i>Hit:</i> 1d8 + 5 damage; see also <i>blood rage</i> .	
Bite (basic attack, disease) ♦ At-Will <i>Attack:</i> Melee 1 (one creature); +11 vs. AC <i>Hit:</i> 1d6 + 5 damage, and the target contracts the Black Curse (see Races above); see also <i>blood rage</i> .	
Skills Bluff +5, Insight +6, Intimidate +7, Nature +6 Str 18 (+8) Dex 16 (+7) Wis 12 (+5) Con 17 (+7) Int 8 (+3) Cha 10 (+4)	
Alignment evil	Languages Narumach

Werewolf Brute

Werewolf Brute	Level 8 Brute
Medium natural humanoid	XP 350
HP 108; Bloodied 54 Regeneration 5 (if the brute takes damage from a silver weapon, its regeneration doesn't function on its next turn.) AC 22 Fortitude 23 Reflex 22, Will 21 Speed 6 Immune Black Curse (see Races)	Initiative +7 Perception +7 Darkvision
Traits	
Blood Rage The brute's melee attacks deal 4 extra damage against a bloodied target.	
Standard Actions	
Greatclub (basic attack) ♦ At-Will <i>Attack:</i> Melee 1 (one creature); +12 vs. AC <i>Hit:</i> 2d4 + 4 damage; see also <i>blood rage</i> .	
Bite (basic attack, disease) ♦ At-Will <i>Attack:</i> Melee 1 (one creature); +12 vs. AC <i>Hit:</i> 1d6 + 4 damage, and the target takes ongoing 5 damage (save ends) and contracts the Black Curse (see Races above); see also <i>blood rage</i> .	
Skills Bluff +5, Insight +7, Intimidate +7, Nature +7 Str 19 (+8) Dex 16 (+7) Wis 14 (+6) Con 18 (+8) Int 8 (+3) Cha 11 (+4)	
Alignment evil	Languages Narumach

Werewolf Savager

Werewolf Savage Level 10 Skirmisher

Medium natural humanoid XP 600

HP 106; **Bloodied** 53 **Initiative** +9

Regeneration 5 (if the savage takes damage from a silver weapon, its regeneration doesn't function on its next turn.) **Perception** +7
Darkvision

AC 25

Fortitude 26, **Reflex** 25, **Will** 23

Speed 6

Immune Black Curse (see Races)

Traits

Blood Rage

The savage's melee attacks deal 4 extra damage against a bloodied target.

Standard Actions

Claw (basic attack, disease) ♦ **At-Will**

Attack: Melee 1 (one creature); +15 vs. AC

Hit: 1d8 + 5 damage, and the target contracts the Black Curse (see Races above); see also *blood rage*.

Bite (basic attack, disease) ♦ **At-Will**

Attack: Melee 1 (one creature); +15 vs. AC

Hit: 1d6 + 5 damage, and the target takes ongoing 5 damage (save ends) and contracts the Black Curse (see Races above); see also *blood rage*.

Rabid Fury (basic attack, disease) ♦ **Recharge 5,6**

The savage makes two claw attacks against a single target. If both attacks hit, the target is grabbed and the savage make a bite attack against the target.

Triggered Actions

Slashing Recoil ♦ **At-Will** (1/round)

Trigger: An attack misses the savage.

Effect: The savage makes a melee basic attack and shifts 2 squares.

Skills Bluff +6, Insight +7, Intimidate +8, Nature +7

Str 20 (+10) **Dex** 18 (+9) **Wis** 14 (+7)

Con 18 (+9) **Int** 10 (+5) **Cha** 12 (+6)

Alignment evil

Languages Narumach

Rituals

This section described new rituals as well as alternate rules for existing rituals.

Remove Affliction

The *Remove Affliction* ritual from the Player's Handbook page 311 may be used to exorcise a possessing spirit, freeing the subject from domination. Upon being exorcised the possessing spirit is freed, but can not manifest in the physical world or possess another body for a number of hours equal to twice your heal check. Exorcism is particularly taxing upon the subject, afflicting additional damage equal to twice the number of days since the possession started.

D&D 3.5

This chapter adapts the setting to the D&D 3.5 system. Most of 3rd edition can be used as-is without a lot of changes. The largest change is the set of races, which are very different from the standard assortment of D&D races.

Races

This section describes the various races and their game stats. Please note that the wendigo is not a race in D&D terms, but rather a racial prestige class. Also be aware that humans have rather different stats in this world.

Lycanthropes

Lycanthropes are hardy and enduring creatures. They can be found in any climate, eking out a life in the worst and the best of places. They are the dominant race, from which most of the other races are descended.

- Medium: As Medium creatures, lycanthropes have no special bonuses or penalties due to their size.
- Lycanthrope base land speed is 30 feet.
- Low-Light Vision: A lycanthrope can see twice as far as someone without low-light vision in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- Scent: Lycanthropes can detect approaching enemies, sniff out hidden foes, and track by sense of smell.
- +2 racial bonus on Listen, Search, and Spot checks.
- +2 natural armor bonus
- Lycanthropes gain Iron Will as a bonus feat.
- Damage reduction 2/-
- Automatic Languages: Local language. Bonus Languages: Any (other than secret languages).
- Favored Class: Any. When determining whether a multiclass lycanthrope takes an experience point penalty, her highest-level class does not count.

Werewolves

Werewolves are feral, almost mindless beasts driven by an insatiable lust and rage. Under the influence of a strong leader werewolves can gather in bands and carry out elaborate raids, but on their own only the oldest show any real sign of intelligence and cunning.

- +2 Strength, +2 Constitution, -2 Intelligence.
- Medium: As Medium creatures, werewolves have no special bonuses or penalties due to their size.
- Werewolf base land speed is 30 feet.
- Darkvision: Werewolves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and werewolves can function just fine with no light at all.
- Scent: Werewolves can detect approaching enemies, sniff out hidden foes, and track by sense of smell.
- +2 racial bonus on Listen, Search, and Spot checks.
- Damage reduction 5/silver
- Natural weapons: A werewolf has two claw attacks and a bite attack as natural

weapons. The claws deal 1d4 damage and the bite 1d6. A werewolf may attack with a weapon and a bite, or may attack with its natural weapons. The bite attack of a werewolf is a secondary attack.

- **Black Curse:** Any enemy damaged by your claws or bite (see natural weapons above) must make a fortitude save DC 10+half your level, or contract the Black Curse of the werewolves. Each day thereafter the subject must make a Will save (same DC) or take 1d4 Wisdom damage. The loss of wisdom is accompanied by wild and violent behaviour. If the subject's wisdom ever decreases to 0 from this disease, the subject becomes a werewolf, after which it regains its lost wisdom and is automatically cured of the disease. Two successful saves in a row means the subject has recovered from the disease. A werewolf is immune to the Black Curse.
- **Automatic Languages:** Narumach. **Bonus Languages:** Any (other than secret languages).
- **Favored Class:** Barbarian or Ranger. When determining whether a multiclass werewolf takes an experience point penalty, his barbarian or ranger class, whichever is highest level, does not count.
- **Level adjustment:** +1

Humans

Humans lack much of the toughness and keen senses of the lycanthropes. In return they seem to have a kind of sixth sense for danger, and are known for their bullheaded attitudes. Over time humans have learned to stick together and work well in groups, though not with everyone.

- +2 Wisdom, -2 Constitution
- **Medium:** As Medium creatures, humans have no special bonuses or penalties due to their size.
- Human base land speed is 30 feet.
- **Low-Light Vision:** A human can see twice as far as someone without low-light vision in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions
- +2 bonus to AC against Attacks of Opportunity
- +2 bonus to saving throws against effects that daze, dominate or stun.
- You grant human allies within 30 feet a +1 bonus to Listen, Search and Spot checks
- **Automatic Languages:** Àuvaséil or local lycanthropic language. **Bonus Languages:** Any (other than secret languages)
- **Favored Class:** Any. When determining whether a multiclass human takes an experience point penalty, her highest-level class does not count.

Ghouls

Ghouls are masters of close combat. Disciplined and at home in deep, underground tunnels, ghouls are formidable opponents in tight quarters.

- +2 Strength (males) or +2 Dexterity (females), -2 Charisma
- **Medium:** As Medium creatures, ghouls have no special bonuses or penalties due to their size.
- Ghoul base land speed is 30 feet.
- **Darkvision:** Ghouls can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and ghouls can function just fine with no light at all.
- +2 racial attack bonus against adjacent enemies
- +2 dodge bonus to AC against adjacent enemies
- **Stonecunning:** This ability grants a ghoul a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when

built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that is not stone but is disguised as stone also counts as unusual stonework. A ghoul who merely comes within 10 ft of unusual stonework can make a Search check as if he were actively searching, and a ghoul can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

- **Stability:** Ghouls are exceptionally stable on their feet. A ghoul gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground)
- **Automatic Languages:** Edaên or local lycanthropic language (ghouls born free learn Edaên, those born into slavery learn the local language). **Bonus Languages:** Any (other than secret languages)
- **Favored Class:** Monk. A multiclass ghoul's monk class does not count when determining whether he takes an experience point penalty.

Wights

Outcasts reviled by the ghouls, wights are pragmatic, cunning and resourceful.

- +2 Dexterity, -2 Charisma
- **Medium:** As Medium creatures, wights have no special bonuses or penalties due to their size.
- **Wight base land speed** is 30 feet.
- **Darkvision:** Wights can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and wights can function just fine with no light at all.
- +2 racial bonus to Initiative
- Wights may take two 5-foot steps in a round, either as one 10-foot step or as two steps before and after another action. All other restrictions still apply.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- **Automatic Languages:** Copal. **Bonus Languages:** Any (other than secret languages)
- **Favored Class:** Ranger or Rogue. When determining whether a multiclass wight takes an experience point penalty, his ranger or rogue class, whichever is highest level, does not count.

Revenants

Sinister, intelligent and powerful masters of arcane secrets, revenants are rightfully feared. Thankfully none are thought to remain in the world.

- +2 Intelligence, -2 Strength
- **Medium:** As Medium creatures, Revenants have no special bonuses or penalties due to their size.
- **Revenant base land speed** is 30 feet. **Fly speed** is 30 feet.
- **Darkvision:** Revenants can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and revenants can function just fine with no light at all.
- Revenants are undead.
- Revenants are incorporeal, except when possessing a body (see below).
- **Possession:** Once per round, a revenant can merge its body with a material creature. This ability is similar to a magic jar spell (caster level 10th or the revenant's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the

revenant must be manifested and it must try move into the target's space; moving into the target's space to use this ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + revenant's Cha modifier). A creature that successfully saves is immune to that same revenant's possession for 24 hours, and the revenant cannot enter the target's space. If the save fails, the revenant vanishes into the target's body.

- Automatic Languages: Zitol. Bonus Languages: Any (other than secret languages)
- Favored Class: Wizard. A multiclass revenant's wizard class does not count when determining whether he takes an experience point penalty.
- Level Adjustment: +5

Fae

Tiny, elusive and mysterious, the fae are masters of alchemy and poison, making up for their size with deadly precision.

- +2 Dexterity, +2 Charisma, -4 Strength
- Tiny: As a Tiny creature, a fae gains a +2 size bonus to Armor Class, a +2 size bonus on attack rolls, and a +8 size bonus on Hide checks, but she uses smaller weapons than other races use, and her lifting and carrying limits are half of those of a Medium character.
- Fae base land speed is 10 feet. Fly speed is 30 feet.
- Darkvision: Fae can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and fae can function just fine with no light at all.
- +2 racial bonus on saving throws against poisons
- +2 racial bonus on Craft (alchemy) checks.
- On a critical hit with a weapon or touch attack, you deal 1 point of Constitution damage to the target.
- You are immune to the Black Curse of the werewolves.
- Spell-like abilities: 1/day -- Hypnotism, Flare
- Automatic Languages: Nu-ejúmì. Bonus Languages: Any (other than secret languages and only written)
- Favored Class: Sorcerer. A multiclass fae's sorcerer class does not count when determining whether she takes an experience point penalty.

Prestige Classes

The prestige classes described in this section are unique to Aura. Most other prestige classes can be made to fit the setting without much trouble.

Wendigo

The wendigo is an advanced stage of the werewolf. Few in numbers but widely feared, the wendigo is cunning and able to lead other werewolves.

Hit Die: d10

Requirements

To qualify to become a wendigo, a character must fulfill all the following criteria.

Race: Werewolf

Base Attack Bonus: +6

Skills: Bluff 5 ranks, Hide 8 ranks, Intimidate 5 ranks, Move Silently 8 ranks

Feats: Combat Reflexes, Diehard

Class Skills

The wendigo's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Hide (Dex), Intimidate (Int), Jump (Str), Knowledge (arcana), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Knowledge (religion), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Use Magic Device (Cha).

Skill Points at Each Level: 6 + Int modifier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+2	+0	Darker Curse, poison use	0	-	-	-
2nd	+2	+3	+3	+0	Dark blessing	1	-	-	-
3rd	+3	+3	+3	+1	Command werewolves, aura of despair	1	0	-	-
4th	+4	+4	+4	+1	Sneak Attack +1d6	1	1	-	-
5th	+5	+4	+4	+1	Shadow jump 20 ft	1	1	0	-
6th	+6	+5	+5	+2		1	1	1	-
7th	+7	+5	+5	+2	Sneak Attack +2d6	2	1	1	0
8th	+8	+6	+6	+2	Shadow jump 40 ft	2	1	1	1
9th	+9	+6	+6	+3		2	2	1	1
10th	+10	+7	+7	+3	Sneak Attack +3d6	2	2	2	1

Class Features

All of the following are Class Features of the wendigo prestige class.

Weapon and Armor Proficiency

Wendigo are proficient with all simple and martial weapons, and with light and medium armor.

Darker Curse

A wendigo adds his Charisma modifier (if positive) to the DC of his Dark Curse.

Poison Use

Wendigo are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Dark Blessing (Su)

A wendigo applies his Charisma modifier (if positive) as a bonus on all saving throws.

Spells

A wendigo has the ability to cast a small number of divine spells. To cast a wendigo spell, a wendigo must have a Wisdom score of at least 10 + the spell's level, so a wendigo with a Wisdom of 10 or lower cannot cast these spells.

Wendigo bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the wendigo's Wisdom modifier. When the wendigo gets 0 spells per day of a given spell level he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The wendigo's spell list appears below. A wendigo has access to any spell on the list and can freely choose which to prepare, just as a cleric. A wendigo prepares and casts spells just as a cleric does (though a wendigo cannot spontaneously cast cure or inflict spells).

Aura of Despair (Su)

Beginning at 3rd level, the wendigo radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Command Werewolves (Su)

When a wendigo reaches 3rd level, he gains the supernatural ability to command and rebuke werewolves (but not other wendigo). He commands werewolves as a cleric of two levels lower would undead.

Sneak Attack

This ability, gained at 4th level, is like the rogue ability of the same name. The extra damage increases by +1d6 every third level beyond 4th (7th and 10th). If a wendigo gets a sneak attack bonus from another source, the bonuses on damage stack.

Shadow Jump (Su)

At 5th level, a wendigo gains the ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A wendigo can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. Every three levels higher than 5th, the distance a shadowdancer can jump each day doubles (40 feet at 8th). This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

Wendigo Spell List

Wendigo choose their spells from the following list:

1st Level

Cause fear, curse water, doom, inflict light wounds, magic fang, magic weapon, summon monster I*.

2nd Level

Bull's strength, darkness, death knell, desecrate, eagle's splendor, inflict moderate wounds, shatter, summon monster II*.

3rd Level

Animate dead, bestow curse, contagion, deeper darkness, inflict serious wounds, protection from energy, summon monster III*.

4th Level

Blight, freedom of movement, inflict critical wounds, poison, summon monster IV*.

* Evil creatures only.