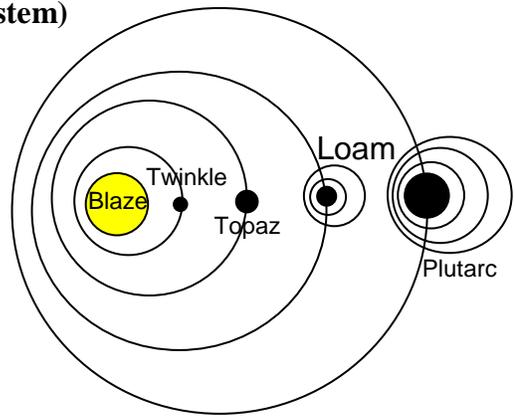


## Loam (A Guide to the System)

### Cosmology

Star: Blaze  
 Innermost Planet: Twinkle  
 Inner Planet: Gron (heavy gravity water world)  
 Loam: The only Inhabited Planet  
     Main Continent: Sorid  
     Primary Moon: Squire  
     Secondary Moon: Orbus  
 Outermost Planet: Plutarc



### Magical Ore

- Mana Marem = Metallic Anti-Magic Ore, creates an anti-magic shell at the rate of 6" per pound.

- **The Octorange Spectrum** (from The Colour Magic) is hard to see and it takes an entire round of concentration to use it. It is the literal color of magic and it is like having a permanent detect magic spell up. You can use it to tell what school of magic is involved, but you have to be trained (an arcane spell caster) and make an Int based check with a DC of 10 + the level of the spell (it originally came from the Colour of Magic the first Diskworld novel). If they fail then it is just too hard to read the color. If they fail then it is just too hard to read the color.

Psions and Wilders = 10%

Fighters, Palidans, Rangers, Soul Knives = 15%

Divine Casters, Monks, Rogues = 25%

Wizards and Sorcerers, other arcane casters = 0%-45%

- **Magic** is a force created from mana; the gods tap into mana directly for their lives. Psions use their mental power to channel and direct mana; their psions seem like magic, but are not so Spell Resistance is reduced to 50% against psions. Black Guards, Clerics, Priests, Paladins, Rangers and other divine spell casters channel manna as well as direct positive or negative energy (when casting a cure or an inflict spell). They are granted this channeling power by their gods.

Assassins, Bards, other spell casters and Sorcerers channel mana directly as magic. Wizards have the most conscious control over the mana they channel and direct, only they write down their spells and know the true source of them (a few Prestige Classes require the character to learn the nature of their spells like the Corrupt Avenger).

**Nations:** National Outlook (on the continent of Sorid from Lisis's point of view)

#### Allied

Lisis  
 Firmat Conferdation  
 Gelisic  
 Econotel  
 Iman Kingdoms

#### Neutral

Alwip  
 Ispic  
 Maltoveny  
 Wild Union

#### Enemies

Vertny  
 The Island Kingdoms (Pirates)  
 Cenastic Alliance  
 Celese Empire  
 Mage's Union

**Monthly Living Expenses:** handles clothing, dinning out, apartment rent, food etc. (In addition to Guild Fees. Life costs for adventuring.)

#### Living

#### Expense

Wealthy	200 gp/Level
Middle Class	50 gp/Level
Spartan	25 gp/Level (will have to pay for everything individually)
Poor	5 gp (roll 5% chance per month of chance of disease infection)
Squalid	3 gp (roll 20% chance per month for chance of disease infection)