



# MONTE COOK'S ARCANAE UNEARTHED PLAYER'S GUIDE

*A d20 System Game Accessory*

BY MONTE COOK

*Requires the Dungeons & Dragons® Player's Handbook, published by Wizards of the Coast, Inc.  
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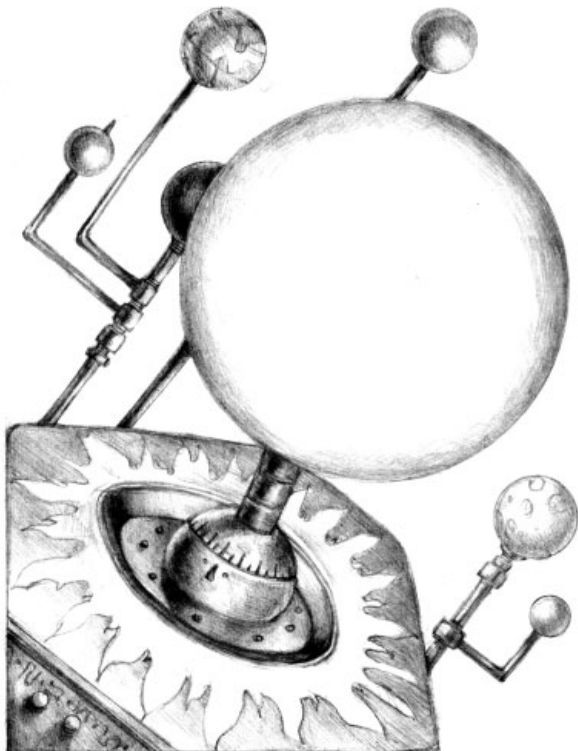
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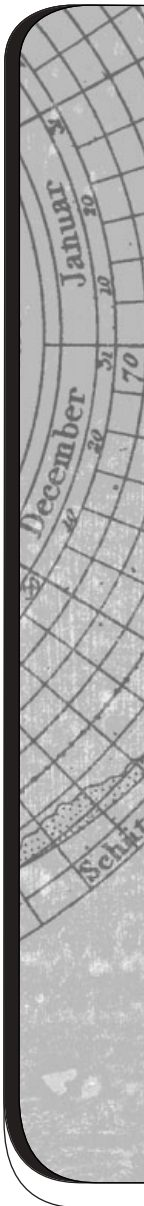
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Sample file



# Choose Your Destiny

Monte Cook's *Arcana Unearthed* provides a whole new way to play the d20 System game you most likely already know. To make it even easier, this product provides tools and aids for DMs and players alike.

This book, the *Player's Guide*, offers suggestions for playing the new *Arcana Unearthed* races and guidelines for how they interact together. You'll find archetypes that go along with each new character class to help define what the class is, what actions characters with that class might take, and what backgrounds they might have.

The *Player's Guide* also contains notes and guidelines for converting material from 3rd Edition core rules products (original and revised) or other Open Game Content sources compatible with the core rules (like Malhavoc Press's *Book of Eldritch Might* or *Book of Hallowed Might*, for example) for use in an *Arcana Unearthed* game. Using this guide, you can easily incorporate *Monte Cook's Arcana Unearthed* with the other material. Add favorite spells to your *Arcana Unearthed* game, import some of the new classes from that book into a campaign you've been running for years, throw it all together at once—whatever you want to do, here's how to make it happen.

## CHARACTER SHEETS

Each *Arcana Unearthed* character class has its own sheet, starting on page 19. (Multiclass characters should simply use whatever sheet seems to work best for them.) On page 30 you'll find a single "back page" to employ for all characters. You may photocopy any of these sheets for your own personal use. They have been designed to be copied onto the reverse of the sheet specific to your character.

Note that the sheets' Class Abilities section sometimes presents a blank line, such as, "This power is usable \_\_\_\_\_ times per day." Fill in this value, which is a variable (probably based on the character's level, ability scores, or a combination of both). Consult the rules to determine the value. Of course, it may change as the character progresses. Check the box next to each ability when you reach the level required to gain it.

The back page lists all the *Arcana Unearthed* skills. Underline your class skills to help remind yourself which ones cost you only 1 skill point per rank.

## DM'S SCREEN AND PLAYER'S REFERENCE CARD

Two other components in this product are the DM's Screen and the Player's Reference Card. The screen has two main purposes: to shield the DM's notes and die rolls when necessary, and to provide charts the DM needs to reference frequently. The DM might also paper clip important reminder notes to the screen. Sticky notes work as well for this purpose—just make sure you don't cover up a portion of the screen that you need.

The Player's Reference Card on the inside cover is like the screen, but it's meant to be kept out on the table so players can see and share it. It contains a number of handy charts and rules they may need to reference when using skills or attempting certain actions.

## USING THIS BOOK

This book refers not only to spells, feats, and other rules introduced in *Monte Cook's Arcana Unearthed*, but also to those from the three Core Rulebooks: the *Player's Handbook*, DMG, and the MM.

Bonus source material and ideas to augment the information in this *Player's Guide* appear on Monte Cook's website. Find the links to these free web enhancements at the book's product page online at [www.montecook.com/mpress\\_Screen.html](http://www.montecook.com/mpress_Screen.html).

This rulebook is protected content except for items specifically called out as Open Game Content on the title page. For full details, turn to page 31. Open content is not otherwise marked in the text of this book.

### About the Author

**Monte Cook** started working professionally in the game industry in 1988. In the employ of Iron Crown Enterprises, he worked on the Rolemaster and Champions games as an editor, developer, and designer. In 1994 Monte came to TSR as a game designer. As a senior game designer with Wizards of the Coast, he codesigned the new edition of *Dungeons & Dragons*, authored the *Dungeon Master's Guide*, and designed the *Book of Vile Darkness* and the d20 version of *Call of Cthulhu*. For WizKids Games, he designed the HeroClix system of superhero combat.

A graduate of the Clarion West writer's workshop, Monte also has published short stories and two novels. In his spare time he runs games, builds vast dioramas out of LEGO building bricks, and reads a lot of comics.

### About the Illustrators

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**Jennifer Meyer**, sometimes considered a wanderer, currently resides in the mountains of Utah. This is her second product with Malhavoc Press. You can also see her work in books from *Green Ronin*, *Sovereign Press*, and *Goodman Games*. Check out her online portfolio <http://home.earthlink.net/~tabykat/main.html>.

Illustrator **Mark Zug** discovered early the power of pencil and paper to bring to life things not available to the senses—dinosaurs, super heroes, starships, and races of ancient astronauts. To date, his work has appeared on the covers of numerous magazines, fantasy novels, and game products. He has been nominated for a Chesley Award and received the Jack Gaughan Award for Best Emerging Artist in 2001. Visit [www.markzug.com](http://www.markzug.com) to see more of his work.

### Malhavoc Press

**Malhavoc Press** is Monte's game imprint devoted to the publication of unusual magic, monsters, and evocative game elements that go beyond traditional fantasy. Malhavoc Press products exhibit the mastery of the 3rd Edition rules that only one of its original designers can offer.

Other Malhavoc Press titles in the *Arcana Unearthed* line include *The Diamond Throne*, a setting book containing source material, monsters, magic items, and more. Most current titles are available to purchase in either print or electronic (PDF) format at [www.montecook.com](http://www.montecook.com).

# Playing Arcana Unearthed PCs

*Humans, enslaved by draconic dramojh for centuries until emancipated by the giants... sibeccai, raised up to civilization from their beastly origins... mojh, self-transformed into shells of humanity... faen, who were old when the world was young: These are the player character races of Monte Cook's Arcana Unearthed.*

Players using *Monte Cook's Arcana Unearthed* face some new and interesting challenges in the roles that they can play. New races, new classes, new feats, new spells—it can be a lot to take in. This chapter should help players get an idea of the archetypes and roles available to them with these new options.

## PLAYING THE RACES

The races in *Monte Cook's Arcana Unearthed* aren't just humans in various costumes. They possess deep emotional and philosophical differences—not so many that the distinctions cause conflict, but enough to encourage interesting interactions. Below is a discussion of each race and what it is like to play a character of that race.

### HUMANS

Humans are probably the easiest race to play, because we all understand what it's like to be a human. Humans are you and I, in real life. Because we all have the most experience with humans, they also constitute the broadest and most well-rounded *Arcana Unearthed* race.

Humans do face some interesting roleplaying challenges, however. Unlike some fantasy milieus, in *Monte Cook's Arcana Unearthed*, humans are not the dominant race (although they might still be the most numerous). Each human must come to grips with the presence of giants in their land. Once, humans were well on their way to being truly dominant, until they were enslaved by the dramojh. Nearly a millennium later, the giants liberated them. How does this history affect each individual's outlook on the world? It's now been hundreds of years since the days of slavery (so no human actually remembers the dramojh). Most humans still appreciate and respect the giants for what they did, and what they continue to do—safeguard the lands they control, build fantastic cities and roads, and generally improve the quality of life. A minority, however, resents the giants and believes that they should either relinquish their position or leave the realm altogether. A small number of these dissidents actually want to drive the giants back to their original homeland by force.

Humans are no more or less likely than any other race to fill the ranks of a particular class.

*Favored Drink: Any; Favored Food: Any; Favored Weapon: Any*

### FAEN

Nimble, fleet of foot and quick witted, faen are exactly what you're looking for if you like the idea of the legendary fey, of characters who favor quickness over brute force, or of characters who can't be measured by their stature.

Loresong and quickling faen make up an intertwined society. They refer to each other as “cousin,” and biologically they are 100 percent compatible. There are no faen halfbreeds; no matter what the parentage, a child is either fully loresong or fully quickling. Genetic throwbacks may occur, however—so mixed is the society that it is not uncommon for two quicklings to sire a loresong or vice versa.

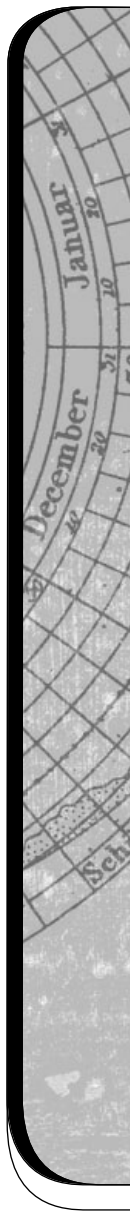
Undergoing the metamorphosis into a spryte is something no faen does lightly, because it is a permanent change. About one in six faen metamorphose at some point in their lives. Becoming a spryte doesn't really change one's outlook: Sprytes still display the personality traits of the faen type they once were, and of the individuals they once were as well. Only their form differs. Of course, the change itself, and adapting to the new form, its abilities, and its limitations, can bring about change in some individuals. More than other faen, sprytes often leave their society to discover the world, explore nature, or just to be on their own.

Faen value security and safety. The typical faen wants nothing more than to settle somewhere safe and live a pleasant, peaceful life with friends and family. Aspects of faen psychology, however, work counter to such a life. For one, many faen are extremely curious explorers who pursue new discoveries. Loresong faen often seek new mystical wonders or magical spells, while quicklings commonly seek wealth or riches. Sprytes might aim for either.

Faen are also somewhat frivolous. While they enjoy security, they rarely plan too far ahead. They live more for the moment than for the long term, and they value things like laughter, song, and strong positive emotions more than humans do. This attitude sometimes leads them into “trouble” (by human standards) down the road, forcing them to leave the safety of their homes to take care of a problem that they perhaps could have foreseen but did not. It should be noted that while faen love laughter, they are not practical jokers or tricksters. They would rather tell a joke than play a joke on someone. Faen would find a practical joker disruptive and annoying, not funny.

When you play a faen, your actions shouldn't be considered reckless, but they might be seen as not well thought-out (by non-faen, anyway). This doesn't make faen unwise or foolish, however. Their curiosity has led to amazing discoveries, and the success of their civilization over the millennia is testimony to their bravery and ingenuity.

Loresong faen are most often mages of some kind: magisters, runethanes, greenbonds, witches, or mage blades. (Faen are most often wind, winter, or wood witches.) In the eyes of many loresongs, a mage blade is a warrior. Still, some loresong faen become akashics (or more frequently, multiclass akashic/magisters or akashic/mage blades), and even champions, oathsworn, or unfettered. They are almost never warmains or totem warriors.



Quickling faen take advantage of their agility and speed to become unfettered, totem warriors (usually hawk or wolverine totems), champions, or mage blades. Although occasionally members of other classes, they almost never become warmains. Faen champions usually fight for freedom, life, faen, or the Harrowdeep forest.

Most sprytes one encounters are spellcasters of some kind. Their stature impedes their effectiveness as warriors but proves an advantage when it comes to spellcasting, and the fact that they can fly above their foes helps keep them safe.

*Favored Drink:* Sweet wine, spiced cider; *Favored Food:* Wild game, fruits, and sweets; *Favored Weapon:* Bows.

## GIANTS

There's just something about playing a character who towers over the rest of the group and most nonplayer characters you encounter. That great stature, coupled with the giants' mastery of the land, makes them an attractive race to almost any player.

An ancient race, the giants' history in the current realm goes back only a few hundred years. Still, their influence extends over all aspects of society. The fact that standard doorways wherever you go are 10 to 15 feet high and hallways are 10 feet wide is just one proof of their predominance.

Giants are warm hearted and genuinely friendly unless given a reason not to be. When angered, though, they become terrible to behold. They are not frivolous, but they value humor, song, and rituals as much as they value food and air. Don't play these characters as the bestial giants found in other games. Even a not-so-smart giant is no crude beast-man.

And of course, giants are in charge. As stated in the "Giants in the Campaign" sidebar in *Monte Cook's Arcana Unearthed*, resist the temptation to play all giants as authoritarian heavies. Rather than focus on the fact that they are in charge, focus instead on *why* they want to be in charge. They are caretakers and stewards—they want to see the land and its people preserved. They want only what's best for everyone.

In an adventuring group, it's natural for a giant to assume a position of leadership (although it's not always natural for everyone to accept that). However, a giant normally does what's best for the group—whatever that may be. Giants are often more willing than members of other races to put themselves at personal risk to help someone else, but they don't take foolish chances. In fact, giants are usually quite wise and consider their actions carefully.

Frequently warmains, giants are well represented in every class (except perhaps unfettered, for few giants appreciate their wild, abandoned look upon life; totem warriors are also a less common choice). They are more likely magisters than witches or runethanes, more likely greenbonds than mage blades, more likely champions than oathsworn. But all are certainly viable choices for a giant.

*Favored Drink:* Strong spirits, ale; *Favored Food:* Fruits and vegetables (meat in small amounts); *Favored Weapon:* Heavy swords and axes.

## LITORIANS

Litorians are impressive in stature and in their honor-bound nature. Anyone who calls them cat-people doesn't understand them

at all. With due respect to cats, these are not aloof, self-interested felines, but proud warriors and hunters who are principled and thoughtful in their actions. They ascribe high importance to the well-being of their allies, their families, and their people.

Also, do not dismiss them simply as primitive hunters. The litorians have been around as long as the humans or the faen, and know much about those two races and the cities they build. The litorians, however, have rejected the ways of the other races to embrace their own.

Litorians are noble and value personal honor very highly. They also closely guard their image in society. Litorians teach their children that to be caught in a lie, to be seen as a failure, or to be called a coward are all fates as bad as death. Some litorians take this ideal to mean almost never speak, attempt only what one is good at, and never turn from a fight, no matter what the odds. These points of

view, however, border on the extreme. Most litorians realize that honor holds more importance than action. Abandoning a fight is not cowardly when one has no chance of winning. There is no shame in failing at an impossible task. And a statement is never a true lie if you believe it when you say it.

Other things, however, can shame a litorian as well: associating with honorless people, betraying a friend, dishonoring or betraying your parents, failing to repay a debt—or worse, failing to recognize when you are in someone's debt. One who saves the life of a litorian usually finds that litorian swearing to aid him in a great task. Litorians have a strong sense of lifedebt and will go to great lengths to repay their saviors.

When you play a litorian, carefully consider your actions. When you make a friend, stick by that friend no matter what. When you make an enemy, strive against that enemy with all your might. (And thus do neither lightly.)

Litorians are most often unfettered, totem warriors, oathsworn, or greenbonds. They are less frequently champions, akashics, witches, and mage blades. Litorians rarely become warmains, magisters, or runethanes. Of course, it's certainly possible—even likely—that there exist exceptional litorians who gird themselves in heavy armor, or to spend months studying massive tomes on magic and live their lives in the crowded cities of the land. Exceptions simply prove the rule.

*Favored Drink:* Water or whiskey; *Favored Food:* Meats; *Favored Weapon:* Clubs and maces (and bolas).

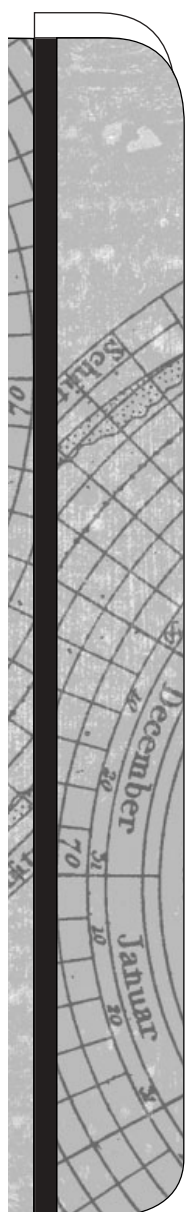
## MOJH

The word "mojh" is meant to make one think of the dramojh. It's meant to convey power and engender respect—and perhaps a little fear.

Mojh don't really look much like the dramojh did. They are vaguely draconic humanoids (dramojh were not humanoid at all) and seem nothing like the humans they once were. They dwell apart from humans and other races most of the time. Their communes are isolated and often secret.

### Exceptions

*Of course, there are exceptions to every rule. There are cold-hearted, cruel giants, caring and loving mojh, and loresong faen warmains who have no patience for magic. These sections speak only of generalities and the most common members of each race.*



Two qualities intrinsic to the mojh race shape their outlook. First, each individual mojh chose to be a mojh. (There are mojh who were forcefully transformed by other mojh, but these are fairly isolated incidents.) The process by which a human transforms into a mojh is not easy, and few go into it lightly. One needs to have a real disdain for one's current identity to undergo such a change, and one must have a real need to live separate from others who were once of his or her kind.

Second, mojh are genderless. Biological urges to mate or emotions like love do not drive them. In fact, they are fairly emotionless compared to humans. They devote that mental energy and that time to other pursuits—usually in developing their minds, their bodies, or their magical abilities. Each mojh thinks of itself as a work in progress, steadily improving all the time.

*Monte Cook's Arcana Unearthed* has no system of alignment; thus, to say that the mojh lean toward "evil" is too simplistic. The game offers no actual definition of good or evil. As in the real world, each individual must define those terms. That said, any beings who willingly pattern themselves after the dramojh are easy to label as evil. To be sure, many members of the other races do just that. They see the mojh's fascination with the dramojh and even with dragons as abominable.

Mojh do not trust others easily—even other mojh. They often assume that others will dislike them, and their naturally devious minds take for granted that most other people are just as devious as

they. Even a mojh who would not betray another sees betrayal in others quite easily.

Mojh characters challenge their players, as they are not the most likeable creatures by most standards. Those mojh who do associate with others, however, learn to adapt and fit into standard society. (They also often use hooded cloaks or other simple disguises to avoid drawing attention.) You're not likely to see, in most communities, a mojh in a social position—a shopkeeper, an entertainer, or a leader.

Mojh are very often mages—runethanes, magisters, mage blades, and witches (usually iron or mind witches). They seldom appear as akashics or greenbonds, and even more seldom as unfettered, oathsworn, or totem warriors (usually serpent or shark totem warriors). They almost never become champions or warmains; the rare mojh champion usually champions its own race.

*Favored Drink:* Tea; *Favored Food:* Meat (cooked well done); *Favored Weapon:* Rapier or short sword.

## RUNECHILDREN

Runechildren are chosen, almost messiahlike figures. Only some see themselves that way, however. Others see the gift of the rune as a responsibility or even a burden.

Because runechildren can be members of any race, it is difficult to pin down too many defining characteristics. They normally feel obligated to help those in need when they come upon them, cham-



Humans

Quickling Faen

Loresong Faen

Giants